(✱) How does Flutter build apps For different platforms with a single code base ?

_ In Flutter, the Dart source code is compiled into native Code specific to the targeted platform.

_ This compilation process ensures optimal performance and compatibility with the device's hardware.

_ For example: If the target platform is IOS devices, the Dart source code is compiled to the native code For IOS system through 3 stage :

1- Dart code >> source code

2- AoT - compiled - code

3- ARM - code >> machine code

3 stages explaination

1- write the Dart code

2- Ahead of Time compilation process done resultsin converting dart code into Ahead -of- time compiled code , typically this format is suitable to be passed to the next stage.
This Intermediate phase is platform - Independent .

3- The AOT - compiled code is passed to LLVM compiler which generates the ARM machine code specifically for IOS devices.
that directly executed by the device hardware.