Mini-Project 3

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Topic: Compare REACT Native versus iOS and Android application environment

I did not have any experience on application development before. It was my first time to build a simple application by myself. Finally, I tried to write a script on Reactive Native.

After doing some research, I found out there are several differences between Reactive Native and the Android/ iOS platform in terms of application development. First of all, the programming languages are different: JavaScript for Reactive Native, Java for Android and Swift for iOS. Secondly, the ways they create their UIs are different but resulting in similar outlook.

The advantages of using Reactive Native are the convenience of cross-platform development and the less consume of time when debugging. One can easily denerate an application running on web, Android, iOS by writing only one script on Reactive Native. This provides a great convenience compared to the need of switching platform in the past. In addition, it allows the devlopers to debug in a shorter period. However, if one is very sensitive to UI performance or outlook, Reactive Native may not gain the advantage over the respective platform (Android/ iOS) design.

In short, there are four reasons for using Reactive Native rather than traditional development environment: want to deliver the application faster, the development team consists less than 5-8 people, less time for regression test, solve bugs quickly. The features fit the need for development well in nowadays design. Therefore, that is the reason why popular applications coming out lately, such as Facebook or Uber, are mainly using this platform.