* Three types of trees in flutter (state, render, widget)
* State management:
  + Data refresh
  + Provider, bloc, riverpod
* Baray project mein provider bhi use nahi kartay: bloc best
* Application jis mein hur second par data change karta:
  + Setstate would reduce performance much
  + Jo widget hai ushi mein change ayay, poor ana change ho

PROVIDER

* Agr multiple providers hoin tou wrap app in MultiProvider rather than and then ChangeNotifierProvider
* Jub bhi koi change ayay ga notifier bata day ga app ko
* Context.watch<type of provider>().data : jo bhee notifier hai ussay daykho aur value lekar ao, change ko render karwaya
* Context.read<type of provider>().data : used jub data ko change karna ho wihtou updating UI