RETHINKING CROSS PLATFORM DEVELOPMENT

Mike Hartington | @mhartington

IDEAS

History lesson

Current landscape

Capacitor

NATIVE SDKS

Original iPhone SDK released 2008
Android SDK released 2009
Roughly 10 years of Native tooling

Day One of Native tools... there have been hackers



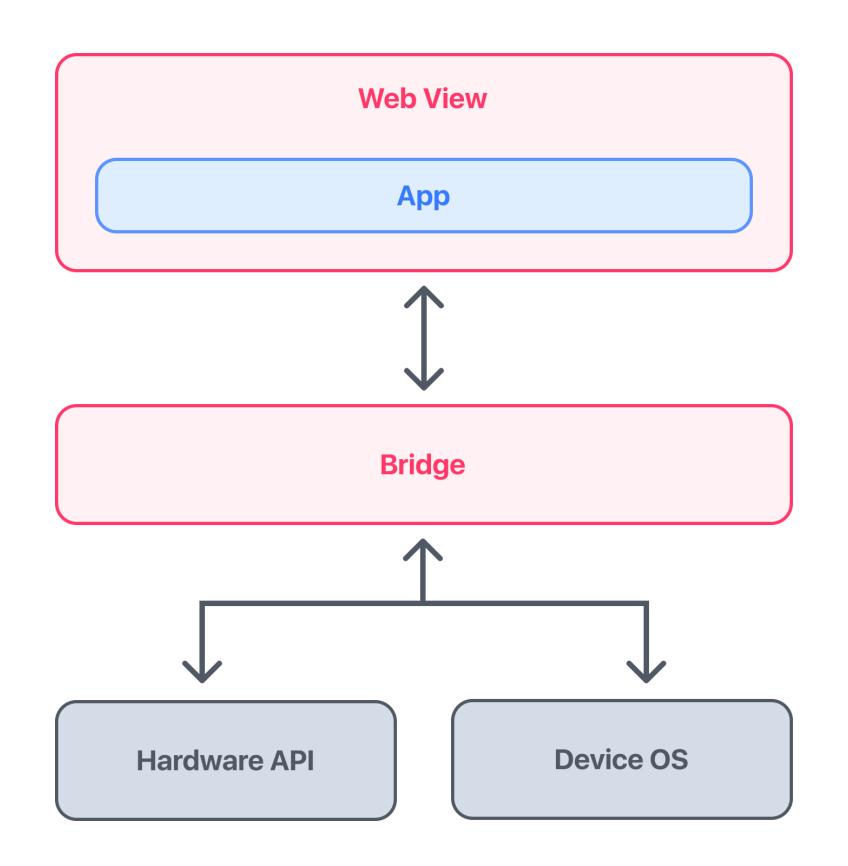
Write once, run anywhere

Probably the first?

Bridge between native and a browser

Polyfill for browser/webviews

Goal: Ceases to exist!



```
document.addEventListener('deviceready', function() {
    // Call your native code for startup
})
```

TIMES WERE GOOD!

iOS, Android, Windows, Electron, MacOS Huge Community of Plugins

Some edge cases ••

SOME DOWNSIDES...

Custom tooling for everything
Volatile Native Projects
Overall Project health

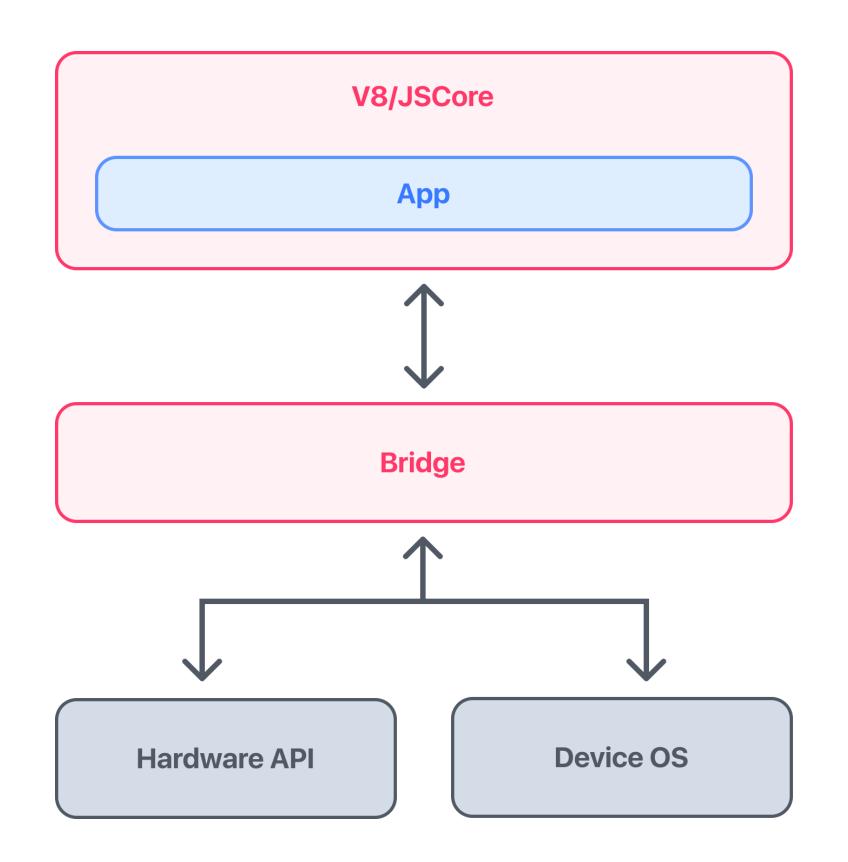
REACT NATIVE AND SIMILAR

Learn once, write anywhere

Promise of "truly native" App

Abstractions for native controls

All Ul is generated at run time



DOWNSIDES

Corporate driven development
Smaller Community
Varying quality of plugins

A lot of native knowledge is needed



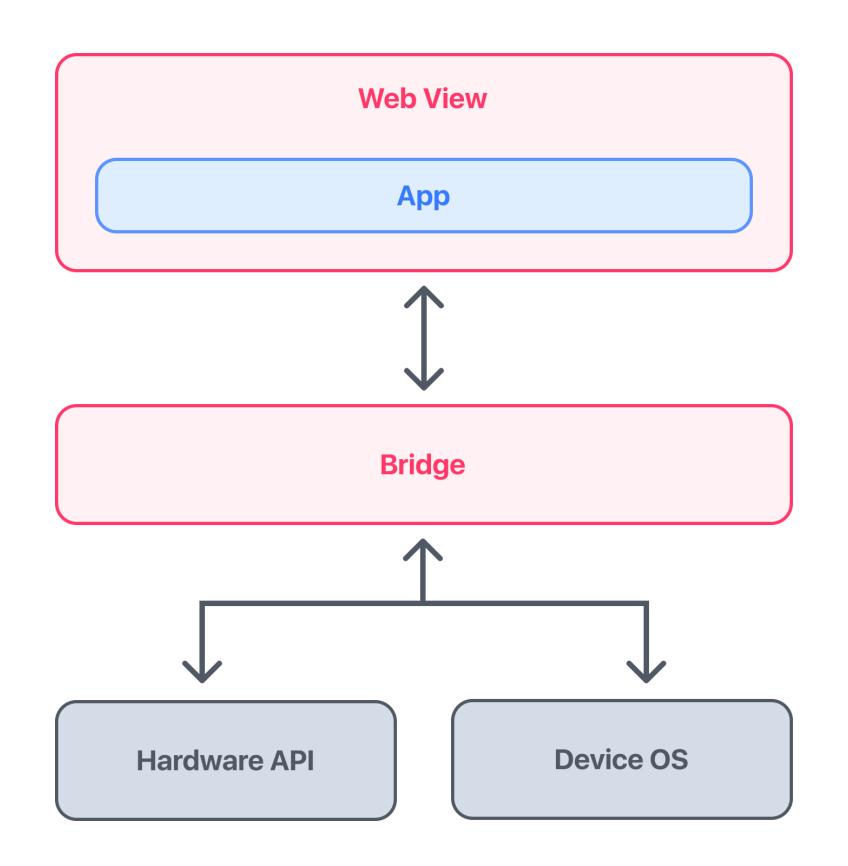
capacitor

WHAT IS CAP?

Best of both worlds

Web centric on one end

Native tooling on the other



KEEP IN MIND

BYOC: Bring your own Components API is not 1:1 to standard Web APIs

Runtime/bridge is loads instantly

"AGGRESSIVE VERSION SUPPORT"

Android: API 21(5.0) and up

iOS: Last two versions (12 and 13)

USAGE

AKA: Demo Time

PWA SUPPORT

Supplied via Web Components

Custom UI/Controls for Web Same API, web UI stays on the web Optional, so install as needed

PLATFORMS

iOS, Android, Web, Electron

EXISTING ANGULAR PROJECT?

ng add @capacitor/angular

PARTING THOUGHTS

Cross Platform is the code you don't have to write

Capacitor has solved a lot of problems for people so far

Evaluate as with your team and build some POC

THANKS

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