

Diseño de APPS



Universidad Tecnológica de Tijuana

TI Desarrollo de software multiplataforma

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Native, non-native and cross-platform applications

It's important to consider the differences between native, non-native, and cross-platform apps.

Native apps are built specifically for an operating system, such as iOS or Android, using platform-specific programming languages, such as Swift for iOS and Kotlin for Android. This allows for optimal performance and deep integration with device capabilities, delivering a seamless user experience.

Cross-platform applications are developed using a single codebase that can run on multiple operating systems. Frameworks like React Native, Flutter, and Xamarin facilitate this approach, allowing developers to write code once and deploy it to multiple platforms. This reduces development time and costs. Cross-platform applications may face limitations in performance and access to device-specific functionality, which could impact the user experience.

It is essential to evaluate the specific needs of the project, considering factors such as budget, development time, desired performance and the complexity of the required functionalities.