REPORT

LAP 3

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**Introduction:**

This lab report documents the creation of a cross-platform mobile app using Flutter to simulate rolling dice. The report outlines the app's objectives, methodology, results, a brief discussion of Flutter-based development, and a conclusion.

**Objectives:**

Develop a simple Flutter-based cross-platform mobile app.

Showcase the process of designing and building an interactive mobile app.

Highlight the pros and cons of Flutter for app development.

**Methodology:**

The app was built with Flutter and Dart, following Flutter's widget-based architecture for cross-platform compatibility.

**Results:**

The app successfully simulates rolling dice and displays random numbers upon tapping the "Roll Dice" button.

A screenshot of a computer

Description automatically generated

**Discussion:**

This project demonstrates Flutter's efficiency for rapid cross-platform app development, particularly for straightforward applications. While suitable for beginners and basic projects, it may not address the complexities of more advanced app development.

**Conclusion:**

In summary, this lab effectively demonstrates the creation of a simple cross-platform mobile app using Flutter. It underscores Flutter's suitability for rapid development, especially for entry-level projects, while acknowledging its limitations for more complex applications.