

# Mobile Application Framework - Task 1

Kaveesha Perera - Iamdt.2284

## 1.

Mobile app is computer software or a program, most commonly a small specific one used for mobile devices. Basically, every framework allows you to create a single mobile application that can be installed as a native app over many devices. As my experience, I would propose React Native open source java script frame work to build the ToDo Notes app. It allows to write an app in JavaScript and render it with native UI elements, at the same time, it can be reduce the codebase by about 95%. The biggest benefit of React Native is that developers don't need to worry about writing separate codes for both Android and IOS.

## 2.

	React Native	Flutter	Xamarin
Pros	<ul style="list-style-type: none"><li>Reuse components saves a lot of time</li><li>Growing community, Large community with good documentation</li><li>Easy to learn and use</li><li>Render to native UI</li><li>Open source and free</li></ul>	<ul style="list-style-type: none"><li>Support hot reload, testing automation and multi-level tests</li><li>More popular than other two</li><li>Very fast and efficient</li><li>Powerful and rich widgets</li></ul>	<ul style="list-style-type: none"><li>Rich user interface</li><li>Fast development</li><li>Native app level performance</li><li>Useful pre-built components</li><li>Open source and free</li></ul>
Cons	<ul style="list-style-type: none"><li>Compatibility issues</li><li>Outdated Libraries</li><li>Less efficient design</li><li>Less performance compared to other two</li></ul>	<ul style="list-style-type: none"><li>Applications take a lot of space</li><li>Limitation of talents</li><li>Weak animation support and vector graphics</li></ul>	<ul style="list-style-type: none"><li>Hard to learn for people with even basic C# and .NET experience</li><li>Not a good choice for game development</li></ul>

		<ul style="list-style-type: none"> <li>• Limitation in libraries compared to others</li> </ul>	<ul style="list-style-type: none"> <li>• Delayed platform updates</li> <li>• Limited functionalities</li> </ul>
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### 3.

Value added features:

- Live time tracking
- Reminders and calendar view
- Capturing tasks with voice

### 4.

- Development costs
- Identify target audience
- Performance and availability
- User experience
- Security
- Maintaining costs
- Time to market
- Smooth and efficient
- Community support and popularity

### 5.

#### **Spotify**

Spotify is a digital music, podcast and video service that gives access to millions of songs and other content from creators all over the world. I like Spotify UX and how they are exceptional at understanding and anticipating the target audience and their needs. Also Spotify does a lot of simple things to improve the user experience such as visual hierarchy, color gradients, good quality fully rounded buttons, how they are listing songs and albums in a grid and compatible for all devices.