Flutter
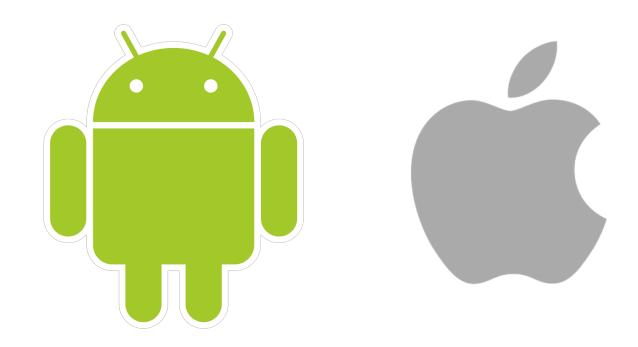
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Mobile Development

Mobile Development

Problems

- "Learn Once, Write Everywhere" approach
- Branding + Design Orientation
- Speed
- Library support
- Potential Solution? React Native   Xamarin
  - Debugging difficulties (IDE integration)
  - Just as verbose in the end
  - Companies are leaving now (Airbnb, Udacity etc.)

Yes, Google made another Framework

Key Benefits

- Native Performance + UI tooling

- Easy integration with existing Swift/Kotlin/Java code

- Fast Development

- UI Driven paradigm

- Hot Reloading

- Works well in Xcode and Android Studio

- Renders UI on its own, not wrapped

  - Renders the same way across OS + OS versions

Key Benefits

- **Yes**, Google made another new language.

- Dart compiles to ARM and x86 code
  - Run natively on iOS, Android, and beyond

- UI driven - reactive programming

- Easy(ish) to learn

Flutter **Drawbacks**

- Renders UI on its own, not wrapped
  - Could be differences vs Native components
- Not as many plugins/libraries
- React Native effect?

Study Question

What issue does try to solve?

Study Question Answer

- "Learn Once, Write Everywhere" approach
- Branding + Design Orientation
- Speed (building, debugging)
- Library support cross platform