Tarea 2 - native applications and non-native applications

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Native and non-native applications refer to how they are developed and optimized to run on a specific environment or platform. Here is a brief explanation of both types::

natives applications: Native applications are those developed using a specific programming language exclusively for a particular device. For example, for iOS, one of the languages used is Swift or Objective-C, while for Android, they are primarily Java, Kotlin, among others.

- **Advantages** The advantages of native applications lie in their superior performance compared to those developed using other languages. The user experience is also significantly enhanced with native applications.
- **Disadvantages:** The disadvantages include the potential for higher development costs and more complex maintenance for native applications.

non-native applications: The non-native applications are designed so that the application can be used on any operating system.

- **Advantages:** The advantages include not having to create from scratch for implementation on another operating system, just adapting it. Additionally, the costs are lower than native applications.
- **Disadvantages:** The disadvantages include potential lower performance, and since it's not native, some functions may not be available for non-native languages.