My experience with Apache Cordova was stressful during my time going over the homework assignment for Lab 11. I was initially optimistic about how my experience would be using the open-source framework. After completing the assignment, I knew that for my best interest in considering mobile development as a career, I would need plenty of practice with Cordova soon.

In the beginning, everything was going smoothly. It was a simple process of installing Cordova and creating a new directory path in the terminal where everything would be created. My whole experience took a turn just as I tried to check the Cordova requirements with my current path. I had to troubleshoot my computer because I didn't have the proper JAVA version installed, my Gradle wasn’t downloaded, and my SDK had some technical issues.

I searched through the documents Cordova provided to find solutions for my prerequisites to build and run the app. This process took me two days of continuous research to fix. Surely, after I had fixed those issues, I had trouble simply building the app. Eventually, I overcame that and built the apps separately for each operating system.

Even though I didn’t have the best experience using this open-source framework, I did appreciate the opportunity to work from the terminal for everything. Such as creating the directories, subdirectories, files, and app itself.

One pro that I recognized is that you can build both apps simultaneously. This can save any mobile developer time and labor. One con that I recognized is that you have everything up to date or the latest versions of some of the functions.

Now I wouldn’t go as far as to recommend this to anyone unless you have a deep passion for mobile development and like more control over the directories while creating the project.