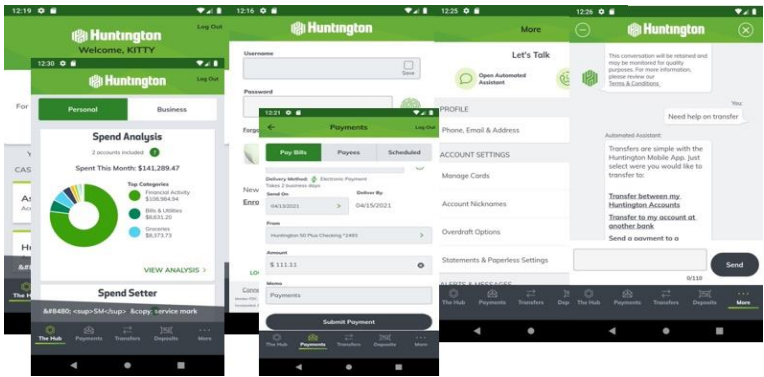# Mobile Application and middleware re write using open source to replace Kony

Challenges

- Kony platform for their mobile application.

- any change(OS changes or any new native features release by apple/google) used to take longer time to reflect on the platform that needed further to be incorporated in the application. As a result, the time-to-market used to suffer.

- High licensing cost and lack of Kony-trained resources in the market delayed business processes when the client wanted quick ramp up for development.

Solution

- Migration of the current mobile apps from the existing Kony platform (Mobile & Middleware) to Google FLUTTER for Mobile application and Java for middleware

- FLUTTER is cross platform which generates native code and performance perspective very closed to native platforms. And middleware which is built in JAVA has more alignments with Bank's core systems.

Value delivered

- ~24% Reduced ongoing cost for licensing and infrastructure

- Reduced development and support effort, and time-to-market despite upgradations in the operating systems

- Increased app performance and reliability

- Maintain support for multiple platforms with a single codebase

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