

1) The requirement are: emails, social apps like whatsapp for video chat, phone calls and texts. Office work such as read/writing word and PDF displays

So the phones ~~has~~ <sup>have</sup> to be connected to ~~the~~ the internet all the time or most the time. The phones also need good processing power to ~~re~~ video call and ~~watch~~ read and write ~~at~~ <sup>to</sup> office apps. This ~~concepts~~ <sup>to</sup> the eliminate's feature phones. They have low processing power and small storage capacity with might get in the way of saving files and documents. Even ~~though~~ though KaiOS is the 3<sup>rd</sup> largest mobile operating system. The T9 key ~~was~~ board and low computing power is not enough for the ~~task~~ task and T9 keyboard is compact and have to be pressed multiple times to get a word written.



For smart phones

There are many options to choose from and they became popular after 2008 but <sup>after</sup> 2014 a lot of them were unable to keep up with the competition. Now the two dominant OS are Android and iOS.

A lot of different OS are out there. They are Sailfish OS, Tizen and open source software.

Sailfish was used by military, police and government as a good ~~indi~~ indicator for security and the software and can be used ~~as~~ instead of the Android and iOS.

There are also free open sources. There are ~~free~~ free which means they can be used in any phone. The source code is available to the people and can be checked.

However even though there are different OS out there what it comes down to is what ~~ma~~ majority of the users are able to use the most popular ~~so~~ OS are Android and iOS. They are user friendly and available ~~choice~~ in apps as there are a lot of ~~the~~ choice.



different apps they might ~~need~~ <sup>multiple</sup> use ~~mutp~~ apps at once. In my opinion any android with in 25000 BDT is a good choice for the workers.

2) There are a few options to develop apps.

We can develop apps separately one for android ~~an~~ and another IOS. They run faster for the specific ~~dev~~ devices. The apps are ~~single~~ <sup>not</sup> ~~signal's exclusi~~ <sup>be</sup> are able to <sup>be</sup> used in another ~~platform~~. Websapps are quite able to used in ~~both~~ all devices that have a browser. However web based apps as the ~~name~~ <sup>this</sup> implies needs to be connected to the internet; ~~that~~ <sup>also</sup> takes away from the experience of ~~the~~ using the app as the user has to use a medium (web-browser) to ~~in enter~~ enter the app. The web app is useful only if it is a app that does not require a lot of interaction or used from a computer ~~dev~~ device.



Hybrid app - is a app built using web components (HTML, CSS, Javascript) ~~a lot of~~ and wrapped in an app shell, it ~~the~~ easy push such application as they are in essence a web page in an app

This app has ~~web~~ embedded browser plugins  
They are easy to implement as they use one code ~~base~~ base.

Cross-Platform apps are ~~as a~~ a lot better than <sup>Hybrid</sup> ~~Hybrid~~ app as they <sup>are</sup> coded apps for the devices

They are coded using the ~~same~~ frameworks  
ex: Flutter, react etc. These framework allow the developers code for both android and IOS so it has good code ~~reso~~ reusability.

~~These~~ These are all ~~to~~ different platforms used nowadays. ~~The dev I~~ I would want to program the with ~~in~~ the most user base. So for ~~the~~ that reason in the early phase coding natively is not an option



Hybrid might seem like a reasonable option but some features might not be executed the ~~same~~ same way in all ~~or~~ platforms.

Example: In android & facebook app is displayed different than iOS. The androids have the notification panel ~~is~~ displayed in the top, while iOS has that in the bottom. So coding using web based app might cause difficulties.

I would choose cross-platform ~~a~~ to ~~de-~~ develop my apps. It ~~will~~ will be able to cast the widest net to catch the largest user base and will as help in A/B testing. Some features can be pushed to one platform then <sup>can be</sup> ~~a~~ determined for a ~~full~~ all platform release.

The maintenance of the app will be at a minimum as well. It ~~im~~ will be a lot more approachable for 3 ~~deves~~ devs to make an app using one framework rather 3 ~~deve~~ devs ~~handing~~ handling 3 different ~~or~~ native platform.