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**COMSATS UNIVERSITY ISLAMABAD ATTOCK CAMPUS**

**Assignment no:1**

**Name: Ubaid Khalil**

**Reg no: Sp20-bse-027**

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**Subject: MAD**

**Question 1:**

**FOR NATIVE**

1. The creation of a mobile application for a single platform is the objective of native app development.
2. Native apps are recognized for offering the best and highest user experience because they are often high performing.
3. The user experience is enhanced by the aesthetics' fit with the platform's UX.
4. It performs a variety of different tasks.
5. A native app is easier to publish.
6. Another benefit of natively designed apps is their scalability.
7. Building native apps might be costly if you need to launch for both iOS and Android.
8. Since work done for one platform cannot be duplicated for another, developing native apps requires time.

**FOR CROSS-PLATFORM**

1. The process of creating an app that is compatible with many platforms is known as cross-platform development.
2. Cross-platform programming saves time and money but degrades quality. One team is needed for cross-platform; hence the cost is lower.
3. It only takes one development cycle to create an app that functions on several platforms.
4. One code base is all there is. Due to the need for an additional abstraction layer and rendering process, the cross-platform program is slower than its native counterpart.
5. It only functions in part.
6. The UX is constrained.

**Question 2:**

**Scenario No. 1:** If a program needs access to low-level APIs or involves a lot of processing, native development should be used. Additionally, if an app's primary purpose is to display data collected from the network, cross-platform development will be a good choice.

**Scenario No. 2:** If your budget is limited, you should leverage cross-platform development. since Native is so expensive.

**Scenario No. 3.** You may wish to build an MVP app right soon in some projects. Cross-platform development should be considered at this point. It is not necessary to create two versions of the application. Instead, after only one cycle of development, an app might be released for both iOS and Android.

**Scenario No. 4:** If you want exceptional aesthetics and a compelling user experience, native development is your best bet. Developers can access UI/UX elements when working in a native environment. The UI/UX of the app will be substantially constrained by cross-platform.

**Question 3:**

* React Native
* Ionic
* Xamarin
* PhoneGap
* Flutter

**THE END**