Modularity in mobile applications

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How do we strike an ideal balance between the time we put into modularizing and the benefits we reap from doing so?

Pros

→ Easier to build separate applications

  → New products

  → iOS extensions

→ Enforces better architectural practices

  → Testing

  → Open sourcing

Cons

→ Overhead

   → More repositories to manage, READMEs to update, version numbers to increment

→ Tooling complexity

   → CocoaPods

   → Gradle