FLUTTER TUTORIAL

When it's said that Flutter has "one codebase," it means that you can use a single codebase to develop apps that run on multiple platforms, such as iOS, Android, web, desktop, and potentially more. This is made possible because Flutter uses a single programming language (Dart) and a single codebase to create applications that can run natively on different platforms.

Traditionally, when developing apps for multiple platforms, developers would need to write separate codebases for each platform. For example, one codebase for Android (using Java or Kotlin) and another for iOS (using Swift or Objective-C). This approach often results in duplicated effort, increased development time, and maintenance challenges.

With Flutter, however, developers can write code once and use it across different platforms, thanks to its cross-platform framework. This is achieved through Flutter's rendering engine, which uses Skia to draw widgets and UI components directly onto the screen, providing a consistent look and feel across platforms.

By having only one codebase, developers can streamline the development process, reduce code duplication, and maintain a single code repository for all platforms. This not only saves time and effort but also ensures consistency and easier maintenance of the app across different platforms.