

Building a mobile application 4Owner - managing rental rooms using Flutter Framework

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Abstract: In the context of increasing demand for efficient management of rental rooms, this topic focuses on developing a mobile application named 4Owner to support landlords and tenant management. The objective of the research is to design and implement this application using the Flutter Framework to ensure flexibility on both iOS and Android operating systems. The research methodology includes a combination of theory on user interface/user experience (UI/UX) design and experimental software development. The expected outcome is an efficient management solution that contributes to improving the experience for landlords and tenants. This is not only a concrete contribution to the field of mobile applications for rental room management but also promotes the development of Flutter in practical applications.

Keywords: Mobile application, Flutter Framework, Room management