"Flutter"
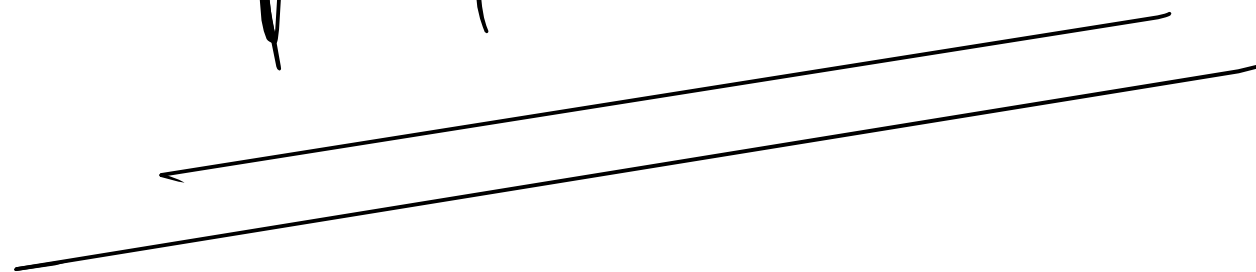
HISTORY OF FLUTTER

↳ first described in 2015 by google team.

  ↳ Experimental project

    ↳ sky

      ↳ whose main goal was render

UI at 120 FPS using dart programming language

developed in 2011 by google team.

→ in 2017, flutter was introduced publically at google I/O.

→ in 2018, google has released stable version of flutter 1.0

  ↳ by using this, google developed an App.
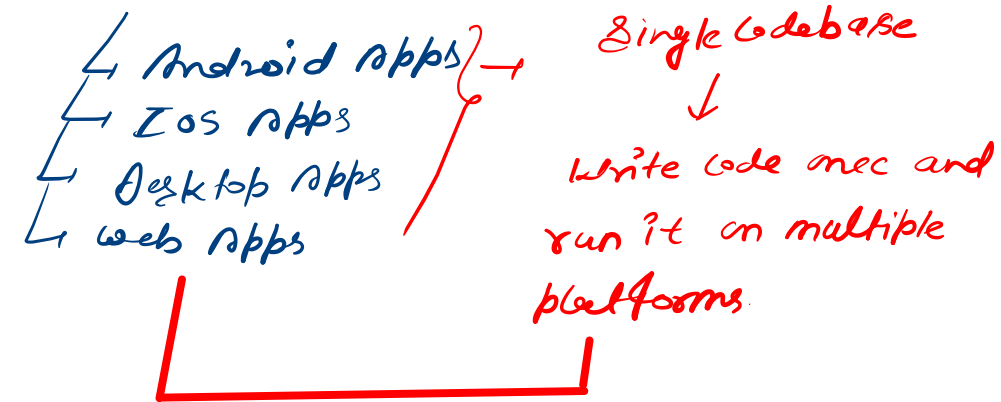
    ↳ the name was: "Hamilton music App"

      ↓

      That was the one of the

large scale & App using dart & flutter.

· FLUTTER OVERVIEW

└ is an opensource ui framework developed by google
that is used to create

└ Android Apps ⌉ → Single Codebase
└ Ios Apps   ↓
└ Desktop Apps   Write code once and
└ Web Apps   run it on multiple
                          platforms.

↓
For doing All things Flutter uses
dart programming language.

× What makes Flutter special..?
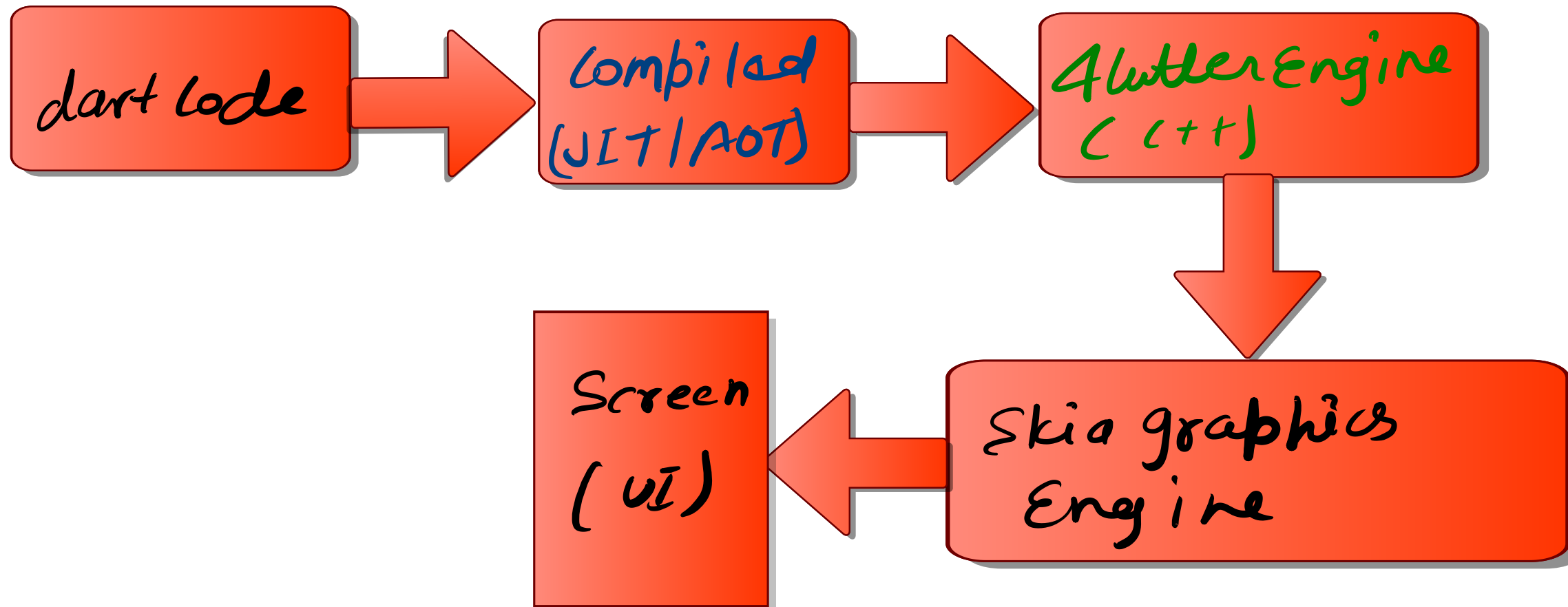
Native
Component

Flutter uses own
widget to draw Anything
on the Screen.
↓
→ For doing this, 2D graphics
library used that is "Skia"

↓ because of this it provide the
1. Same ui for all devices
2. better ui Control
3. Same performance
4. Fewer ui bugs.

Flutter Execution Flow:

WHY FLUTTER:

1. Fast Development

3. Google Support Growing Community

2. Signle Codebase for multiple platform

4. Freelancing + Startup Friendly

IMPORTANCE OF FLUTTER

1. Growing Demand for Cross-Platform Applications

2. Important Role in Modern Mobile App Development

3. Cost-Effective Solution for Businesses

4. Helps Startups Launch Products Faster (MVPs)

5. Creates Job & Freelancing Opportunities

Advantages of Flutter	Disadvantages of Flutter
1. Cross-Platform Development	1. Large App Size
2. Faster Development (Hot Reload)	2. Limited Native Features
3. High Performance	3. Dart Language Requirement
4. Rich Widget Library	4. Web & Desktop Limitations
5. Consistent UI Across Platforms	5. Immature Ecosystem