

# Mobile App Development

# Overview of Mobile Development

# Mobile Development

- Native
  - Android: Java or Kotlin
  - iOS: Objective-C or Swift
- Cross-platform
  - React Native: JavaScript
  - Flutter: Dart

# Native vs Cross-Platform

	<b>Native</b>	<b>Cross-Platform</b>
Time to market	Slow	Fast
Features	Full	Limited
Performance	More	Less
Cost	More	Less

# React Native vs Flutter

- Popularity

# React Native vs Flutter

	React Native	Flutter
Language	JavaScript	Dart
UI	Native UI and iOS components	Custom widget
Dev API	Core + 3rd party libs	Core
Dev option	More versatile	More streamlined
Performance	Slower	Faster

[Source](#)

# Roadmap to learn Flutter

<https://roadmap.sh/flutter>

# Getting Started with Flutter

- Install Flutter SDK
- Set up an editor (VS Code or Android Studio)
- Set up a device (emulator or physical device)
- Create a new Flutter project
- Run the app