**4.Advantage and disadvantage**

**4.1 Advantage :**

* In the wake of the global pandemic, the education sector has seen a massive expansion of technology. With technology on its side, the entire industry is discovering new ways of doing things. It's not that technology has not been used in education before, but the use of educational applications has been limited.
* Using technology used to be a choice, but now it's a requirement. This has led to the adoption of educational software development via mobile applications, allowing companies, particularly in the education sector, to reach new heights. During compulsory distance learning, it was evident that there was a huge demand for technical tools and systems that allowed professors to communicate with their students, track their learning progress, and distribute their courses.

**4.2 Disadvantage :**

* While Material Design has very obvious pros, that doesn’t mean there aren’t cons that go along with using it. First up, Material Design is immediately identifiable and is strongly associated with A Study Material and, specifically, Android. While this isn’t necessarily a bad thing for everyone, it’s potentially a negative for some.
* One big reason that it might be a negative is that it limits the effectiveness of other branding while using the A Study Material design system. Yes, designers can incorporate logos, color palettes (within the Material Design guidelines), and other differentiating factors to support the brand identity, but a product following the Material Design specifications will almost always also be associated with A Study Material.Since motion and animation are promoted within the Material Design guidelines, sites or apps that don’t incorporate it can seem to users as if they’re missing something. People associate the motion characteristics of Material Design with the visual characteristics, which can leave designs without motion lacking.
* Sure, one solution is to always incorporate motion in designs that follow the Material Design specs. But extensive animations can be very resource-heavy on mobile devices, resulting in higher data usage and faster battery depletion. It’s a balancing act designers have to consider when working within the Material Design guidelines.
* Beginners may find that the Material Design specification is more complicated and harder to implement than other styles like flat design. Because the Material Design system is so comprehensive, there are a lot more things to consider and adhere to than many new designers may be comfortable with.