# Reasons behind my choice of native iOS development with Swift:

1. ## Easy code readability:

- Swift's code is the most expressive and much easier to understand, read, and write even by a layman. Swift drops many legacy conventions, such as semicolons to end lines, parentheses, and more, resulting in less enactment of code lines in Swift than Objective-C. The Swift code is simpler, cleaner and more efficient compared to any other mobile platform's code, hence making it one of the preferred choices for developers.

2. ## Faster development:

- Swift has proven to be much faster than any other programming language, a post on "10 thousand times faster Swift" by Maxim Zaks elaborates on the speed of Swift in the best way possible. Apple reveals that the Swift programming language is 2.6 times faster than Objective-C and 8.4 times faster than Python 2.7.

3. ## Performance:

- Native iOS apps run much faster than other types of apps since they are written in Swift that is fully supported by the platform's ecosystems. In addition, native iOS apps are faster to configure as they are compatible with only one platform. Even if there are two native projects, they are completely separate, so you do not have to worry about the compatibility of app dependencies between versions for different platforms.

4. ## Access to hardware features:

- Native applications can take maximum advantage of all the hardware features of a mobile device. Moreover, their implementation is quick and easy thanks to the exclusive APIs offered by Apple's operating system.

5. ## Better user experience & user interface:

- UX/UI is unified within a given platform, so it's already well known by users. The UX patterns recur in other native apps, so people will intuitively know how to move around in your app as well. Native iOS application's user experience is also much better because the higher performance allows everything to run smoothly. It is also easier for the developers to follow the imposed standards (Human Interface Guidelines) when designing and developing an app.