| **Development Requirements** | **Mac** | **Linux** | **Windows** | **Mobile Devices** |
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| **Server Side** | Pros: Stability, security, development tools, integrated with Apple ecosystem to seamlessly integrate with Apple devices.  Cons: Limited hardware options compared to other platforms, high licensing cost for macOS. | Pros: Robust performance, scalability, customization, reliability, cost-effective hosting options, open-source flexibility, don’t have to pay for licenses.  Cons: Requires more technical expertise for setup and maintenance. | Pros: User-friendly software compatibility, most affordable for most users.  Cons: High licensing costs and more security vulnerabilities. | Pros: Flexibility and accessibility for users, everyone has access to a mobile device.  Cons: Not typically used for hosting web-based applications due to limitations of resources, stability, and security. |
| **Client Side** | Costs can be higher due to hardware expenses.  Development time may be reduced due to good development tools, user interface, and familiarity of developers with the environment.  Expertise with Mac and software development kits (SDKs) needed for iOS compatibility. | May have lower costs due to open-source software options.  Development time can vary depending on the complexity of the customization.  Expertise required for Linux development environments. | Moderate costs for licensing fees for development tools and software. Time for development may be lower due to extensive documentation and support for clients.  Many developers are familiar with the windows environment which may not require too much expertise. | Costs may be higher due to platforms to be hosted.  Development time can be longer due to platform-specific optimizations and compatibility checks. Expertise with development frameworks for IOS and Android, and device specific guidelines. |
| **Development Tools** | Programming languages such as Swift and C for IOS/macOS apps. IDEs like Xcode are commonly used and git for version control. | Programming languages like C, C++, Python, and Java. IDEs such as Visual Studio and Eclipse. Git for version control. | Programming languages like C++, and Java. IDEs such as Visual Studio. Tools like NuGet for package management, and Git for version control. | Programming languages like Swift, Kotlin, and Java for Android. IDEs include Xcode for IOS, Android Studio for Android. Git for version control. |