**Ưu và nhược**

**The biggest issue with native mobile development is that you have to completely rewrite the code for your application for both iOS and Android**

It’s not a huge deal, but applications typically need to be supported, so trying to support different versions of an application on two or more totally different platforms can be a bit of a maintenance nightmare.

Also, Android and iOS development is pretty much completely different.

The tools are different, the languages are different, the frameworks are different, and even the development paradigms are different.

Native development does have a few advantages.

The biggest one is raw speed—although some cross-platform frameworks like Xamarin can match it since they compile down to native code. We’ll get to that in a minute.

**Aside from using a framework that compiles down to native code, native code is pretty much going to be faster than any other solution.**

If you develop natively, **you are also going to have better debugging tools**since you won’t be operating with several layers of high abstraction.

You are also more likely to be able to **take advantage of some of the native features of the platform** and get closer to the hardware level. (Although, again, this may not be the case with some of the better cross-platform offerings out there.)

Overall, I think it’s useful to know how to do native mobile development, but I don’t think it’s the best solution for delivering an app to multiple platforms.