Native Apps: written in a specific language for a particular platform (Swift for iOS, and Java for Android). Native apps are typically better for performance with rendering and animations. They also are great for security and to operating system builds like the camera, GPS, and contacts. The down fall is that it can only run on a particular platform, and is more costly to build.

Hybrid Apps: a mobile app that contains a web view to run inside of a native app. It is basically isolating a browser instance. The perk about hybrid apps is that you do not have the headache of building the app twice. You can build it once and put it on both platforms. With that being said, it is quick to the market, with cross-compatible web technologies, and easy updates. Downside being that, as stated before, it won’t be as good as a native app when it comes to rendering and animations. In the long run, it will require a lot of tweaks in the UI performance.