Abstract
The development of Android-based software is very fast, many frameworks for developing Android-based software have emerged, one of which is Flutter. Flutter consists of several user interface components called widgets. Information related to the development or change of widgets is called the state. The developers realized that a way to manage the state was needed, which was called state management. In Flutter there are various state management, some of the state management most favored by developers include GetX and BLoC. The implementation of different state management can affect the performance of Android-based software, therefore testing of the two state management uses the performance testing method.
The test results show that GetX has 11% cpu usage and 111.6333 mb memory usage lower than BLoC, but has the same energy consumption. This is due to differences in ways of managing state.

Keywords: flutter, state management, getx, bloc, performance, android