1 - ArcGIS Runtime API allows building of native applications that you can deploy to Android or iOS operating systems.  
The below is a sample of the spatial capabilities:

•    Display a base map layer such as streets or satellite imagery.  
•    Access and display data layers based on files, databases, or services, including data you have authored.  
•    Provide context for temporary points, lines, polygons, or text displayed as graphics.

•    Filter the display of features according to attribute values, area of interest, or a time extent.  
•    Use a variety of formats of spatial data (data layers), such as hosted ArcGIS services, Open Street Map, KML, WFS, WMTS, Shapefile, and many others.  
•    Enables you to use maps and scenes when you have no network or cellular connection.

•    Download a portion of a web map to use offline (before going offline, select the area you want) or sideload/install a package of maps or scenes directly onto your device.  
•    Allows you to access data files already downloaded/sideloaded/installed on your device (multiple formats are supported, such as shapefiles, GeoPackages, KML, geodatabase, and many others).  
•    Use graphics to display large numbers of moving symbols while maintaining the smooth feel of a native app.

•    Depict several pieces of information with a single symbol using a dictionary renderer.  
•    Search, query, and identify geographic features using any combination of spatial, attribute, or temporal criteria.  
•    Use simple editing or multi-editor workflows.

•    Edit while disconnected from the network and synchronize your edits when reconnected.  
•    Calculate optimal routes between locations and generate directions.  
•    Calculate drive times and multi-stop routes with driving directions.