

Native vs Cross-Platform App Battle

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Agenda

- Introduction
- Native app development
- Cross-platform app development
- Choosing between native and cross-platform applications
- Popular cross-platform frameworks
- Q&A

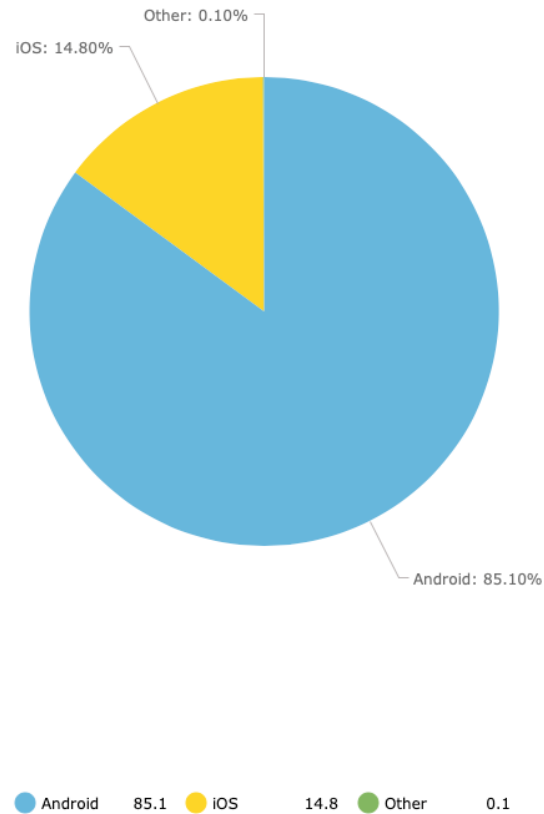


Introduction

Smartphone OS Market Share

Global, Q1 2017

Source: IDC Quarterly Mobile Phone Tracker



Terms

Native



OBJECTIVE-C



SWIFT

Semi-Native



Hybrid



Web



JavaScript



Bootstrap



Native app development

Native app development

- Native applications are created using platform-specific programming languages
 - Android: Java, Kotlin
 - iOS: Objective-C, Swift



Pros of native apps

- High performance
- Ultimate user experience
- Better positioning on app stores



Cons of native apps

- Costly and time consuming
- Missed opportunities
- Different codebases





Cross-platform app development

Cross-platform app development

- Cross-platform entails creating applications that can run on a variety of operating systems.
- It's an all-in-one approach that is popularly used to save time and money



Pros of cross-platform apps

- Affordable and time-saver
- Easy and fast deployment
- Wider audience reach
- Single codebase



Cons of cross-platform apps

- Performance glitches
- User experience issues
- Slow updates





Choosing between native and cross-platform apps

Choosing between native and cross-platform apps

- It depends on an app's intended feature set and scope of application

Native app:

- The app is supposed to become a business of its own (like fitness and healthcare or popular face-morphing apps...)
- The app needs access to the hardware features
- You need high responsiveness

Cross-platform app:

- A purely informative or content distribution application
- Excellent responsiveness is not your priority
- You don't want complex animations or calculations
- You need to penetrate the market quickly
- You want to turn a site into an app with minimum costs

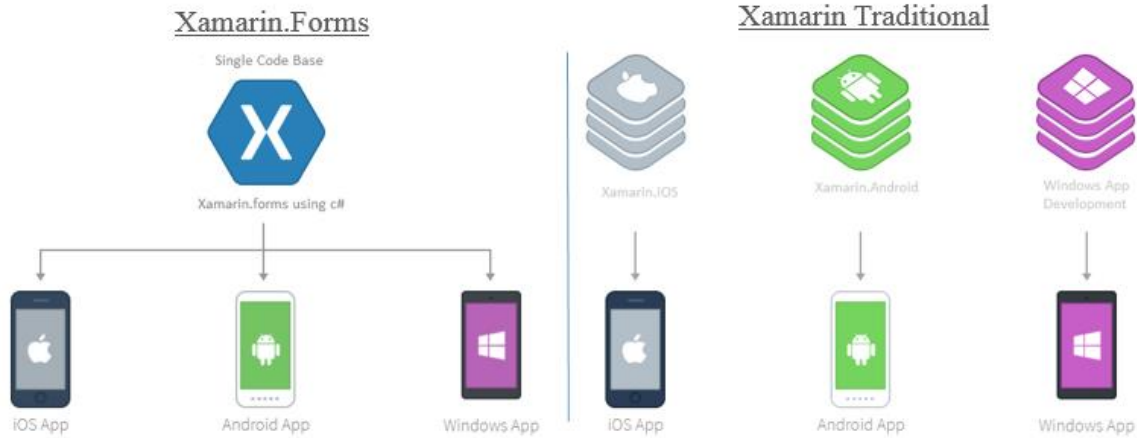


Popular cross-platform frameworks



- A cross-platform framework with C# and native platform libraries wrapped in a .NET layer
- Main components: Xamarin Platform, Xamarin Cloud, and Xamarin Insights

Xamarin



ADVANTAGES:

- Performance comparable to native apps
- Hardware consistency
- MVC and MVVM architecture compatibility

DISADVANTAGES

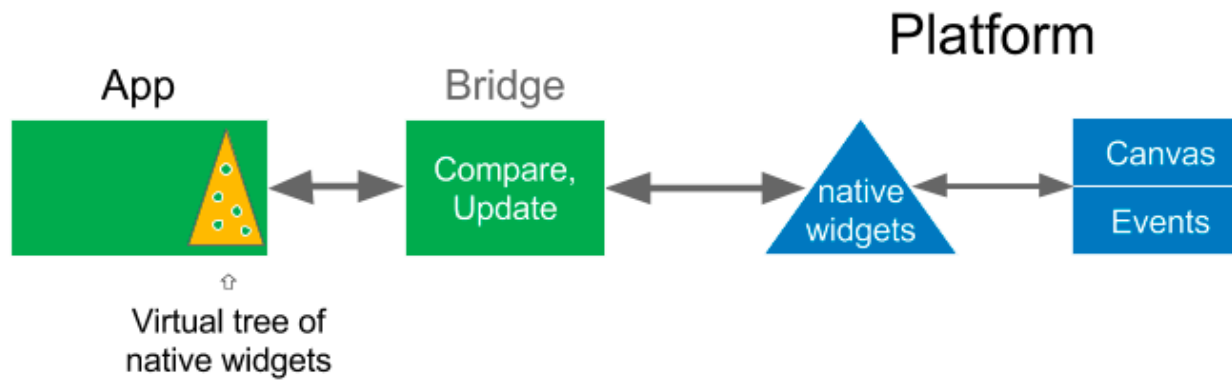
- Operational overhead
- Time-consuming UI development
- Complexities with code support



React Native

- An open source mobile development framework for cross-platform mobile development
- Develop applications with JavaScript and a handful of native component APIs

React Native



ADVANTAGES:

- Native UI
- Simplified development
- Modular architecture
- Ready-made solutions and libraries
- Third-party support
- Hot reloading
- Great community and ecosystem

DISADVANTAGES

- Application performance
- Possible need for native developers
- Inability to deal with complexity
- Native understanding
- Native platform updates



- Flutter is considered the best tool for cross platform mobile development
- Developed and supported by Google
- Uses Dart and a collection of native widgets to create stunning cross platform apps

Flutter



ADVANTAGES:

- High performance
- Hot reload
- A full set of unique widgets
- Number of packages available
- Device compatibility
- A step to Fuchsia



DISADVANTAGES

- Immaturity
- Third-party support
- Application size

Preferences

- <https://codeburst.io>
- <https://medium.com>
- <http://nreality.com>
- <https://jelvix.com>
- <https://hackernoon.com>



Q&A



THANK YOU

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