



Build a basic stopwatch application for iOS or Android which has a Flutter UI and a native implementation of all Timing logic and control. Control will include support for starting, stopping, resuming, and resetting the timer

The Flutter UI will:

- Provide buttons which will trigger the start/stop/resume/reset actions
- Display only the buttons which are appropriate for the state of the timer - e.g. the Stop button should be hidden when the timer is stopped.
- Display the current time formatted and update it with each received Timer event.

For Flutter-Native communication use only what is provided by the Flutter platform - i.e. `package:flutter/services.dart`. Do not include any 3rd party plugins to facilitate this.

Common Flutter plugins are welcome for things such as state management of time formatting.

Include a `README.md` which provides an overview of the project structure and all architectural considerations.

Your code will be assessed for readability and organization, use of best practices, adherence to Object Oriented principles and overall functionality. Do not comment your code any more than you would under normal circumstances. Reserve the more verbose thoughts for the follow up discussion.

You can deliver the finished project as a zip or push it to a Github repo that we can access.

We will arrange a follow up meeting during which you'll be expected to review this work, explain your decisions and discuss alternatives that we, or you, may come up with.