

# GOOD PRACTICE

How we manage  
cross-platform  
application development.

 DEBIOTECH

At Debiotech, we have seen a rising need amongst our clients for mobile applications development, which means support for both Android and iOS. Naturally, the data gathered and processed by the mobile application must be synchronized and backed-up on a remote database (backend). And finally, as the customer must be able to view and manage this data, a web application (frontend) is required. Therefore, for a single solution, it turns out that we must develop 4 pieces of software! It sounded clear to us that we had to optimize this aspect.

## **We decided to develop using a multi-platform framework and our choice was Flutter!**

Flutter is “an open source framework by Google for building beautiful, natively compiled, multi-platform applications from a single codebase.” Based on the Dart language, also developed by Google since 2011, Flutter was created in 2017 and has been growing up fast (v3.10 was released in May 2023) and has taken an important share amongst other cross-platform frameworks over the years.

What we really like about Flutter is the fact that we can use the same source code for Android and iOS, but also develop a web application (and where applicable share classes with the mobile application!) using the same technology. In the future, we may also implement our backend solutions in Dart.

## **That means 4 applications using only 1 technology!**

Often, people will say that cross-platform frameworks are less efficient than dedicated native frameworks. This might be true, although Google has made a tremendous effort to eliminate this drawback. But we also know that “the best is the enemy of good”, which is why we have decided to adopt a customer-oriented approach. By using Flutter, we can develop faster and reduce the number of developers, and therefore costs.

Debiotech has been using Flutter for about 2 years now on different projects, and one thing we are convinced about: it was a great decision!

Although Flutter offers an exceptional development experience, there are a few considerations to keep in mind. Since Flutter is a relatively young framework, some libraries or features may not be as mature or comprehensive as those in more established frameworks. However, the Flutter community actively addresses these limitations by constantly improving existing libraries and creating new ones.

 **So, if you are planning multi-platform development, why not give Flutter a try!**

