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IONIC

Pros:

- provides a wide range of components and plugins
- provides developers with fully equipped documentation
- plenty of UI component available and easy to use
- can develop for both iOS and Android at once
- can be developed mostly in the browser

Cons:

- builds can randomly crash without any reason
- use of AngularJS demands that developers have a specific skillset for building complex apps
- the ui-router is tricky to maneuver at present

REACT NATIVE

Pros:

- great feature called “hot reloading” => allows the changes made in the code to immediately take effect into iOS and Android app variants
- interacts with the targeted (native) components for iOS or Android and renders code to native APIs directly and independently
- ready-made components
- is an open source project => anyone can contribute to the framework

Cons:

- the collection of ready-made components is small
- with advanced functionality, then performance might go down the drain in comparison to apps created with platform-specific logic
- steep learning curve

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ANDROID STUDIO

Pros:

- Android development is conducted on Java which makes the process cross-platform
- has two officially supported programming languages – Java and Kotlin
- plenty of learning resources
- Flutter : free SDK that allows you to write native applications for Android and iOS using the single codebase

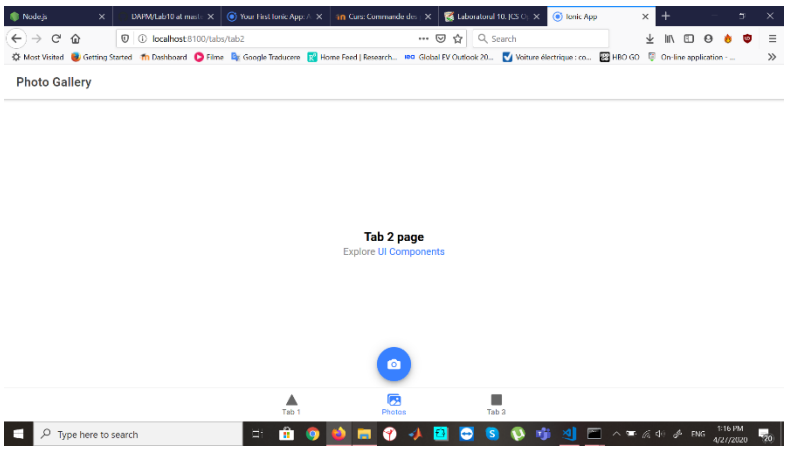
Cons:

- security issues
- OS adoption fragmentation => leads to changes in functionality that may affect how your app works on all smartphones
- copyright problems

In this laboratory I have not encountered difficulties even if I've never worked with Ionic before. It was interesting to learn how to create a Photo Gallery app that let me take photos with my device's camera and display them in a grid.

Github link : https://github.com/alexandra-v-n/Lab10

Screenshots of the web app :



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