REFERENCES

[1] A. Ahmad, C. Feng, M. Tao, A. Yousif, and S. Ge, "Challenges of Mobile Applications Development: Initial Results," *IEEE Access*, vol. 6, pp. 17711–17728, 2018, doi: 10.1109/ACCESS.2018.2818724.

[2] A. A. Saifan and A. Al-Rabadi, "Evaluating maintainability of android applications," in *ICIT 2017 - 8th International Conference on Information Technology, Proceedings*, Oct. 2017, pp. 518–523. doi: 10.1109/ICITECH.2017.8080052.

[3] A. Qasim, A. Munawar, J. Hassan, and A. Khalid, "Evaluating the Impact of Design Pattern Usage on Energy Consumption of Applications for Mobile Platform," *Applied Computer Systems*, vol. 26, no. 1, pp. 1–11, May 2021, doi: 10.2478/acss-2021-0001.

[4] P. K. Aggarwal, P. S. Grover, and L. Ahuja, "A Performance Evaluation Model for Mobile Applications," in *2019 4th International Conference on Internet of Things: Smart Innovation and Usages (IoT-SIU)*, Apr. 2019, pp. 1–3. doi: 10.1109/IoT-SIU.2019.8777497.

[5] A. Vishnyakov and S. Orlov, "Software architecture and detailed design evaluation," in *Procedia Computer Science*, 2015, vol. 43, no. C, pp. 41–52. doi: 10.1016/j.procs.2014.12.007.

[6] A. S. Cairo, G. de F. Carneiro, and M. P. Monteiro, "The impact of code smells on software bugs: A systematic literature review," *Information (Switzerland)*, vol. 9, no. 11, Nov. 2018, doi: 10.3390/info9110273.

[7] H. Singh and S. Imtiyaz Hassan, "Effect of SOLID Design Principles on Quality of Software: An Empirical Assessment," *International Journal of Scientific & Engineering Research*, vol. 6, no. 4, pp. 1321–1324, Apr. 2015, [Online]. Available: http://www.ijser.org

[8] M. Mahendra and B. Anggorojati, "Evaluating the performance of Android based Cross-Platform App Development Frameworks," in *ACM International Conference Proceeding Series*, Nov. 2020, pp. 32–37. doi: 10.1145/3442555.3442561.

[9] G. Hecht, N. Moha, and R. Rouvoy, "An empirical study of the performance impacts of android code smells," in *Proceedings - International Conference on Mobile Software Engineering and Systems, MOBILESoft 2016*, May 2016, pp. 59–69. doi: 10.1145/2897073.2897100.

[10] M. Willocx, J. Vossaert, and V. Naessens, "Comparing performance parameters of mobile app development strategies," in *Proceedings - International Conference on Mobile Software Engineering and Systems, MOBILESoft 2016*, May 2016, pp. 38–47. doi: 10.1145/2897073.2897092.

[11] E. Gamma, R. Helm, R. Johnson, and J. Vlissides, *Design Pattern: Elements of Reusable Object-Oriented Software*. Pearson Deutschland GmbH, 1995.

[12] A. Shvets, *Dive Into Design Patterns*. 2021.

[13] L. Sousa *et al.*, "How Do Software Developers Identify Design Problems?: A Qualitative Analysis," in *ACM International Conference Proceeding Series*, Sep. 2017, pp. 54–63. doi: 10.1145/3131151.3131168.

[14] F. A. Fontana, V. Ferme, and M. Zanoni, "Towards Assessing Software Architecture Quality by Exploiting Code Smell Relations," in *Proceedings - 2nd International Workshop on Software Architecture and Metrics, SAM 2015*, Jul. 2015, pp. 1–7. doi: 10.1109/SAM.2015.8.

[15] A. Shvets, *Dive Into Refactoring*. 2019.

[16] K. Kandt, "Software Design Principles and Practices," 2003.

[17] R. C. Martin, "Design Principles and Design Patterns," 2000. [Online]. Available: www.objectmentor.com

[18] M. Jaiswal, "Software Architecture and Software Design," *International Research Journal of Engineering and Technology (IRJET) e-ISSN*, pp. 2395–0056, 2019, [Online]. Available: https://ssrn.com/abstract=3948301

[19] T. Byambaa, "Open source flutter apps." Accessed: May 16, 2022. [Online]. Available: https://github.com/tortuvshin/open-source-flutter-apps

[20] S. Guo, "GSYGithubApp." Accessed: May 16, 2022. [Online]. Available: https://github.com/CarGuo/gsy_github_app_flutter