Background and relation to editors.

Use cases for that include online and mobile programming tutorials, chat applications for programmers that highlight computer code as they type it, mobile editors for remote server configuration, and more. While there are many editors available in browsers and desktop computers, there are very few options to be built into mobile applications. The defining feature of Flutter is that applications made with it can run on Android, iOS, on computers, and in browsers, while this used to require 4 or more different applications before Flutter.

I got to know Mr. Inkin when he

Mr. Inkin and the team he led while working for Akvelon

their most prominent features

include:

- Code folding. Large programs can get hard to read. Their editor can collapse and expand code sections, and it greatly improves programmer's experience.
- Error highlighting. Their editor can connect to servers to check code for errors and show problematic lines and report specific problems in code.
- Autocomplete. Their editor suggests words as a programmer types them, and it significantly reduces programming errors.
- Search. Flutter does not have a cross-platform built-in search in text fields, and they
 made it.

Before those features, an editor in a Flutter app could only satisfy basic programmer's needs while leaving the feeling that it's still far from professional development tools available on computers. As a result, people would often write larger pieces of code in professional desktop editors and then copy and paste it into a Flutter app to use it there.

The features developed by Mr. Inkin led to a paradigm shift where much more work can be done in a Flutter app directly, and professional desktop editors are less often needed. This is huge for