



ОНЛАЙН-ОБРАЗОВАНИЕ

Меня хорошо видно && слышно?

Ставьте + , если все хорошо  
Напишите в чат, если есть проблемы

# Flutter Mobile Developer

Тема 21. Анализ работы приложения.  
Сохраняем 60 fps в секунду

# Цель урока

- Научиться анализировать производительность
- Находить слабые места в приложении и исправлять их

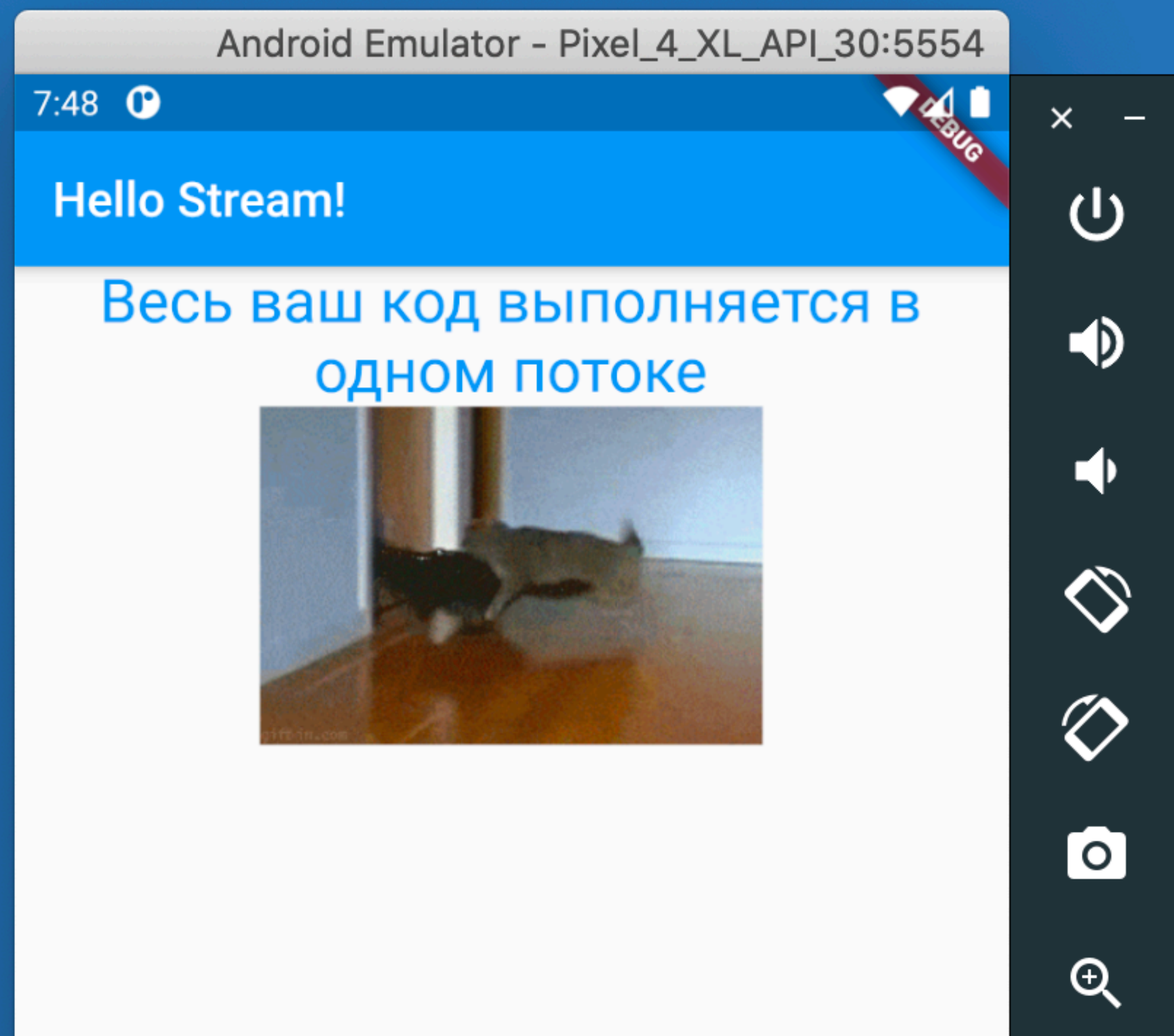
О чем будем говорить

Немного теории

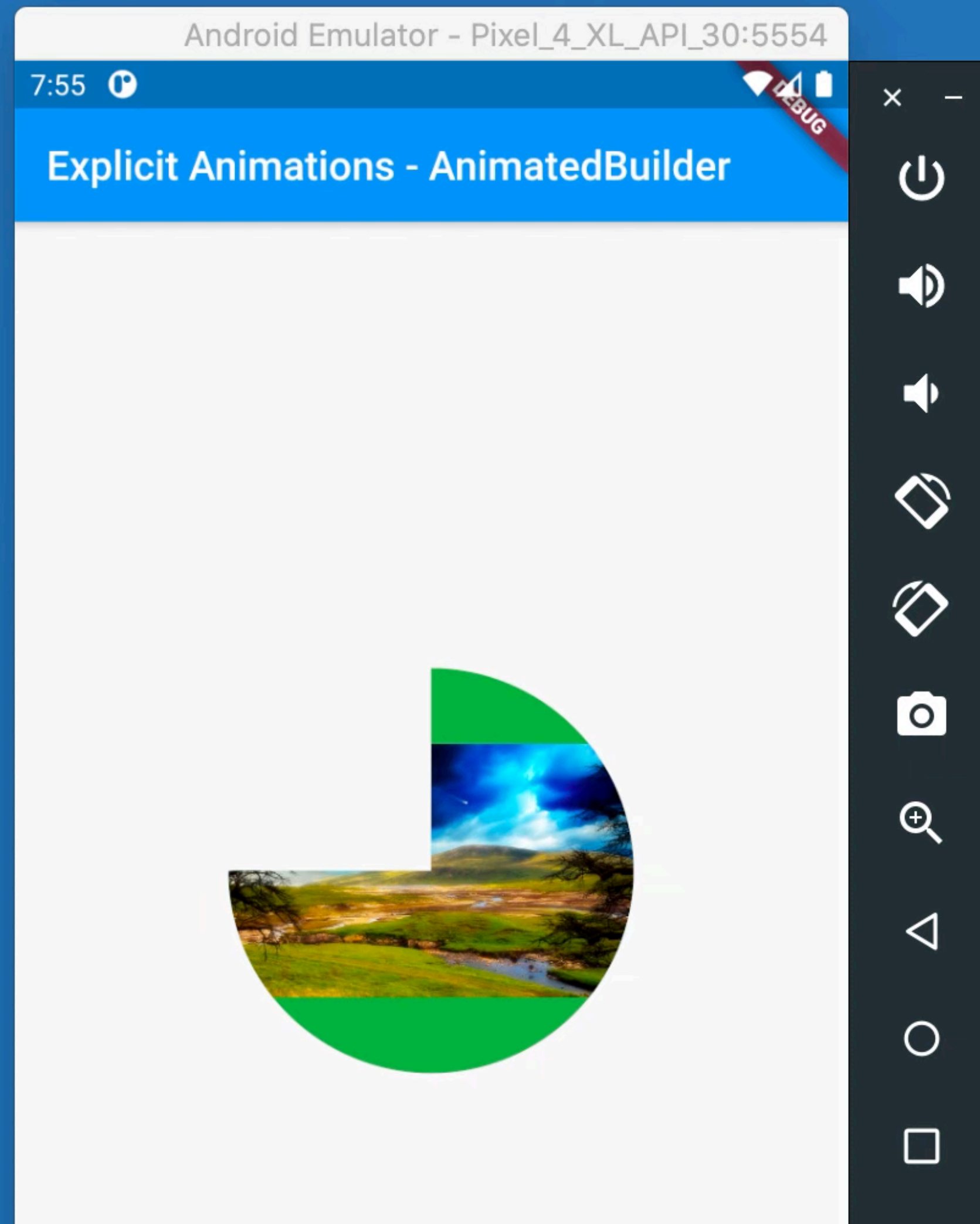
Tooling и поиск проблем - Observatory

Tooling - DevTools

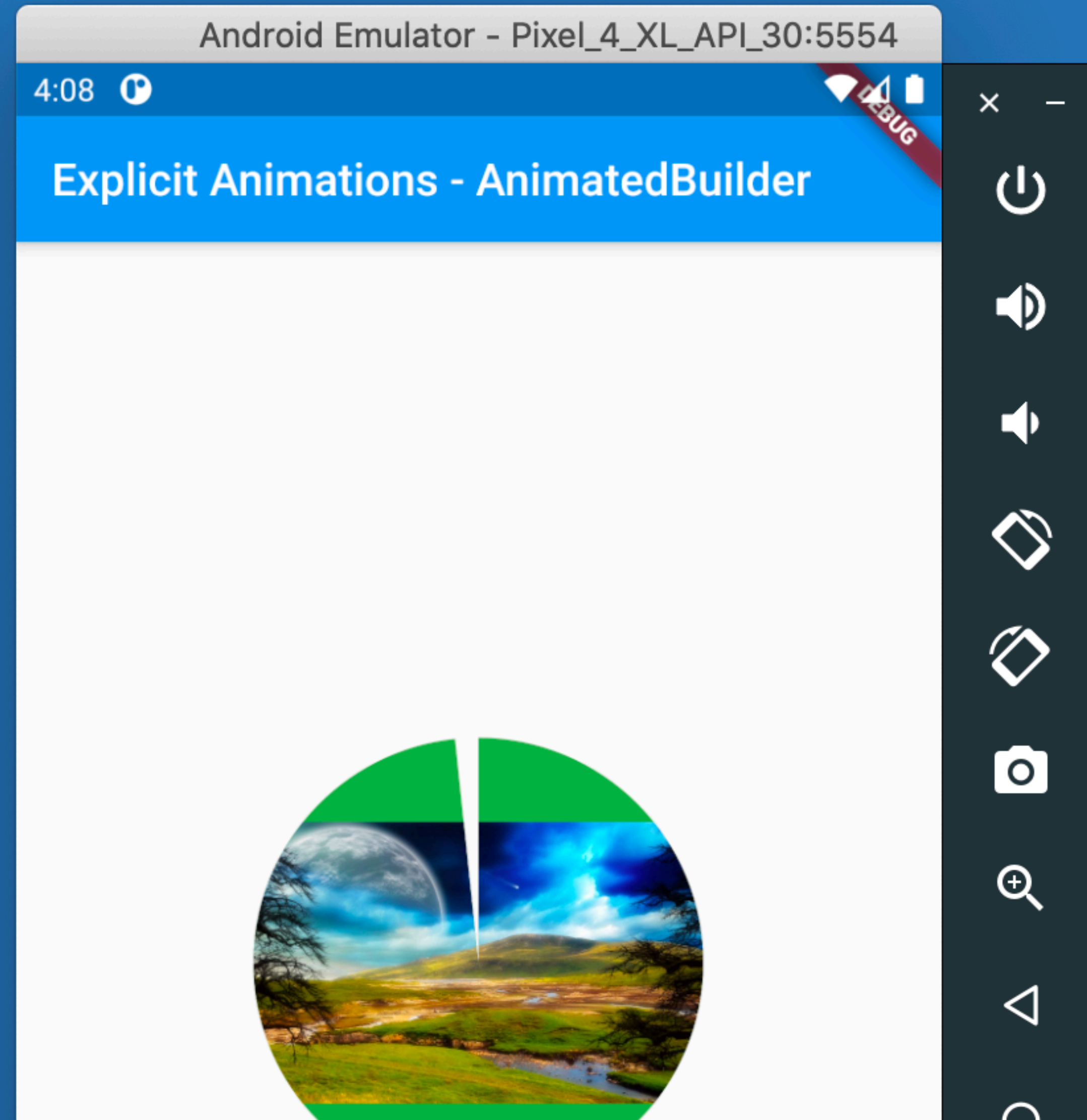
# Jank



# Jank



# Анализ производительности на эмуляторе



# Debug, Profile, Release

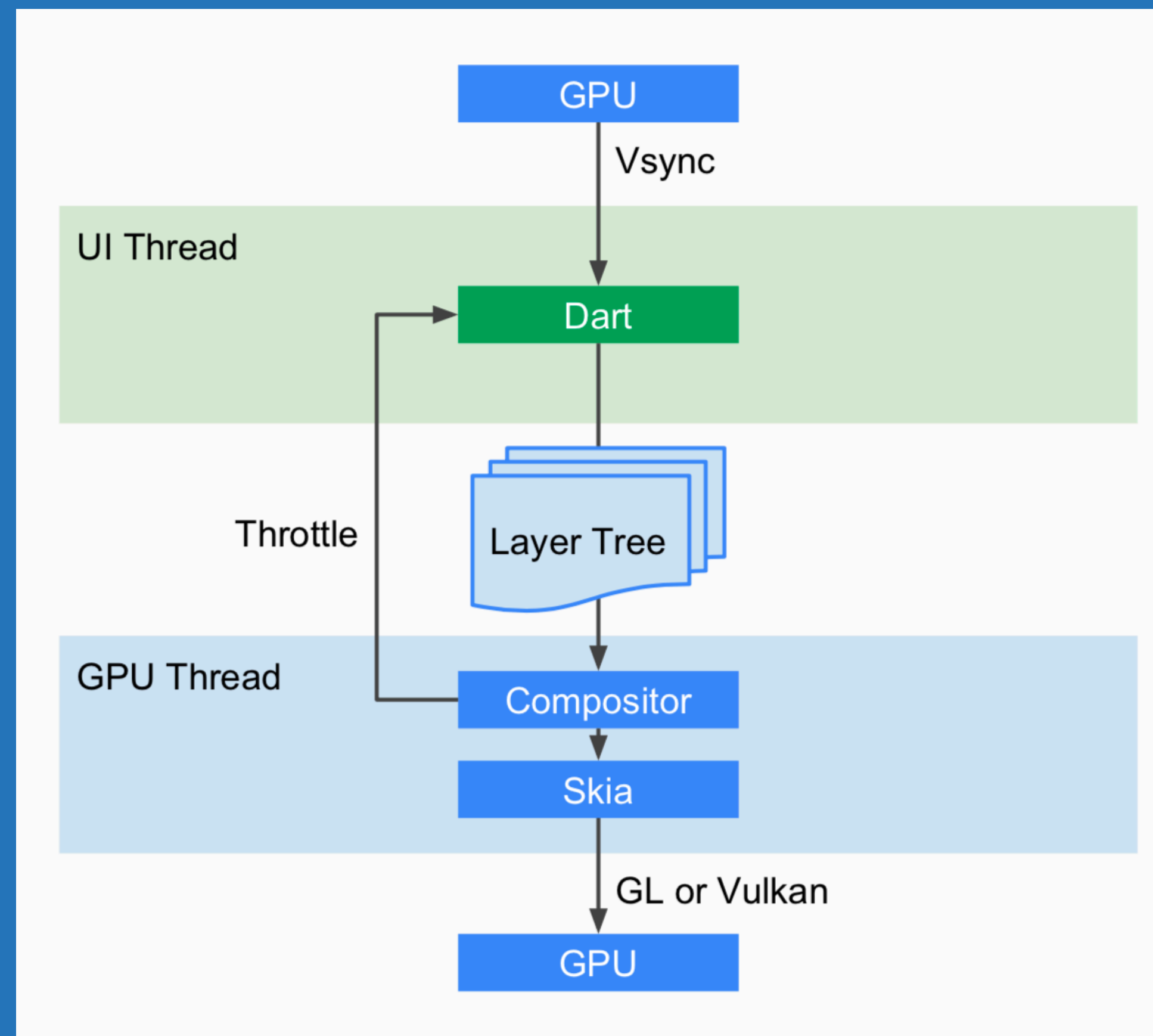
- <https://flutter.dev/docs/testing/build-modes>

- **Debug**

- **Profile** - Этот режим недоступен в эмуляторе (симуляторе) по причине, что поведение в эмуляторе не дает реальной картины производительности приложения. Этот режим очень близок к режиму Release, за исключением того, что есть логгинг, трассировка событий и VM Service, который позволяет вам подключиться при помощи DevTools или Observatory. Flutter умышленно не разрешает запуск приложения в Profile режиме на эмуляторе, так как это не имеет смысла.
- **Release** - В этом режиме мы получаем AoT сборку, нет никакой отладочной информации, нет трассировки событий. Tree Shaking выбросил весь неиспользуемый код.

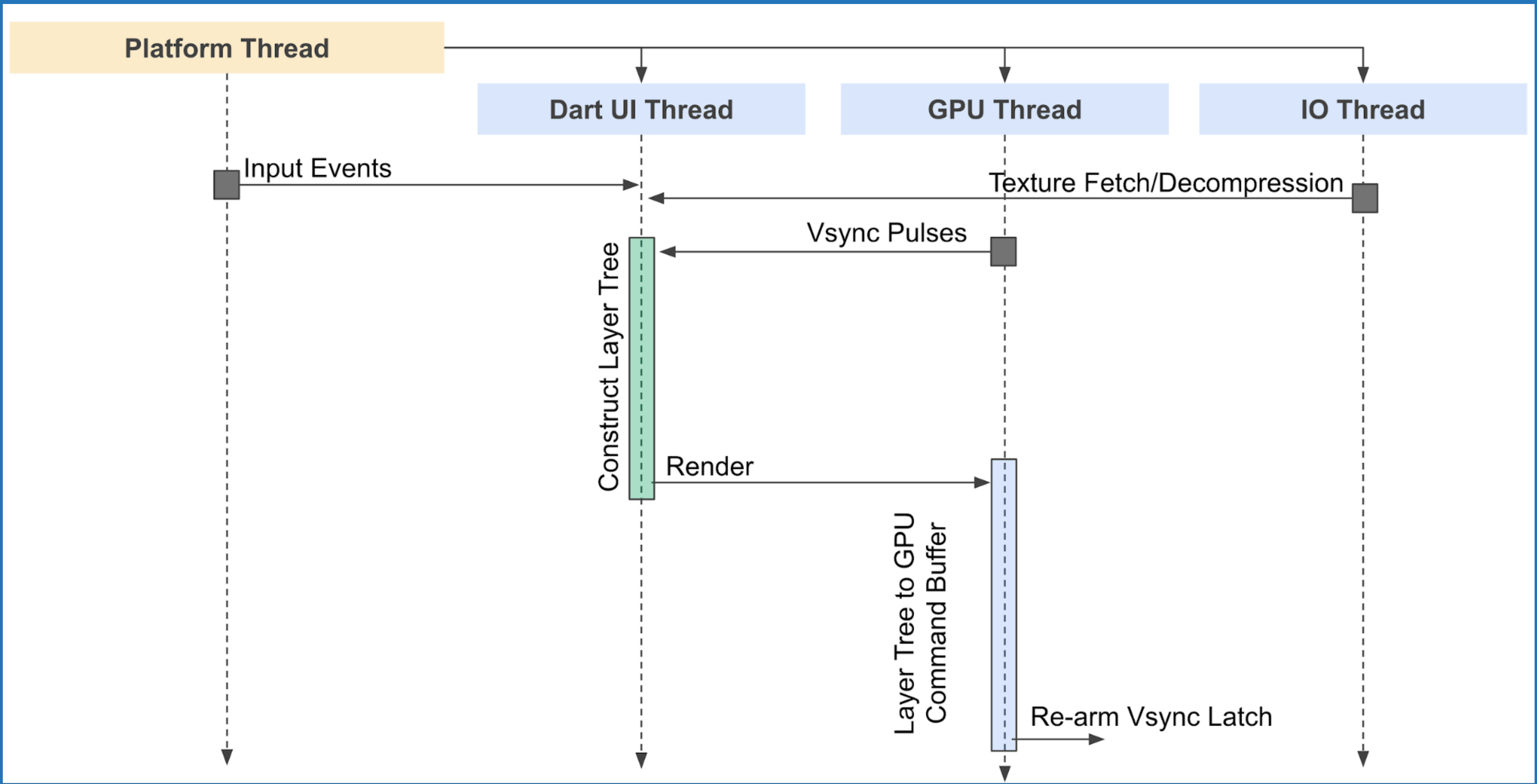
# Немного вспомним про устройство Flutter

<https://flutter.dev/docs/perf/rendering/ui-performance#flutters-threads>



# Немного вспомним про устройство Flutter

<https://flutter.dev/docs/perf/rendering/ui-performance#flutters-threads>



# Потоки

<https://flutter.dev/docs/perf/rendering/ui-performance#flutters-threads>

- **UI** - В этом потоке выполняется код вашего приложения, в том числе построение виджета Build, формирование дерева элементов, дерева тендера, композиция, построение Render View. В результате мы получаем некое описание того, что должно быть на экране (Scene). Это описание не зависит от того, чем будет рендериться (OpenGL, Vulkan) и в конечном итоге оно передается в потоке Raster (GPU).
- **Raster (GPU)** - The raster thread takes the layer tree and displays it by talking to the GPU (graphic processing unit). You cannot directly access the raster thread or its data but, if this thread is slow, it's a result of something you've done in the Dart code. Skia, the graphics library, runs on this thread. Shown in the top row of the performance overlay. This thread was previously known as the "GPU thread" because it rasterizes for the GPU. But it is running on the CPU. We renamed it to "raster thread" because many developers wrongly (but understandably) assumed the thread runs on the GPU unit.

# Потоки

<https://flutter.dev/docs/perf/rendering/ui-performance#flutters-threads>

- **Platform** - Здесь выполняется код плагинов (platform channel).
- **I/O** - Здесь выполняются все операции IO, такие как обращения к сети или к файловой системе.

О чем будем говорить

Немного теории

Tooling и поиск проблем - Observatory

Tooling - DevTools

# Tooling и поиск проблем

```
flutter run --debug  
flutter run --profile  
flutter run --release
```

## Process

pid	13809
current memory	264.5MB
peak memory	269.2MB
malloc memory	unavailable
malloc allocation count	unavailable
view <a href="#">malloc profile</a>	view <a href="#">process memory</a>

## VM

name	vm@ws://127.0.0.1:58080/eqaEwSB5pfk=/ws
version	2.10.4 (stable) (Wed Nov 11 13:35:58 2020 +0100) on "android_ia32"
embedder	Flutter
current memory	81.8MB
started at	2020-12-24 19:41:34.757
uptime	0:04:36.095000
refreshed at	2020-12-24 19:46:10.853
see <a href="#">flags</a>	view <a href="#">timeline</a>

## Isolate Group 17964230205068528000 (main.dart)

**Isolate 3480225669762223 (main)**

idle [debug]

new-space 512.0KB of 8.0MB / old-space 47.9MB of 50.4MB / heap 48.4MB of 58.4MB

[debugger](#) [class hierarchy](#) [cpu profile](#) [cpu profile \(table\)](#) [allocation profile](#) [heap snapshot](#) [heap map](#) [metrics](#) [persistent handles](#) [ports](#) [logging](#)

# Observatory

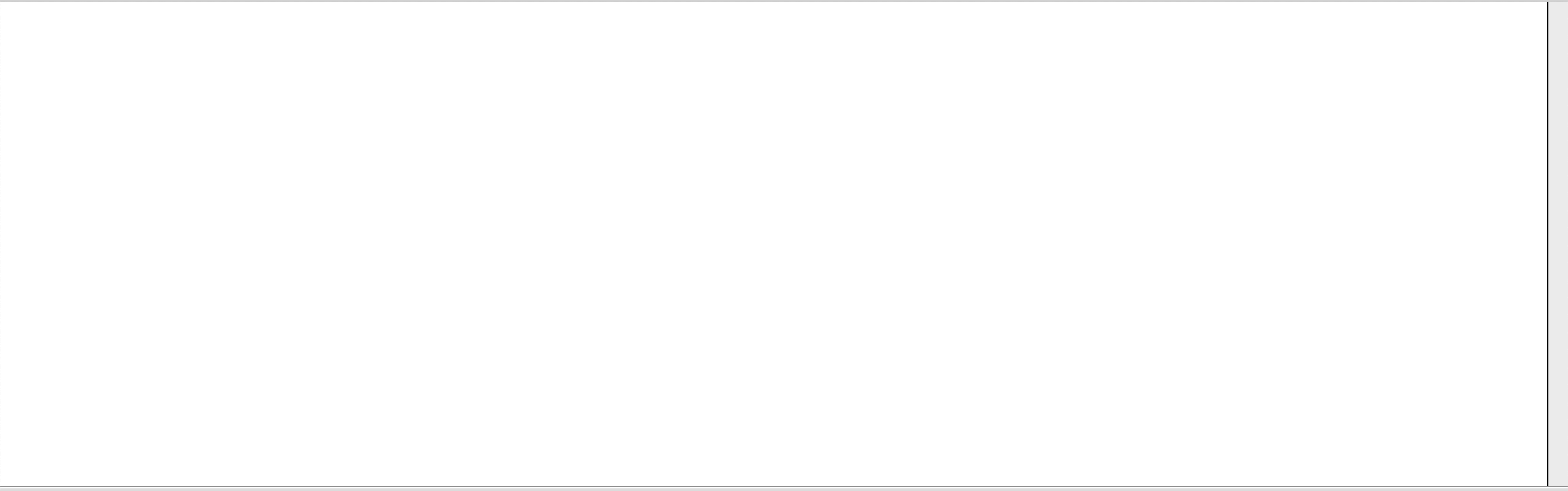
chrome://tracing

Chrome | chrome://tracing

Incognito

Record Save Load ^\_^

Flow events Processes View Options



Nothing selected. Tap stuff.

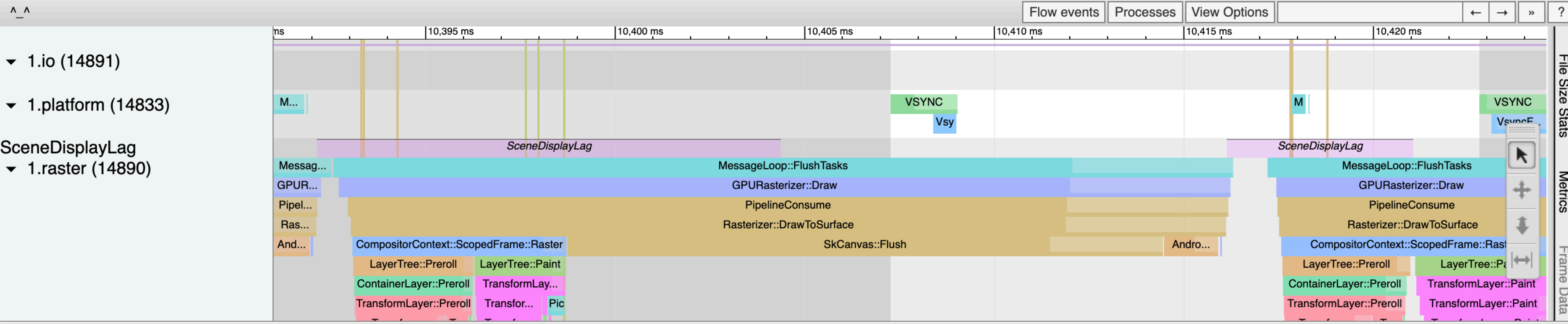
# Observatory - Timeline

Observatory > vm@ws://127.0.0.1:8081/\_J81YR10aLk=/ws > timeline

load save clear Refresh

### Timeline settings

Recorder: Ring  
 Recorded Streams Profile: None - Dart Developer - Flutter Developer - VM Developer - All  
 Recorded Streams: API Compiler CompilerVerbose Dart Debugger Embedder GC Isolate VM



1 item selected. Slice (1)

Title	Build	Event(s)	Link
Category	Dart	Overlapping samples	<a href="#">Sample at 10,411.969 ms</a>
User Friendly Category	other	Preceding events	<a href="#">10 events of various types</a>
Start	10,411.593 ms	All connected events	<a href="#">128 events of various types</a>
Wall Duration	1.162 ms		
CPU Duration	0.808 ms		
▼Args			
mode	"basic"		
isolateId	"isolates/2367737761583979"		
isolateGroupId	"isolateGroups/5230993715070334665"		

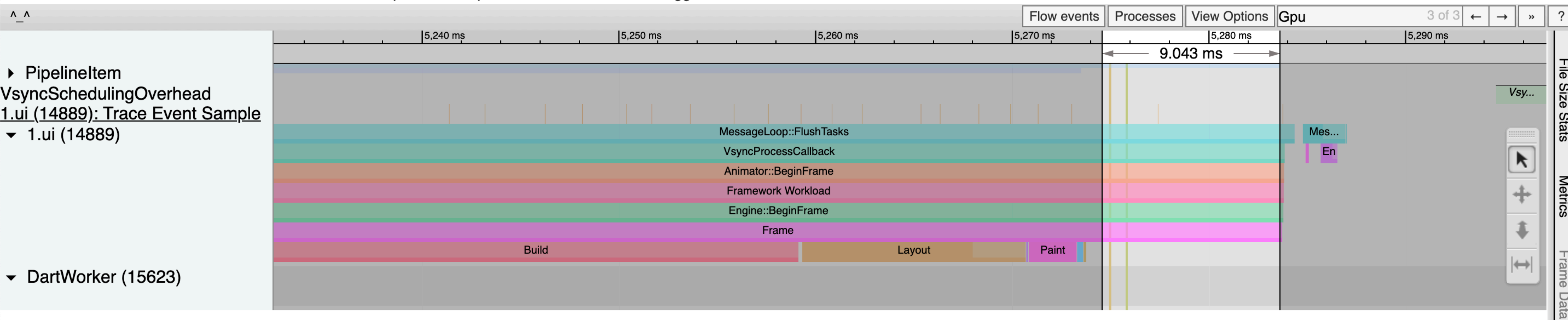
# Observatory - Timeline

Observatory > vm@ws://127.0.0.1:8081/\_J81YR10aLk=/ws > timeline

load save clear Refresh

### Timeline settings

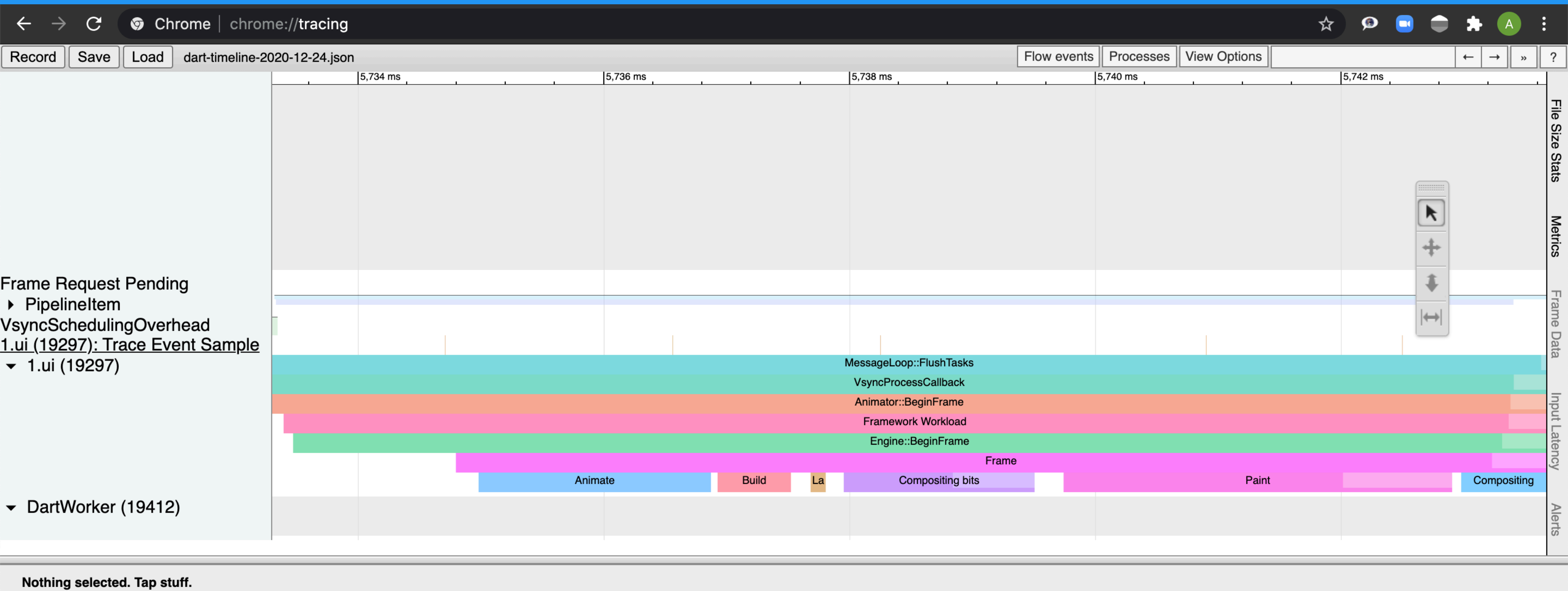
Recorder: Ring  
 Recorded Streams Profile: None - Dart Developer - Flutter Developer - VM Developer - All  
 Recorded Streams: API Compiler CompilerVerbose Dart Debugger Embedder GC Isolate VM



1 item selected. Slice (1)

Title	Build	Event(s)	Link
Category	Dart	Overlapping samples	<a href="#">10 Samples</a>
User Friendly Category	other	Preceding events	<a href="#">10 events of various types</a>
Start	5,167.215 ms	All connected events	<a href="#">54 events of various types</a>
Wall Duration	91.912 ms		
CPU Duration	19.817 ms		
▼Args			
mode	"basic"		
isolateId	"isolates/2367737761583979"		
isolateGroupId	"isolateGroups/5230993715070334665"		

# Observatory - Save and Load



# DEMO

# Observatory - Пробуем

Observatory > vm@ws://127.0.0.1:56095/g43IEQB7cdg=/ws > timeline

## Timeline settings

Recorder:

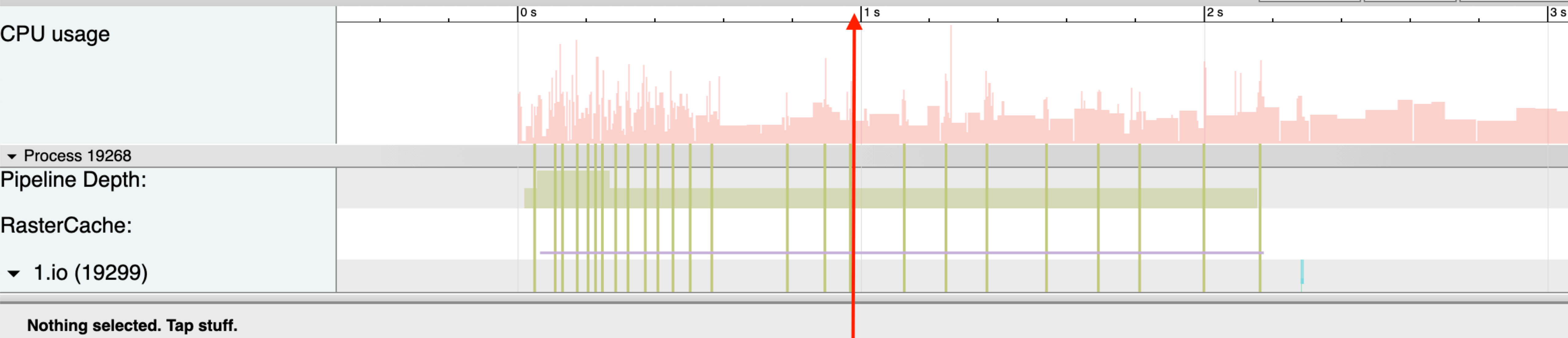
Ring

Recorded Streams Profile: None - Dart Developer - Flutter Developer - VM Developer - All

Recorded Streams: API Compiler CompilerVerbose Dart Debugger Embedder GC Isolate VM

^\_^

Flow events Processes View Options



Общее время выполнения

# Observatory - Timeline - WASD



# Observatory - Timeline - WASD

Observatory > vm@ws://127.0.0.1:8081/\_J81YR10aLk=/ws > timeline

load save clear Refresh

### Timeline settings

Recorder: Ring  
Recorded Streams Profile: None - Dart Developer - Flutter Developer - VM Developer - All  
Recorded Streams: API Compiler CompilerVerbose Dart Debugger Embedder GC Isolate VM

**Chrome Tracing Help**

**Navigation**  
w/s Zoom in/out (+shift: faster)  
a/d Pan left/right (+shift: faster)  
→/shift-TAB Select previous event  
←/TAB Select next event

**Mouse Controls**  
click Select event  
alt-mousewheel Zoom in/out

**Select mode**  
drag Box select  
cmd -click/drag Add events to the current selection  
double click Select all events with same title

**Pan mode**  
drag Pan the view

**Zoom mode**

**General**  
1-4 Switch mouse mode  
shift Hold for temporary select  
space Hold for temporary pan  
/ Search  
enter Step through search results  
f Zoom into selection  
z/0 Reset zoom and pan  
g/G Toggle 60hz grid  
v Highlight VSync  
h Toggle low/high details  
m Mark current selection  
p Select power samples over current selection interval  
` Show or hide the scripting console  
? Show help

# Observatory - Tracing (Sync)

```
developer.Timeline.startSync('some event name');
```

```
/// Здесь любой синхронный код
```

```
developer.Timeline.finishSync();
```

# Observatory - Tracing (Async)

```
final timelineTask = TimelineTask()  
  ..start(  
    'Some event name',  
    arguments: <String, dynamic>{},  
  );
```

/// Здесь любой код, в том числе в другом изоляте

```
timelineTask.finish();
```

# DEMO

# Observatory - Tracing - Пробуем

Observatory > vm@ws://127.0.0.1:56095/g43IEQB7cdg=/ws > timeline

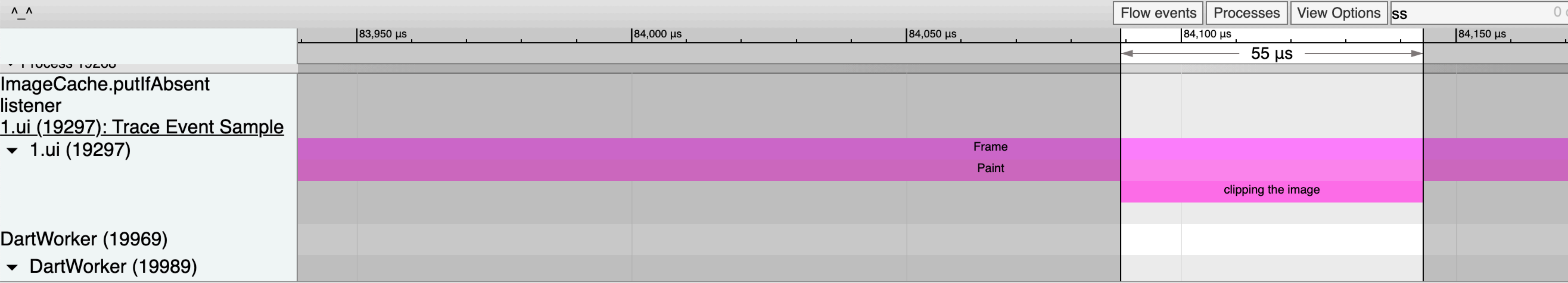
load save

### Timeline settings

Recorder: Ring

Recorded Streams Profile: **None** - Dart Developer - Flutter Developer - VM Developer - All

Recorded Streams: API Compiler CompilerVerbose Dart Debugger Embedder GC Isolate VM



1 item selected. Slice (1)

Title	clipping the image
Category	Dart
User Friendly Category	other
Start	84.089 ms
Wall Duration	0.055 ms
CPU Duration	0.055 ms
▼Args	
isolateld	"isolates/3133821675280135"
isolateGroupld	"isolateGroups/16293999248976435424"

# Observatory - Tracing - Пробуем

Observatory > vm@ws://127.0.0.1:56095/g43IEQB7cdg=/ws > timeline

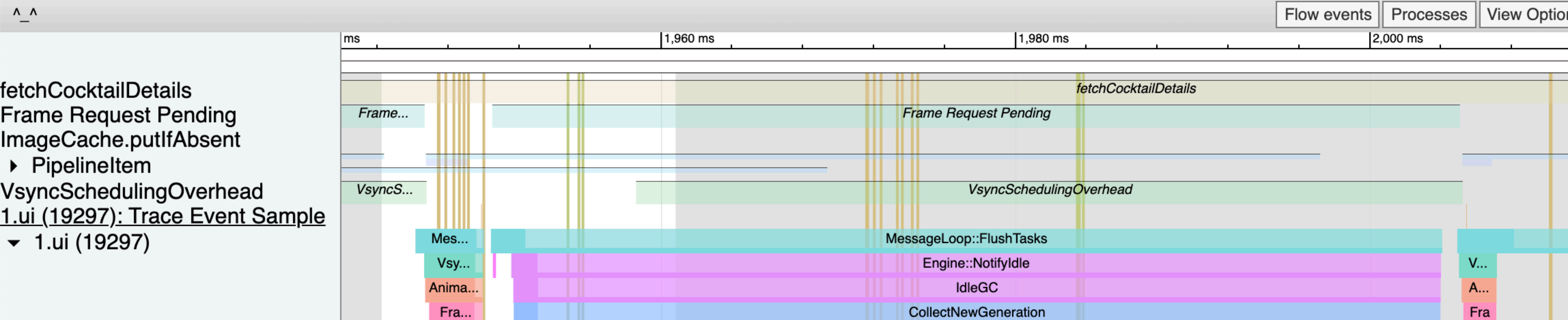
## Timeline settings

Recorder:

Ring

Recorded Streams Profile: None - Dart Developer - Flutter Developer - VM Developer - All

Recorded Streams: API Compiler CompilerVerbose Dart Debugger Embedder GC Isolate VM



1 item selected. Async Slice (1)

Title	Category	Event(s)	Link
fetchCocktailDetails	Dart	Overlapping samples	<a href="#">78 Samples</a>
Start		1,750.620 ms	
Wall Duration		572.674 ms	
▼ Args			
id		"16943"	

# Observatory - CPU - Профилирование кода

## Flame chart

This tab of the profiler shows CPU samples for the selected frame event (such as Layout in the following example). This chart should be viewed as a top-down stack trace, where the top-most stack frame calls the one below it. The width of each stack frame represents the amount of time it consumed the CPU. Stack frames that consume a lot of CPU time may be a good place to look for possible performance improvements.

## Call tree

The call tree view shows the method trace for the CPU profile. This table is a top-down representation of the profile, meaning that a method can be expanded to show its callees.

## Bottom up

The bottom up view shows the method trace for the CPU profile but, as the name suggests, it's a bottom-up representation of the profile. This means that each top-level method in the table is actually the last method in the call stack for a given CPU sample (in other words, it's the leaf node for the sample).


In this table, a method can be expanded to show its callers.

# Observatory - CPU - todo: замену картинку

Observatory > vm@ws://127.0.0.1:56095/g43IEQB7cdg=/ws > main > package:cocktail\_app/profiling/animated\_builder.dart

Refresh

dependencies (4) {  }

scripts (2) {  }

classes (6) {  }

variables (1) {  }



The screenshot shows the Observatory CPU profiler interface. On the left, a table displays performance metrics for various lines of code. The table has three columns: a label (e.g., 'B'), a percentage of time spent (e.g., '0.35%'), and another percentage (e.g., '0.00%'). The row for line 23 is highlighted in yellow, indicating it is the current selection. The main area shows the corresponding Dart code with line numbers 1 through 26. The code includes imports for 'dart:developer', 'dart:io', 'dart:math', and 'package:flutter/material.dart', followed by a constant definition for '\_logoSize' and a class definition for 'ArcClipper' that extends 'CustomClipper<Path>'. The 'ArcClipper' class has a constructor and an '@override' method 'getClip' that uses 'Timeline.startSync' and 'Timeline.finishSync' to profile the clipping process.

Label	Percentage 1	Percentage 2
B		
B		
B		
B		
B		
B		
B		
B		
B		
B		
B		
B		
B	0.35%	0.00%
B		
B		
B		
B		
B	0.03%	0.00%
B		
B		
B	3.59%	0.00%
B		
B		
B		
B		
B	0.93%	0.00%

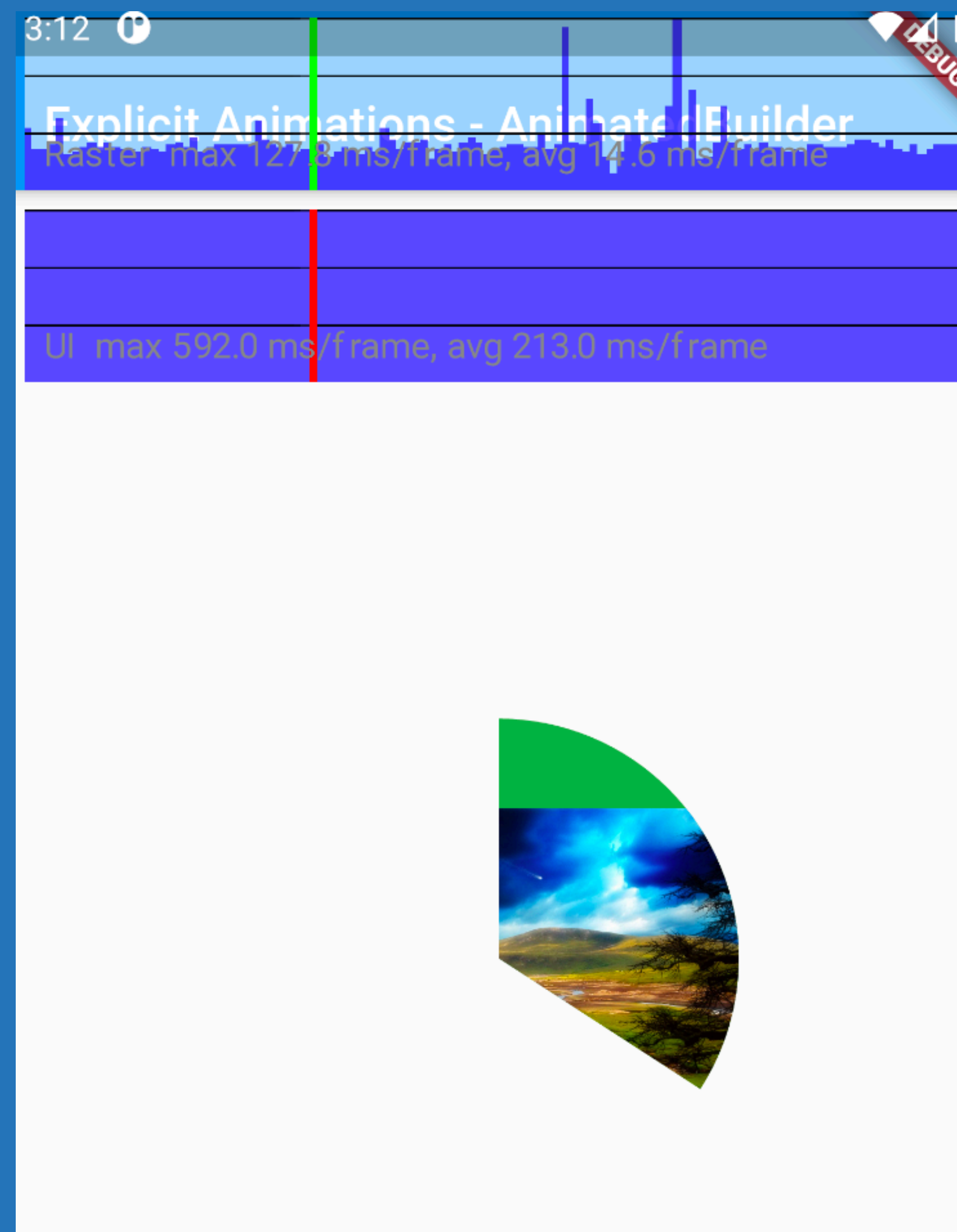
```
1 import 'dart:developer';
2 import 'dart:io';
3 import 'dart:math';
4
5 import 'package:flutter/material.dart';
6
7 const double _logoSize = 200.0;
8
9 class ArcClipper extends CustomClipper<Path> {
10   final double _clipFactor;
11
12   ArcClipper(this._clipFactor);
13
14   @override
15   Path getClip(Size size) {
16     Timeline.startSync('clipping the image');
17     final radius = size.width / 2;
18     final center = Offset(size.width / 2, size.height / 2);
19     final angle = pi * 2 * _clipFactor;
20     final path = Path()
21       ..moveTo(center.dx, center.dy)
22       ..lineTo(center.dx, center.dy - radius)
23       ..arcTo(calculateRect(center, size), -pi / 2, angle, true)
24       ..lineTo(center.dx, center.dy)
25       ..close();
26     Timeline.finishSync();
```



Observatory - CPU - Проблема в UI потоке

DEMO

# Observatory - CPU - Проблема в UI номоке - Demo



# Observatory - CPU - Профилирование кода

Observatory > vm@ws://127.0.0.1:56861/yUgEgheaqxk=/ws > timeline

load save clear Refresh

### Timeline settings

Recorder: Ring  
Recorded Streams Profile: **None** - Dart Developer - Flutter Developer - VM Developer - All  
Recorded Streams: API Compiler CompilerVerbose Dart Debugger Embedder GC Isolate VM




- RenderObject.\_paintWithContext
- RenderStack.paint
- RenderStack.paintStack
- \_RenderStack&RenderBox&ContainerRenderObjectM
- PaintingContext.paintChild
- RenderObject.\_paintWithContext
- RenderClipPath.paint
- \_RenderCustomClip.\_updateClip
- ArcClipper.getClip
- ArcClipper.calculateRect
- ArcClipper.processImage
  - \_StringBase.+
  - [Native] /data/app/...hX7I12gp...RzI9EwiT3CRosDXR5\_aZXQ...
  - \_StringBase.\_interpolateSingle
  - log
  - \_StringBase.substring

# Observatory - CPU - Профилирование кода

Observatory > vm@ws://127.0.0.1:56095/g43IEQB7cdg=/ws > main > package:cocktail\_app/profiling/animated\_builder.dart

Refresh

dependencies (4) {  }

scripts (2) {  }

classes (6) {  }

variables (1) {  }



The screenshot displays the Observatory CPU profiler interface. On the left, a table shows the execution profile for the code. The table has three columns: a label (e.g., 'B'), a percentage of total time (e.g., '0.35%'), and a percentage of time spent in that method (e.g., '0.00%'). The code on the right is Dart code for an `ArcClipper` class. The code includes imports for `dart:developer`, `dart:io`, `dart:math`, and `package:flutter/material.dart`. It defines a constant `_logoSize` and a class `ArcClipper` that extends `CustomClipper<Path>`. The `getClip` method is overridden and uses `Timeline.startSync` to profile the clipping process. The code includes calculations for the radius, center, and angle of the arc, and uses `Path` methods like `moveTo`, `lineTo`, `arcTo`, and `close` to create the clip path. The `Timeline.finishSync` method is also visible at the bottom.

Label	Percentage	Method Percentage
B		
B		
B	0.35%	0.00%
B		
B		
B		
B	0.03%	0.00%
B		
B	3.59%	0.00%
B		
B		
B	0.93%	0.00%

# Observatory - CPU - Профилирование кода

				class <code>AnimatedBuilderApp</code> extends <code>StatelessWidget</code> {
				@override
B				Widget build(BuildContext context) {
B				return <code>MaterialApp</code> (
B				home: <code>MyHomePage</code> (),
				);
				}
				}
				class <code>ArcClipper</code> extends <code>CustomClipper&lt;Path&gt;</code> {
				final double <code>_clipFactor</code> ;
B				<code>ArcClipper</code> (this. <code>_clipFactor</code> );
B				Rect <code>calculateRect</code> (Offset center, Size size, int i) {
B		91.77%	0.00%	<code>processImage</code> ();
B				return Rect. <code>fromCenter</code> (center: center, height: size. <code>height</code> , width: size. <code>width</code> );
				}
				@override
B				Path <code>getClip</code> (Size size) {
B		0.06%	0.00%	<code>developer.Timeline.startSync</code> ('clipping the image');
B				final radius = size. <code>width</code> / 2;
B				final center = <code>Offset</code> (size. <code>width</code> / 2, size. <code>height</code> / 2);
B				final angle = pi * 2 * <code>_clipFactor</code> ;
B				final path = <code>Path</code> ()
B				.. <code>moveTo</code> (center. <code>dx</code> , center. <code>dy</code> )
B				.. <code>lineTo</code> (center. <code>dx</code> , center. <code>dy</code> - radius)
B		91.79%	0.00%	.. <code>arcTo</code> ( <code>calculateRect</code> (center, size, iterations), -pi / 2, angle, true)
B				.. <code>lineTo</code> (center. <code>dx</code> , center. <code>dy</code> )
B				.. <code>close</code> ();
B		0.08%	0.00%	<code>developer.Timeline.finishSync</code> ();
B				return path;
				}
B				void <code>processImage</code> () {
B				String message = '';
B		0.66%	0.02%	for (int i = 0; i < iterations; i++) {
B		90.96%	0.02%	message += '\$i';
				}
				}

# Observatory - CPU - Профиллирование кода

Observatory > vm@ws://127.0.0.1:56861/yUgEgheaqxk=/ws > main > package:cocktail\_app/profiling/animated\_builder.dart > calculateRect

Refresh

Class	Function
Shallow size	96B
Reachable size	...
Retained size	...
Retaining path	{  }
Inbound references	{  }
kind	regular
owner	<a href="#">ArcClipper</a>
script	<a href="#">animated_builder.dart:23:3</a>
current code	<a href="#">[Unoptimized] ArcClipper.calculateRect</a>
unoptimized code	<a href="#">[Unoptimized] ArcClipper.calculateRect</a> (usage count: 1503)
ic data array	<a href="#">_List (5)</a> {  }
deoptimizations	0
optimizable	yes
inlinable	yes
intrinsic	no
recognized	no
native	no
vm name	calculateRect

B	23			Rect <a href="#">calculateRect</a> (Offset center, Size size, int i) {
B	24	92.54%	0.00%	<a href="#">processImage</a> ();
B	25			return Rect. <a href="#">fromCenter</a> (center: center, height: size.height, width: size.width);
	26			}





# Observatory - Memory

Observatory > vm@ws://127.0.0.1:54372/XKADHP60Q3o=/ws > main > allocation profile

Auto-refresh on GC

Refresh

GC

Download

## Allocation Profile

last forced GC at ---

### New Generation

used 512.0KB of 8.0MB  
external 0B  
collections 221  
average collection time 9.53 ms

### Old Generation

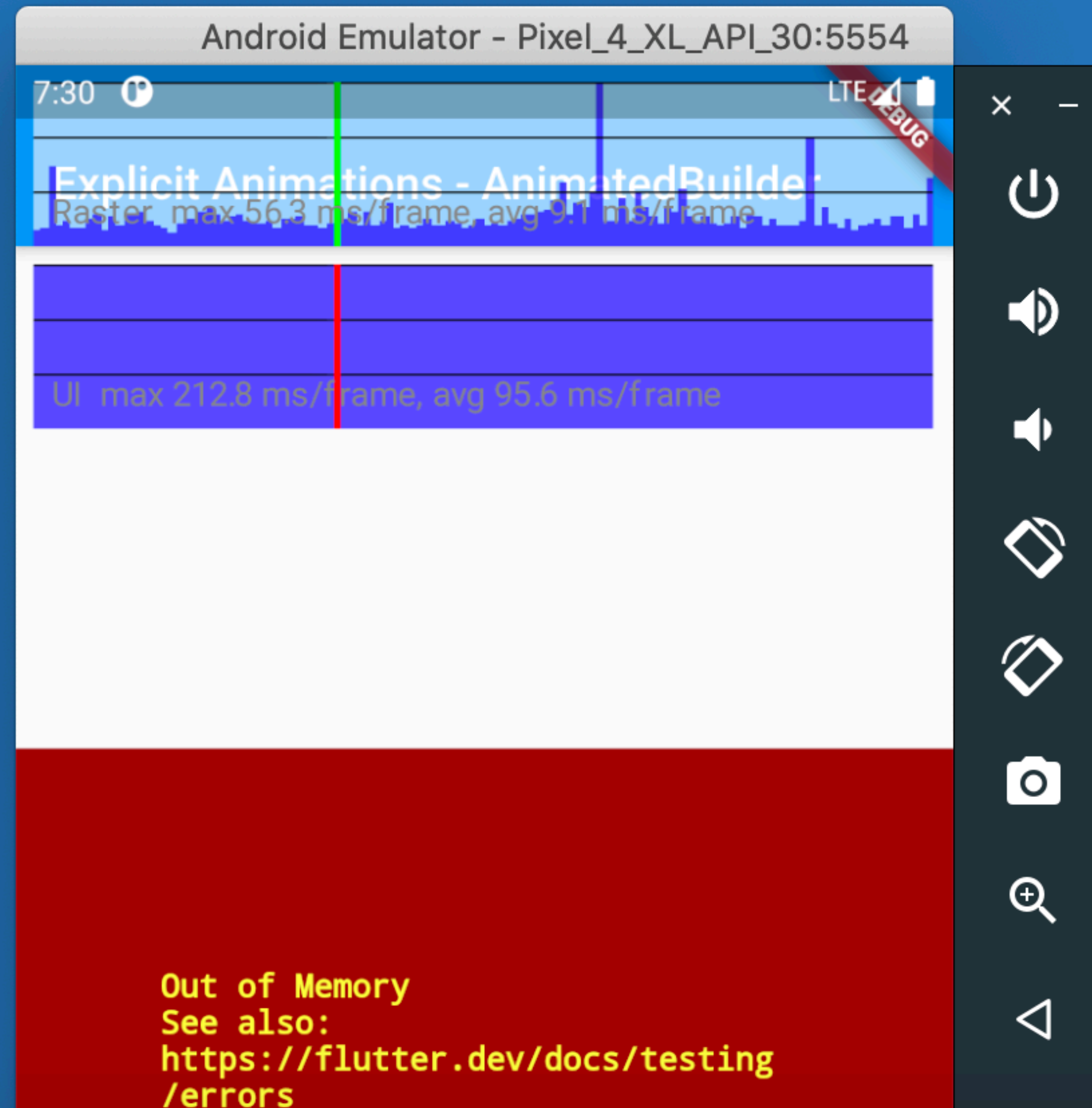
used 1.5GB of 1.5GB  
external 31.5KB  
collections 197  
average collection time **compact ▲**

### Total

used 1.5GB of 1.5GB  
external 31.5KB  
collections 418  
average collection time 22.00 ms

New Generation				Old Generation				Total				Class
Internal	External	Size	Instances	Internal	External	Size	Instances	Internal	External	Size▲	Instances	
816B	0B	816B	36	1.5GB	0B	1.5GB	42511	1.5GB	0B	1.5GB	42547	<a href="#">_OneByteString</a>
352B	0B	352B	5	5.2MB	0B	5.2MB	90	5.2MB	0B	5.2MB	95	<a href="#">_TwoByteString</a>
1.6KB	0B	1.6KB	38	4.6MB	0B	4.6MB	122254	4.6MB	0B	4.6MB	122292	<a href="#">_List</a>
0B	0B	0B	0	4.0MB	0B	4.0MB	8728	4.0MB	0B	4.0MB	8728	<a href="#">Instructions</a>
0B	0B	0B	0	2.4MB	0B	2.4MB	26207	2.4MB	0B	2.4MB	26207	<a href="#">Function</a>
0B	0B	0B	0	1.3MB	0B	1.3MB	8728	1.3MB	0B	1.3MB	8728	<a href="#">Code</a>
0B	0B	0B	0	1.3MB	0B	1.3MB	8081	1.3MB	0B	1.3MB	8081	<a href="#">PcDescriptors</a>
0B	0B	0B	0	1.1MB	0B	1.1MB	204	1.1MB	0B	1.1MB	204	<a href="#">_UInt32List</a>
0B	0B	0B	0	1.0MB	0B	1.0MB	33982	1.0MB	0B	1.0MB	33982	<a href="#">ICData</a>
0B	0B	0B	0	985.0KB	0B	985.0KB	8140	985.0KB	0B	985.0KB	8140	<a href="#">CodeSourceMap</a>
0B	0B	0B	0	704.3KB	0B	704.3KB	11269	704.3KB	0B	704.3KB	11269	<a href="#">Field</a>
0B	0B	0B	0	649.1KB	0B	649.1KB	5193	649.1KB	0B	649.1KB	5193	<a href="#">Class</a>
0B	0B	0B	0	476.7KB	0B	476.7KB	211	476.7KB	0B	476.7KB	211	<a href="#">_Int16List</a>
0B	0B	0B	0	311.5KB	0B	311.5KB	7975	311.5KB	0B	311.5KB	7975	<a href="#">_Type</a>
0B	0B	0B	0	287.3KB	0B	287.3KB	946	287.3KB	0B	287.3KB	946	<a href="#">_Int8List</a>

# Observatory - Memory



Observatory

Practice

# О чем будем говорить

Немного теории

Tooling и поиск проблем - Observatory

Tooling - DevTools

# DevTools

The screenshot shows the Android Studio interface. The top menu bar includes 'Android Studio', 'File', 'Edit', 'View', 'Navigate', 'Code', 'Analyze', 'Refactor', 'Build', 'Run', 'Tools', 'VCS', 'Window', and 'Help'. The 'Tools' menu is open, displaying a list of options: 'Tasks & Contexts', 'Save as Live Template...', 'Generate JavaDoc...', 'IDE Scripting Console', 'Create Command-line Launcher...', 'XML Actions', 'JShell Console...', 'Kotlin', and 'Flutter'. The 'Flutter' option is highlighted in blue, and its submenu is open, listing: 'Getting Started', 'Flutter Upgrade', 'Flutter Doctor', 'Flutter Pub Get', 'Flutter Pub Upgrade', 'Flutter Clean', 'Open Dart DevTools', 'Open iOS module in Xcode', and 'Submit Feedback...'. The background shows a code editor with a file named '.metadata' open, containing Flutter project metadata. The status bar at the top right shows system icons for network, battery (69%), and time (Thu 19:52).

Android Studio File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

Tasks & Contexts  
Save as Live Template...  
Generate JavaDoc...  
IDE Scripting Console  
Create Command-line Launcher...  
XML Actions  
JShell Console...  
Kotlin  
Flutter  
Getting Started  
Flutter Upgrade  
Flutter Doctor  
Flutter Pub Get  
Flutter Pub Upgrade  
Flutter Clean  
Open Dart DevTools  
Open iOS module in Xcode  
Submit Feedback...

```
1 # This file tracks properties of this Flutter project.  
2 # Used by Flutter tool to assess capabilities and perform upgrades etc.  
3 #  
4 # This file should be version controlled and should not be manually edited  
5  
6 version:  
7   revision: f30b7f4db93ee747cd727df747941a28ead25ff5  
8   channel: stable  
9  
10 project_type: app  
11
```

# DevTools

```
▶ flutter pub global run devtools  
Serving DevTools at http://127.0.0.1:9100.
```

```
Hit ctrl-c to terminate the server.
```

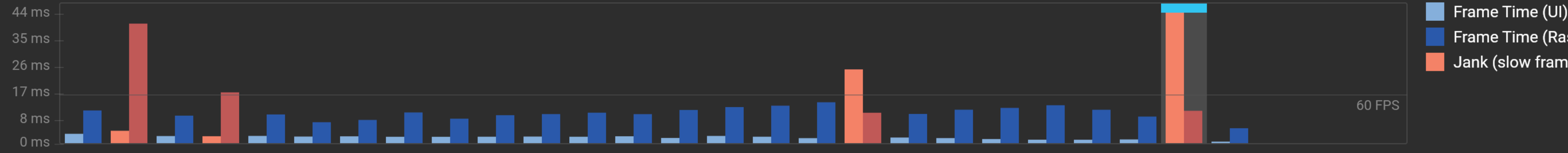
# DevTools

Dart DevTools

- Timeline
- Memory
- Performance
- Network
- Logging
- App Size

Refresh Clear

Profile granularity: medium Performance Overlay Track Widget Builds Export



### Timeline Events

Search

509.649 ms	533.918 ms	558.187 ms	582.456 ms	606.725 ms	630.994 ms
Listener					
CocktailPreview					
MyWrapper					

### MyWrapper - 71.0 ms

CPU Flame Chart Call Tree Bottom Up

performRebuild	_firstBuild
updateChild	rebuild
inflateWidget	performRebuild

Сегодня мы рассмотрели:

Немного теории

Tooling и поиск проблем

Tooling - DevTools

# Рекомендации

- Старайтесь обновлять состояния виджетов небольшими порциями
- Обновляйте состояние только тогда, когда это действительно необходимо
- Не держите большие вычисления в `build` методе. Если есть тяжелые операции, выносите их в отдельный изолят
- Минимизируйте использование дорогих виджетов, использующих тяжелые операции с битмапами, эффектами типа `Blur`, `Opacity`, и прочие

# Преждевременная оптимизация?

- Действительность такова, что на многие вопросы об оптимизации производительности есть такой ответ - «зависит от обстоятельств». Стоит ли эта конкретная оптимизация для этого конкретного виджета усилий и затрат на обслуживание? Имеет ли смысл такой подход в данной конкретной ситуации?
- Чтобы ответить на эти вопросы - необходимо тестирование и измерения. Определите количественно, какое влияние каждый выбор имеет на производительность, и примите решение на основе этих данных.



Спасибо за внимание!  
Приходите на следующие вебинары

Смирнов Андрей



Курс Мобильная разработка на Flutter