|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Price** | **Learning Curve** | **Performance** | **Stability** | **Online resource and support** |
| **Xamarin –** App is developed in C#. [[1]](#endnote-1) | Offers a free and full-featured IDE for students and small teams. [[2]](#endnote-2) | No knowledge of C# so learning curve is steep. | Boasts of native performance. 1 | Xamarin has been around since 2011. It’s stable. [[3]](#endnote-3) | Lots of online tutorials |
| **RubyMotion –** App is developed in Ruby. [[4]](#endnote-4) | Free version has limited features. Cheapest license is $199 yearly. [[5]](#endnote-5) | RubyMotion uses a dialect of Ruby I’m not familiar with. Knowledge of native APIs is needed. Learning curve is moderately steep. [[6]](#endnote-6) | Performance equals performance of native applications. 6 | First release was in 2012. RubyMotion is stable. [[7]](#endnote-7) | There are more online tutorials for iOS than for Android. |
| **B4X (B4A and B4i) –** B4X is a variant of Visual Basic. [[8]](#endnote-8) | There’s a discount of 50% for students and teachers.  Standard price for Android and iOS is $59 yearly respectively. [[9]](#endnote-9) | Programming language is similar to Visual Basic but I have no knowledge of Visual Basic. Learning curve is steep. | Performance equals performance of native applications. 8 | First release of B4A (Basic4Android) was in 2010. B4A and B4i is stable. [[10]](#endnote-10) | There are online tutorials for B4A and B4i, though more of B4A exists. |
| **jQuery Mobile –** HTML5 framework. [[11]](#endnote-11) | Free. [[12]](#endnote-12) | I’m familiar with jQuery. Learning curve isn’t steep | Not as fast as a native application. Slower in Android devices. [[13]](#endnote-13) Doesn’t attempt to achieve native appearance. 11 | jQuery Mobile was first released in 2006 and is very stable. [[14]](#endnote-14) | There are lots of online resources and support |
| **Mobile Angular UI --** mobile UI framework, similar to jQuery Mobile or Sencha Touch. [[15]](#endnote-15) | Free. 15 | No knowledge of Angular.js. Learning curve is fairly steep | Not as fast as a native application. Works well in older browsers. Difficult to customise to add customer functions. [[16]](#endnote-16) | Mobile Angular UI was released on 2014 and it’s fairly stable. | There are lots of resources and support online. |
| **React Native --** based on JavaScript and React.js. 17 | Free. [[17]](#endnote-17) | No knowledge of React.js. Learning curve is steep. Knowledge of native APIs is also required. [[18]](#endnote-18) | Near-native performance. [[19]](#endnote-19) | React Native was released in 2015 and is new. It isn’t stable. [[20]](#endnote-20) | There are more online resources for React Native for iOS than for Android |
| **Sencha Touch --** based on HTML5 and JavaScript. [[21]](#endnote-21) | Offers free trial for 30 days. Cheapest license is $4,475. [[22]](#endnote-22) | It uses a proprietary stack. Learning curve is steep. [[23]](#endnote-23) | Quirky and sluggish performance sometimes. 16 | First stable version was released in November 2010. [[24]](#endnote-24) | Online tutorials are not abundant |
| **Ionic --** Free and open source. Offers a library of mobile-optimized HTML, CSS and JS components. Based on optimized Angular.js. [[25]](#endnote-25) | Free. 25 | Knowledge is Angular.js is helpful. Learning curve is fairly steep. | Good performance on iOS but slower performance on Android. Rendering of UI components especially animations is sluggish at times. 16 | Ionic 1.0 was released in May 2015. It is fairly stable. [[26]](#endnote-26) | There are more online tutorials for iOS development than those for Android. |
| **Appcelerator** |  |  |  |  |  |
| **MonoTouch** |  |  |  |  |  |
| **Rhodes** |  |  |  |  |  |

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    [↑](#endnote-ref-26)