

Mobile Application Development (CSC 303)

LECTURE # 2

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Client-Side Technologies

- Client-side technologies are the tools and frameworks that run on the user's device or browser, controlling what users interact with directly.
- Key Client-Side Technologies:
 - HTML: Markup language for structuring web content.
 - CSS: Stylesheet language used for presentation and styling.
 - JavaScript: Programming language for making websites dynamic and interactive.
 - Frameworks/Libraries: React.js, Angular, Vue.js for more efficient DOM manipulation and UI building.
- Importance in Mobile Applications:
 - Front-end logic (user interface, animations, forms).
 - Interaction with back-end services via API calls.

Mobile Application Development Technologies

- Native Mobile App Development:
 - Platforms: iOS (Objective-C/Swift), Android (Java/Kotlin).
 - Pros:
 - High performance.
 - Access to device-specific features (camera, GPS, etc.).
 - Cons:
 - Separate codebases for different platforms.
 - Time-consuming and expensive development.
- User Engagement

Mobile Application Development Technologies

➤ Cross Platform:

➤ Technologies:

- **React Native:** Uses JavaScript to build apps with native components.
- **Flutter:** Uses Dart and allows developers to create for multiple platforms with a single codebase.

➤ Pros:

- Cross-platform compatibility: Write once, run on both iOS and Android.
- Faster development: Single codebase reduces development time and cost.
- Easier maintenance: One app to update and maintain for multiple platforms.

➤ Cons:

- Performance: May not match native app performance for resource-heavy apps.
- Access to native features: Some platform-specific features may require custom integrations.

Git

What is git, github and github desktop

<https://www.youtube.com/watch?v=8Dd7KRpKeaE>

Github Repository

<https://github.com/kamiuetian/MobileApplicationDev>

Before Next Class

Install NodeJS