#### Web Based:

#### ○ React

| Pros                          | Cons                      |
|-------------------------------|---------------------------|
| High Performance              | Steep Learning Curve      |
| Reusable Components           | JSX Syntax                |
| Great Developer Tools         | Large Bundle Size         |
| Large Community and Ecosystem | Lack of Built-in Features |
| SEO-Friendly                  | Fragmented Ecosystem      |

https://www.devstringx.com/pros-and-cons-of-using-react

# $\bigcirc \ \mathsf{Angular}$

| Pros                                | Cons                               |
|-------------------------------------|------------------------------------|
| Component-based architecture        | Divided and churning community     |
| that boosts developer productivity  |                                    |
| and provides a high quality of code |                                    |
| TypeScript: better tooling, cleaner | Migrating legacy systems from      |
| code, and higher scalability        | AngularJS to Angular requires time |
| RxJS: efficient, asynchronous       | Angular is verbose and complex     |
| programming                         |                                    |
| The platform-agnostic philosophy    | Hard learning curve                |
| High performance ensured by         |                                    |
| built-in tools                      |                                    |
| Google support and documentation    |                                    |
| Angular Material components to      |                                    |
| create aesthetic UIs                |                                    |
| Seamless updates using Angular      |                                    |
| CLI                                 |                                    |
| Powerful ecosystem                  |                                    |
| Angular Elements: compatibility     |                                    |
| with different engineering          |                                    |
| environments                        |                                    |

https://www.altexsoft.com/blog/the-good-and-the-bad-of-angular-development/

#### $\bigcirc$ Vue

| Pros                          | Cons                         |
|-------------------------------|------------------------------|
| Lightweight and Performance   | Language barrier (Chinese)   |
| Simplicity and Learning Curve | Risk of over flexibility     |
| Documentation                 | Smaller number of components |
|                               | and plugins                  |
| Simple Integration            |                              |
| Reactivity                    |                              |

https://thecodest.co/blog/pros-and-cons-of-vue/

# ○ Svelte

| Pros                 | Cons                              |
|----------------------|-----------------------------------|
| Faster loading times | Smaller community                 |
| Better performance   | Limited resources                 |
| Easy to learn        | The steep learning curve for some |
| Smaller bundle size  | Lack of mature tools              |

https://cubettech.com/resources/blog/advantages-of-using-svelte-over-other-frontend-frameworks/

# $\bigcirc$ Astro

| Pros                                | Cons                                |
|-------------------------------------|-------------------------------------|
| accessible                          | creating particularly complex or    |
|                                     | interactive projects such as        |
|                                     | administration dashboards or        |
|                                     | social networks, Astro is probably  |
|                                     | not the ideal framework             |
| framework is indeed easy to set up  | The number of resources, tools and  |
| and use                             | functionalities available certainly |
|                                     | cannot yet compete with more        |
|                                     | famous and established              |
|                                     | frameworks                          |
| oriented towards a server-first API |                                     |
| design and does not include any JS  |                                     |
| runtimes.                           |                                     |

| comprehensive set of tools to cover |  |
|-------------------------------------|--|
| all the needs of developers         |  |
| includes file-based routing, data   |  |
| retrieval, resource management      |  |
| and much more                       |  |
| possible to use Astro in            |  |
| conjunction with other popular      |  |
| frameworks                          |  |
| offers support for Markdown.        |  |
| Discord channel is full of          |  |
| information and developers willing  |  |
| to help and provide suggestions     |  |
| and advice.                         |  |

https://www.devinterface.com/en/blog/astro-everything-about-framework#tos\_2

#### $\bigcirc$ HTMX

| Pros              | Cons                        |
|-------------------|-----------------------------|
| Lightweight       | Responses should be HTML    |
| Simple to use     | Small community             |
| Easy to configure | Lack of pre-made components |

https://labcodes.com.br/blog/en-us/development/pros-and-cons-for-a-htmx-beginner/

# $\bigcirc$ Solid

# ○ Remix

| Pros                 | Cons                             |
|----------------------|----------------------------------|
| Dynamic contents     | Responsiveness                   |
| Faster data fetching | Nested routes' nuisances         |
| Simpler code         | Problems with not having client- |
|                      | side state                       |
| More resilient apps  |                                  |
| Smaller bundle size  |                                  |

https://hackernoon.com/remix-framework-review

#### Mobile:

#### ○ React native

| Pros                      | Cons                       |
|---------------------------|----------------------------|
| ONE TEAM – TWO PLATFORMS  | DEPENDENCE ON FACEBOOK     |
| FASTER DEVELOPMENT        | PERFORMANCE HIT WITH       |
|                           | COMPLEX INTERACTIONS       |
| FULLY NATIVE UI           | FEW THIRD-PARTY            |
|                           | COMPONENTS                 |
| NATIVE-LIKE PERFORMANCE   | NEED FOR NATIVE DEVELOPERS |
| HOT RELOADING             | FEATURE LAG                |
| UPDATES WITHOUT APP STORE |                            |
| APPROVALS                 |                            |

https://www.mindk.com/blog/react-native-pros-and-cons/

#### O Android Java

| Pros                          | Cons                         |
|-------------------------------|------------------------------|
| Cross-Platform Compatibility  | Performance Overheads        |
| Rich Ecosystem                | Memory Consumption and Usage |
| Significant Community Support | Learning Curve               |
| Security                      |                              |

https://amela.tech/java-pros-and-cons-in-mobile-app-development/#Pros\_and\_Cons\_of\_Using\_Java\_in\_Mobile\_App\_Development

#### ○ Android Kotlin

| Pros                            | Cons                       |
|---------------------------------|----------------------------|
| Interoperability with Java Code | Fluctuation in Compilation |
| Easy Maintainability            | Less Talent for Hire       |
| Boosts Team Efficiency          | Limited Learning Resources |
| Kotlin is Much More Reliable    | Kotlin is Still Not Java   |

 $\frac{\text{https://medium.com/quick-code/pros-and-cons-of-kotlin-for-android-app-development-c4b0f95c1324}{\text{app-development-c4b0f95c1324}}$ 

# $\bigcirc$ Swift IOS ( BEWARE YOU NEED A MAC AND IPHONE TO WORK IN THIS BECAUSE YOU NEED XCODE)

#### • Cross platform:

#### ○ Ionic

| Pros                             | Cons                          |
|----------------------------------|-------------------------------|
| Convenient for Developers        | Long Debugging of Programs    |
| Cross-Platform Compatibility     | Lower Performance Compared to |
|                                  | Native Apps                   |
| Single Code Base                 | Limited Access to Native APIs |
| Wide Range of Interface Elements | Rendering and Compatibility   |
|                                  | Issues on Different Devices   |
| Access to Native Device Features | Risk of Data Leakage and      |
|                                  | Unauthorized Access           |
| Convenience of Testing           |                               |
| Large Community Contributing to  |                               |
| Resources and Knowledge          |                               |

 $\frac{\text{https://maybe.works/blogs/pros-and-cons-of-ionic-}}{\text{framework\#:}\sim:\text{text=The}\%20\text{lonic}\%20\text{Framework}\%20\text{is}\%20\text{a,less}\%20\text{flexibl}}\\ \text{e}\%20\text{than}\%20\text{native}\%20\text{ones.}$ 

#### ○ Flutter

| Pros                                | Cons                               |
|-------------------------------------|------------------------------------|
| Single code for different operating | Weighty and large applications     |
| platforms                           |                                    |
| Faster time-to-market               | Comparatively low adoption of Dart |
| Lower development costs             | Issues with iOS                    |
| Native-like experience              | Limited support of third-party     |
|                                     | libraries                          |
| Use of widgets                      |                                    |
| Strong community                    |                                    |
| Well-developed documentation        |                                    |
| High safety                         |                                    |
| Automated testing tool set          |                                    |
| Hot reload                          |                                    |

| Add-to-app |  |
|------------|--|
|------------|--|

https://www.cogniteq.com/blog/flutter-pros-and-cons-it-good-choice-your-app

#### ○.Net MAUI

| Pros                            | Cons                    |
|---------------------------------|-------------------------|
| Write Once, Use Everywhere      | Still in Early Days     |
| Leverage C# and .NET            | Performance Overhead    |
| Native Controls and Experiences | Steep Learning Curve    |
| Visual Studio Integration       | Platform-Specific Needs |
| Open Source                     | Scarce Resources        |
| Cloud Connectivity              | Smaller Community       |
| Mature Ecosystem                | Stability concerns      |

https://www.vthink.co.in/blogs/navigating-net-maui-pros-and-cons-in-living-colour

# $\bigcirc$ Kotlin Multi platform

| Pros                             | Cons                                |
|----------------------------------|-------------------------------------|
| The developed app is 100% native | Many components are still in        |
| for each platform                | Alpha/Beta stage and potentially    |
|                                  | can be unstable or change in future |
| Easy to use                      |                                     |
| UI can be split for each target  |                                     |
| platform                         |                                     |
| Shared logic                     |                                     |

https://www.miquido.com/blog/is-kotlin-multiplatform-the-future/

● Server side or MVC frameworks are a hybrid approach where the frontend and backend are intertwined into one codebase and there is tight coupling, which has upsides and downsides depending on the situation or context

#### ○ Laravel

| Pros                           | Cons                 |
|--------------------------------|----------------------|
| Easy to Learn and Use          | Steep Learning Curve |
| Built-in Features              | Performance Overhead |
| Blade Templating Engine        | Code Bloat           |
| Artisan Command-line Interface | Limited Flexibility  |
| Database Migrations            | Versioning           |

https://arjunamrutiya.medium.com/laravel-pros-and-cons-of-using-the-popular-php-framework-

a604a6d4b03f#:~:text=Its%20ease%20of%20use%2C%20comprehensive,c hoosing%20Laravel%20for%20a%20project.

#### ○ Django

| Pros                                | Cons                        |
|-------------------------------------|-----------------------------|
| Batteries included - Ready for your | Speed                       |
| MVP                                 |                             |
| Security                            | Lack of convention          |
| Python inside                       | Not always the right choice |

https://www.netguru.com/blog/django-pros-and-

 $\frac{cons\#:\sim:text=Django\%20was\%20designed\%20to\%20deliver,all\%20the\%20}{\%E2\%80\%9Cbatteries\%E2\%80\%9D\%20included.}$ 

#### O Ruby on Rails

| Pros                                | Cons                    |
|-------------------------------------|-------------------------|
| Time efficiency                     | Shortage of flexibility |
| A great number of helpful tools and | Continuous evolvement   |
| libraries                           |                         |
| Huge and active community           | Performance time        |
| Strong adherence to standards       | Price of a mistake      |

https://sloboda-studio.com/blog/pros-and-cons-of-ruby-on-rails/

| <ul> <li>Spring MVC Thymeleaf (Spring has a lot of projects with the work</li> </ul> | t |
|--|---|
| spring, so the MVC thymeleaf is important)   |   |

| Pros | Cons |
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# ○ Golang with Templ

| Pros | Cons |
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#### **Pure backend**

#### Expressjs

| Pros                    | Cons                             |
|-------------------------|----------------------------------|
| Minimal and Lightweight | Lack of Structure and Convention |
| Easy to Learn and Use   | Overhead                         |
| Middleware Support      | Limited Built-in Features        |
| Routing                 | Steep Learning Curve for         |
|                         | Middleware                       |
| Template Engines        | Lack of Strong Typing            |
| Database Support        |                                  |
| Scalability             |                                  |

https://data-flair.training/blogs/expressjs-advantages-and-disadvantages/

# Fastify

| Pros                | Cons                              |
|---------------------|-----------------------------------|
| Performance         | not widely used in the industry   |
| Maintainability     | documentation is not as expansive |
| Flexibility         | community support is so-so        |
| Ease of development | Library such ss passport.js does  |
|                     | not work                          |

https://tsh.io/blog/fastify-practical-overview/

# Spring boot

| Pros                         | Cons                |
|------------------------------|---------------------|
| Rapid Development            | Learning Curve      |
| Microservices Friendly       | Limited Flexibility |
| Spring Ecosystem Integration | Resource Overhead   |
| Auto-Configuration           |                     |
| Embedded Servers             |                     |

 $\frac{\text{https://medium.com/@jayeshwarke011/getting-started-with-spring-boot-advantages-disadvantages-and-use-cases-}{}$ 

 $\frac{497b0f04fb86\#:\sim:text=In\%20conclusion\%2C\%20Spring\%20Boot\%20simplifies, and\%20customization\%20can\%20be\%20challenging.}{}$ 

# • .NET

| Pros                               | Cons                              |
|------------------------------------|-----------------------------------|
| Rich Development Environment       | Learning Curve                    |
| Language Versatility               | Vendor Lock-in                    |
| Rapid Application Development      | Stability Issues for New Releases |
| Cross-Platform Development         | Development Environment           |
|                                    | Limitations                       |
| Scalability and Performance        | Memory Leaks                      |
| Rich Resources and Libraries       | Cost of Licensing                 |
| Enhanced Security and Reliability  |                                   |
| Flexible Deployment and Simplified |                                   |
| Maintenance                        |                                   |
| Universal .NET Standard            |                                   |
| Thriving Popularity and Supportive |                                   |
| Community                          |                                   |
| Active Microsoft Support           |                                   |
| Effective Caching System           |                                   |
| Automatic Monitoring in ASP.NET    |                                   |
| Seamless Integration               |                                   |

https://waverleysoftware.com/blog/why-choose-net-pros-and-cons/#3

# Golang Gin

| Pros | Cons |
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# Golang CHI

| Pros | Cons |
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# Python Flask

| Pros              | Cons                             |
|-------------------|----------------------------------|
| Scalable          | Not a lot of tools               |
| Flexible          | Difficult to get familiar with a |
|                   | larger Flask app                 |
| Easy to negotiate | Maintenance costs                |
| Lightweight       |                                  |
| Documentation     |                                  |

https://careerfoundry.com/en/blog/web-development/what-is-flask/#advantages-and-disadvantages-of-flask