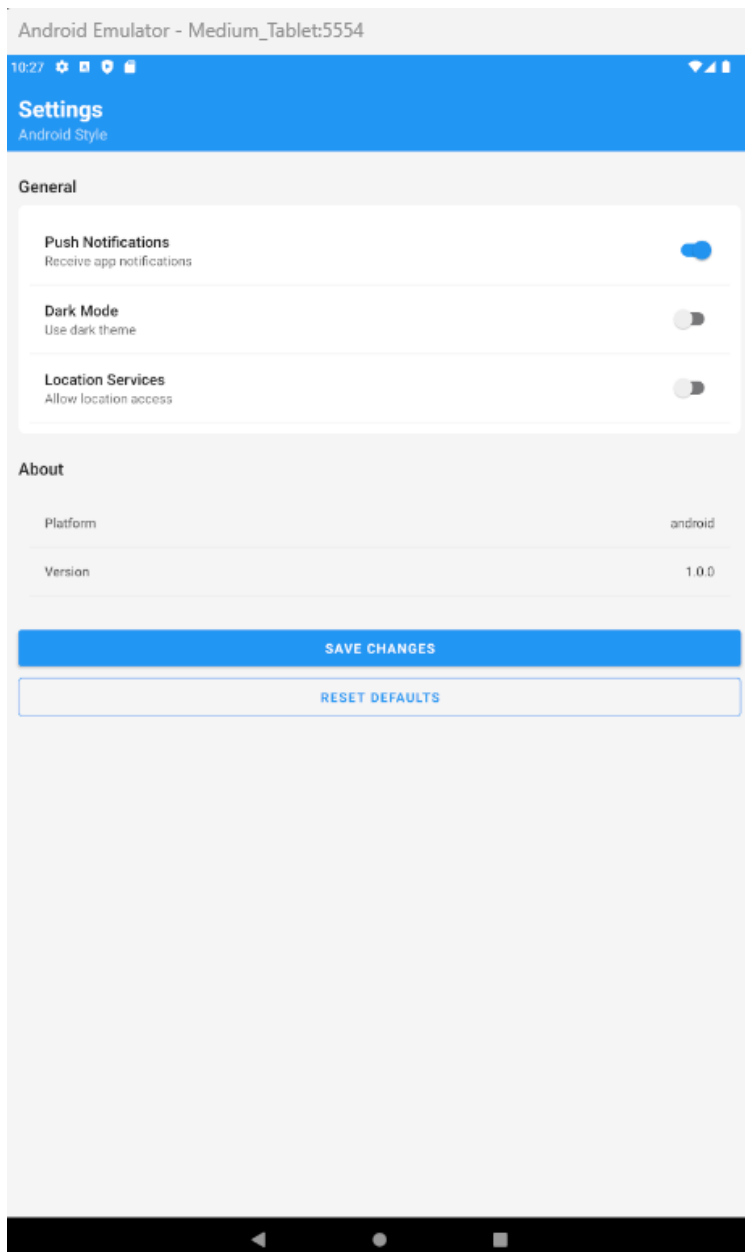## A. Screenshots Section

B. Platform Differences

This project helped me understand how iOS and Android approach design differently. iOS emphasizes soft edges and natural shadows to show depth, while Android relies on flat surfaces with elevation layers for structure. I followed each platform's UI guidelines to make the experience feel native instead of generic. Summary I copy available code from instructions

C. Implementation Approach

To keep the project organized, I used separate files `PlatformButton.ios.js` and `PlatformButton.android.js` so each platform could define its own styles without messy conditionals. The Settings Screen used a shared layout for sections and rows but changed colors and status bar modes per platform.The challenge was testing iOS when I only have windows

D. Code Quality

I structured my files by purpose components, screens, and utils so everything stayed modular. Each file had a single responsibility ,this helped keep the code clean and scalable.I used consistent naming and indentation, avoided duplicating styles, and tested across both platforms to verify behavior