

# Flutter Assignment 3

## Question 1 - Element tree vs Widget Tree ?

Element Tree	Widget Tree
Elements have a reference to the widget and are responsible for comparing the widget differences.	Widgets contains instructions to compose the UI
Represents rendered Widgets on Screen	Contains Widget Configurations
Elements are responsible for creating Child Widgets	Widgets are used to create child Widgets as everything in Flutter is a Widget
Flutter Framework handles Elements	Developer Creates Widgets

Each Widget has its Stateless / Stateful Element

## Question 2 - Why do we use setState?

As there are two types of widgets in Flutter Stateless and Stateful . The Stateful widgets are the widgets which are responsible for interactive ui and responsible for everything that's changing on screen . The stateless widgets are only to be present on UI . For example we need to change text of the Text Widget because of the flutters building blocks as well as how flutter behaves flutter needs to RERENDER / REDRAW the widgets or screen every time anything needs to be changed or updated . Calling setState notifies the framework that the internal state of this object has changed in a way that might impact the user interface in this subtree, which causes the framework to schedule a build for this State object.

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## Question 3 - Material vs Cupertino

Material	Cupertino
Material is a UI Component Styles of Android and Material Design Provided by Google	Cupertino is Whereas UI style that is used across IOS Platform

Material design Has more components in Flutter	Cupertino Components are less as compared to Material Design in Flutter
Material Design Follow Material Wrappers and Options	Cupertino Design Follows Cupertino Wrappers & Options and Can also use Material Wrappers
We can use Material Widgets on Both platforms be it android or ios the design will maintain consistency between platform uis	We can technically run a Cupertino app on either Android or iOS, but (due to licensing issues) Cupertino won't have the correct fonts on Android. For this reason, use an iOS-specific device when writing a Cupertino app.