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**Activity: Module 1 Lesson 3**

1. Cite the types of Software Platform and discuss each functionality.

* **Operating Systems**

Operating system provide the basic services required to use hardware. These are the lowest level of platform. Almost all software runs on an operating system such as linux with the only exceptions being low level firmware and embedded systems.

* **Computing Platforms**

Platforms built on top of operating sytems that provide computing functionality in areas such as cloud computing and virtualization, For example, a cloud computing platform that allows you to scale your services by adding and removing virtual machines as required.

* **Database platform**

Cloud platforms for deploying and managing various types of database such as relational, NoSQL and in-memory databases.

* Platforms for scalable storage of objects and files including APIs and value added services such as resilient storage that is backed up in multiple locations.
* **Application platforms** are environments and toolkits for developing and deploying applications, a class of software that is primarily designed to be used by people. For example, a platform that allows developers to build dynamic web applications by executing code and interating with databases, systems and APIs
* **Mobile Platform**

Mobile platform include mobile operating systems and environmentsfor building mobile apps.They also include cloud platforms for building mobile backends that provide services to mobile apps. This may include specialized APIs that are useful for mobile app developers in areas such a location and services and voice recognition

* **Web Platforms** that provide services that are useful to websites and webbased software as a service such as web servers, web application servers, content delivery networks and edge computing.
* **API Platform**

Cloud platform for deploying APIs that are typically built around an API gateway that performs function such as load balancing, latency reduction and rate limiting

**2.** State your arguments or lesson learned relevant to the topic presented. I will supply the first item and you will continue the rest.

a. Cross-platform development is one of the methods used by Engineers and developers in accommodating different operating systems or environments for the application or project that they’re supervising.

b. Cross platform frameworks seek to generate an app that reaches out to as many followers of your brand as possible by covering a wide number of end devices during the programming and creation process.

c. There are a number of cross-platform app frameworks out there, each with their own set of pros and cons, however, as per the following trend where we have picked the most competitive and top-performing frameworks available in the market today.

The Following are the top 5 Cross-Platform App Frameworks

1. Xamarin: Loved by Developers, Trusted by Enterprise
2. React Native: Learn Once, Write Anywhere
3. Flutter: Beautiful Native Apps in No-Time
4. Adobe PhoneGap: Build amazing mobile apps powered by open web tech
5. Ionic: Make App Creation Lightning Fast

**3.** Discuss the architecture of Cross-Platform App Frameworks.

The idea of cross-platform development is that a software application or product should work well in more than one specific digital habitat. This capability is typically pursued in order to sell software for more than one proprietary operating system, such as to accommodate use on both Microsoft and Apple platforms. With the development of mobile devices and other kinds of platforms, as well as the proliferation of open-source technologies like Linux, more kinds of cross-platform development have emerged.

In general, cross-platform development can make a program less efficient. For example, it can require redundant processes or file storage folders for the various systems that it's supposed to support. It may also require that a program be "dumbed down" to accommodate less sophisticated software environments. However, in many cases, the makers of software figured out that the limitations of cross-platform development are worth dealing with in order to offer an application or product to a wider set of users