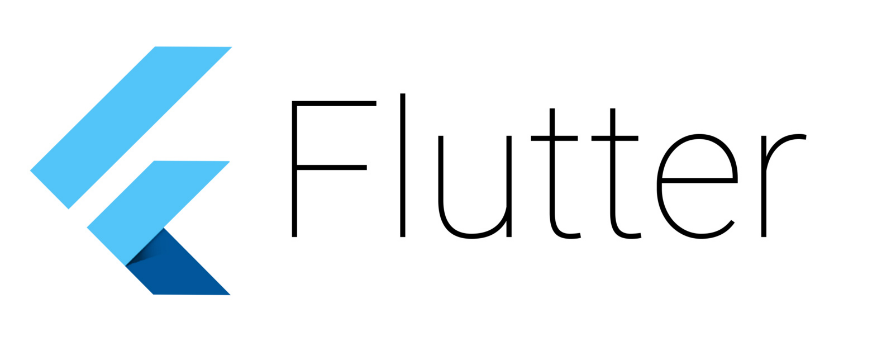
**Flutter and Dart: Changing How Native Mobile Applications Are Built**

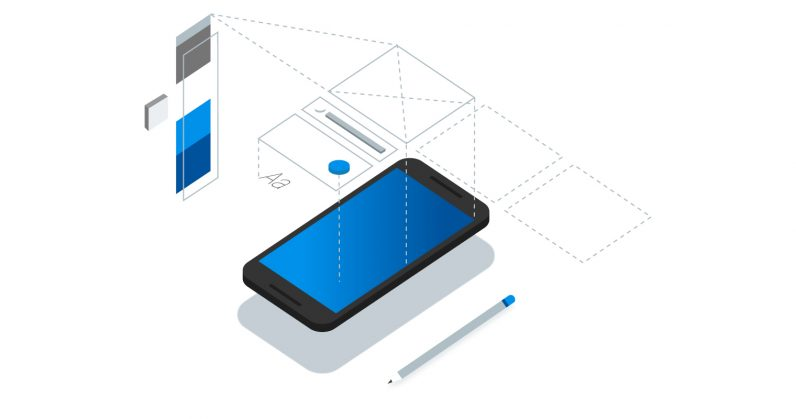
**Cameron Stark**

CS 332 – Report 1

Embry-Riddle Aeronautical University

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*Figure 1 [1]*

*Figure 2 [2]*

**Introduction:**

Ever since the beginning of the mobile device market, those who have wanted to get their product onto the various different devices ranging from iPhones, Android phones, blackberries, palm pilots, and many others, if they wanted to gain access to the internal components of the device such as camera, location, microphone and other components, would have to build their app in each platforms native language in order to get the full usability out of their app. For example, iPhones use the language swift and Android uses Java, just to list to the two major markets in the mobile industry. iOS is the operating system by Apple for only the iPhone and Android is the operating by Google for a multitude of phones by Google, Samsung, Essential, OnePlus, and many more.

This report will briefly discuss the cross-platform native compiler and then delve into Dart and Flutter, describing the language and framework respectively by breaking down the paradigm and how the language makes use of it, how the language and framework perform common functions such as declaration just to name one, and why this language and thusly the framework was created and developed.

**The Cross-Platform Native Complier**

To begin with the idea of Cross-Platform

**References:**

[1] https://cdn0.tnwcdn.com/wp-content/blogs.dir/1/files/2018/02/Flutter-hed-796x419.jpg

[2] https://cdn.arstechnica.net/wp-content/uploads/2018/02/7-2.jpg