**Difference between Cross platform Development**

**and Native platform Development**

**Definition**

Cross platform Development means using a single code base that can run on multiplatform such as Android or IOS.

Native development means using a different or separate code for each platform such as Android or IOS and using platform specific tools

**Programming Languages**

Cross-Platform 🡪 Flutter, React Native, Kotlin Multiplatform

Native-Platform 🡪 Java, Kotlin(native), Swift(native), Objective- C

**User Interface (UI)**

In Cross platform UI can’t perfectly match to native UI

In Native platform UI perfectly matches to native UI and having smoother feel and animations.

**Performance**

Cross-Platform has slightly lower performance due to abstraction layers or bridges as (JS engine).

Native- Platform has better performance as it uses platform-specific APIs directly.

**Development Cost**

Cross-Platform requires lower cost because same code is used for two Operating systems such as Android or IOS.

Native- Platform requires higher cost because two teams will build and maintain different apps for different planforms

**Examples**

**Cross platform:**

Facebook, Netflix, Google Ads App, Alibaba, BMW

**Native platform:**

WhatsApp (Android), Play Store (Android), Google Pay (Android) Apple Maps (IOS), Safari (IOS), iMessage (IOS).