# Native, Non-Native, and Cross-Platform Applications in Information Technology

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#### I. NATIVE APPLICATIONS

A native application is created specifically for a mobile operating system and developed using the special (native) language of that system.

## A. Description

The use of such applications will cause an increase in the workload in the development of cross-platform applications since each operating system requires a different application, increasing work time and cost. Examples of languages used include Objective-C or Swift for iOS, Java or Kotlin for Android, and .Net for Windows Phone.

# B. Advantages

 Can access all the functionalities of the device, with full access to hardware features such as GPS, data, camera, Bluetooth; also can access to APIs.

# C. Disadvantages

- Higher cost.
- Single code for each platform.
- More time to develop.
- Specialized equipment required.

### II. NON-NATIVE APPLICATIONS

Consist of a single development that can be deployed on multiple operating systems and is also easily accessible through a browser.

### A. Advantages

- Savings in production and maintenance costs.
- Scalable developments.
- Improved process efficiency.
- · Accessibility.

# B. Disadvantages

· Access to the device's functions is limited.

## III. CROSS-PLATFORM APPLICATIONS

Created under a single programming language that facilitates their export and, therefore, their display on any type of device regardless of the operating system.

## A. Advantages

- Cross-platforms don't need to use the browser as they can be downloaded.
- They are compatible with all types of devices.

# B. Disadvantages

 Many multi-platform applications only a limited series of functions can be implemented.

### IV. CONCLUSION

Native applications are designed for a specific platform or type of device. Hybrid applications are native applications with an embedded web browser. Cross-platform ones do not require the use of the browser as they can be downloaded and thus create a shortcut from the device.

## V. REFERENCES

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