Module :1 Flutter – Introduction

1. **What is flutter ?**

   - Flutter is an open source framework by Google for building beautiful, natively compiled, multi-platform applications from a single codebase

2. **Why did you choose flutter?**

   - It is a cross-platform framework. This means that I can use it to build apps for both iOS and Android using a single codebase. This saves me time and effort, and it also makes my apps more maintainable

   - It is fast and efficient. Flutter apps are known for their smooth performance, even on low-end devices. This is because Flutter uses the Skia graphics engine, which is also used by Google Chrome and other high-performance applications

3. **What is dart ?**

   - Dart is an object oriented programming language.

   - It is used to develop web & mobile apps as well as desktop application

   - Dart uses garbage collection to automatically manage memory allocation and deallocation. This makes it easier to write code

4. **Difference between hybrid application and native application**

Hybrid App	Native App
It is an Web-based framework.	Native programming language
Slower than native	Faster than hybrid app
It is not as good as native	It gives best experience to the user
Cheaper than Native	Expensive than hybrid
It can be developed for multiple platforms	Developed for specific platform

5. **Full Form of SDK , APK , ADB , AVM**

- **SDK:** Software Development Kit

- **APK:** Android Package Kit

- **ADB:** Android Debug Bridge

- **AVM:** Android Virtual Machine