Apple Development

* Possibility of using [a Node/React](https://eluminoustechnologies.com/blog/how-to-wrap-react-website-in-native-app/) wrapper to just import it to an app view by using a react package called expo.
  + This seems to require a hosted website though and not a complete mobile app but more of a website hosted in a app format.
* Another possibility is just building the app from the ground up.
  + This would require using the [Swift](https://developer.apple.com/ios/planning/) language or other languages like C#, Python, Java and some others, a proprietary language apple has developed for coding on ios devices.
  + I believe this also requires using the [Xcode IDE](https://developer.apple.com/ios/planning/) as it is what apple recommends for users to use. This comes with a lot of built in features to help app development.
  + It also appears that the look of our website would have to change for an IOS app as it seems that there is only a couple of [options](https://developer.apple.com/ios/planning/) provided by apple for how you can handle buttons/popups and interactive menus within the app.
* It seems that Apple provides some entry level courses into building apps for ios (roughly 14 hours of courses) for free [link](https://developer.apple.com/tutorials/app-dev-training/)

Android Development

* Android limits language development to [Kotlin](https://developer.android.com/codelabs/basic-android-kotlin-compose-first-app#0), Java and C++ to list some.
* Also appears that the use of Android Studio is also a must, but more research into this might be warranted.
* It seems that some stuff might require a little bit more research into topics and learning what android allows you to do with their system as a developer, such as libraries made available.
* Like apple android has a similar setup for providing free training on android [developments](https://developer.android.com/courses)