Factors	Selendroid	Appium	Calabash	
Support Platforms	Android Only	iOS, Android, FirefoxOS (Dev Storage)	Android and iOS	
Mobile App Support	Native, Hybrid and Mobile Web for Android	Native, Hybrid, Mobile Web (Safari for iOS, Chrome for Android), Robot – controlled devices and Web	Native and Hybrid Apps for iOS and Android	
User Agent Testing	No	Yes		
Cross Platform	No	Yes	Yes	
Emulator	Yes	Yes	Yes	
Real Device	Yes	Yes	Yes	
Cloud Based Testing	Yes	Yes		
Selenium Grid Implementation	Yes	Yes	Yes	
System Requirement	1.Tested to run on Mac, Linux and Windows 2.Java SDK (minimum 1.6) is installed and JAVA_HOME is configured. 3. Latest Android-sdk is installed and ANDROID_HOME is set.	1. iOS MAC OS X 10.7+ XCode 4.5 + Apple Developer Tools (iPhone simulator SDK, command line tools) 2. Android MAC OS X 10.7+ or Windows 7 or Linux Android sdk	Ruby 1.8.7+, Android SDK installed ANDROID_HOME is set	
Supported Language	Java, C#, Python, Ruby, PHP and JS	Java, Objective-C, JavaScript with Node.js, PHP, Python, Ruby, C#, Clojure, or Perl	Ruby, C# and C, Java and Clojure	
License	open source	open source	open source	
Website	http://selendroid.io/	http://appium.io/getting-started.html	http://calaba.sh/	
Pre Installation Requirement	selendroid-standalone.jar	1> Android SDK with API level 17 and above is available. 2> Ruby 1.9 and selenium - webdriver gem is installed. (gem install selenium-webdriver) ANDROID_HOME is pointing to SDK folder. 3> JDK	1> JDK 2> Ruby with DEV KIT (For Windows) 3> Android SDK	