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Mad Assignment No#1

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**Qno#1**

**Native Mobile App Development**

Native mobile apps are applications developed to target either Android or iOS. Depending on which operating system you are developing for, your applications are usually coded in a specific programming language.

You write native Android applications using Java programming languages. Java was the initial language used to create Android apps. while Java is limited to object-oriented programming.

Some well-known examples of native mobile applications include:

* Google Maps
* Pinterest
* Spotify
* WhatsApp

***Cross Platform mobile app development***

You create cross-platform mobile applications from a single codebase. The goal of cross-platform app development is to target different operating systems with one project. You create these apps using cross-platform frameworks, which use platform-specific SDKs (Android SDKs and iOS SDKs) from a unified API. This enables you to easily access the different platform SDKs and libraries.

Private companies create these frameworks. Examples of popular cross-platform frameworks include:

* React Native by Meta. It uses JavaScript as the programming language.
* Flutter by Google. It uses Dart as the programming language.
* Xamarin by Microsoft (which is being migrated to MAUI). It uses C# and XAML as the programming language.

**Qno#2**

### Scenarios where native mobile applications is best

If you want:

* ****Better performance:****
* ****Tight security:****
* ****Quality UX:****
* ****Full feature set access:****
* ****Minimal bugs****

### Scenarios where Cress platform mobile applications is best

* ****Low costs****
* ****Code reusability****
* ****Rapid development****
* ****Easier maintenance****

**Qno#3**

* React Native.
* Flutter.
* Appcelerator Titanium.
* NativeScript.
* Unity 3D.
* Kotlin Multiplatform