**Mobile Application development**

* Android (Native, Hybrid)
  + Native
    - Java
    - Kotlin
  + Hybrid
    - Flutter (Done).
      * Android and iOS
* UI basic to complex
* Architecture.
* Connection with API
* Small API development (js, php)
  + Js → node js
  + Php → Laravel
* Project
  + Login and Register
  + DashBoard
  + API calls
  + ABout us
  + Contact us

Tools and Techniques:

* [Android Studio](https://redirector.gvt1.com/edgedl/android/studio/install/4.0.1.0/android-studio-ide-193.6626763-windows.exe)
* Dart SDK
* Github
* Trello

**Project Discussion:**

**Case study:**

* **Hamro hostel**
  + **Features**
    - Hostels list
    - Hostel details
    - User registration
    - User login
    - Online payment
    - About us
    - Contact us
    - Gallery
    - Rules and regulations.
    - Hostels comparison
    - Student BlackList
* Screens
  + Splash Screen
  + OnBoard Screen
  + Registration Page
  + Login Page
  + DashBoard
    - List of Hostels
    - Click a Hostel redirects to Particular Hostel
    - Rules and Regulations.
  + About Us
  + Contact Us
  + Profile

**Mobile Application Development.**

Native

1. SDK(Software development kit)
   1. Android -- Java , Kotlin
   2. iOS -- Swift, Objective-c
2. Benefits:
   1. Faster
   2. All drives and features are accessible.

Hybrid

1. Web Application
2. Write once run anywhere
   1. React js, ionic, cordova, **Flutter**

**Benefits:**

1. Writing code once, runs on every mobile platform.
2. Cheaper.

Slower .

What is native and hybrid mobile application development? Discuss the advantages and disadvantages of both.

Tools