

# **IN4MATX 133: User Interface Software**

**Lecture 19:**  
**Hybrid & Native Architectures**

Professor Daniel A. Epstein  
TA Jamshir Goorabian  
TA Simion Padurean

# Class notes

- Quiz 2 grades will be posted after class
  - Median 18.5/27 (~70%), stdev ~5/27, min 5/27, max 25.5/27
  - Will be curved to about the average of Quiz 1

# Class notes

- Assignment 3 due ~~Today~~ -> Tuesday November 13
  - One more round of office hours by me, Tuesday 11am-1pm (none Wednesday)
  - Discussion on Tuesday will also be office hours
- Assignments 4 & 5 will be merged into one assignment with a light “checkpoint”
  - Roughly the same difficulty as Assignment 2 or 3
  - Will be posted in the middle of next week
  - If you want to look ahead, download Ionic and try some things out

# Class notes

- Monday 11/12 is Veteran's Day
  - Class and office hours canceled
- Thanksgiving break is Thursday/Friday the following week
  - Class and office hours canceled Wednesday 11/21
  - I'll have my office hours Monday 11/19 instead
- The calendar will have the most up-to-date information

# Today's goals

By the end of today, you should be able to...

- Differentiate approaches to developing mobile interfaces
- Describe advantages and disadvantages of developing native, hybrid, and web applications
- Explain which approach Ionic takes to app development

# Mobile-first design

- Plan your design for mobile
- Then make your app *better* with more real estate
  - Add more features
  - Make existing features easier to navigate
- A lot of businesses make mobile-friendly websites before making dedicated apps



**Question: why might a business  
want a mobile app  
over a mobile website?**

**There are a variety of ways  
to build mobile apps**

# Mobile development methods

- Native
- WebView
- Hybrid
- Responsive

# Native apps

- An app designed to work on a specific piece of hardware
- Usually built with tools created by the hardware or platform manufacturer
  - Android Studio for Android, in Java
  - Xcode for iOS, in Swift or Objective-C

# Native apps

- As we think of them today, native apps started with the first iPhone
- Released a development platform alongside the hardware



# Native apps

- iOS development languages:
  - Objective-C
  - Cocoa Touch
  - Swift
- These languages were either developed by or pretty much only used by Apple
  - Developer lock-in is a...  
Disadvantage? Advantage? Both?



# Native apps

- iOS development tools:
  - Xcode
  - iOS Source Development Kit (SDK)
  - SDK provides access to phone's storage, camera, sensors, etc.



# Native apps

- Android development languages:
  - Primarily Java
  - C and C++ via Android Native Development Kit (NDK)
- Align more closely with languages used in other contexts
  - Is this an advantage? A disadvantage?



# Native apps

- Android development tools:
  - Android Studio
  - Android Source Development Kit (SDK)
  - Various IDEs like Eclipse or NetBeans



# Native apps

- Platform-specific codebases
  - Android is in Java,  
iOS is in Objective-C or Swift
  - Both use different libraries  
to communicate with the hardware
- Usually require starting to code  
from scratch



**What if we already made a website  
for our app? Or have some other  
existing codebase?**

**What if we want to share code across phone platforms?**

# **Solution: hybrid apps**

# Hybrid apps

- “Use a common code base to deploy native-like apps on a wide range of platforms”
- Two primary approaches:
  - WebView app
  - Compiled hybrid app

# WebView app

- Run a webpage written in HTML/CSS/JavaScript, on the phone's internal browser
- Load that browser in a lightweight native app
- Ideally, expose some native APIs to the browser

# WebView app

- Essentially, the app is just a website
- Allows the same or similar code to be used across an app and a website

# WebView app frameworks

- Ionic
- jQuery mobile
- NativeScript
- These frameworks use web technologies (HTML, CSS, TypeScript, JavaScript) rather than platform-specific technologies



# WebView app frameworks

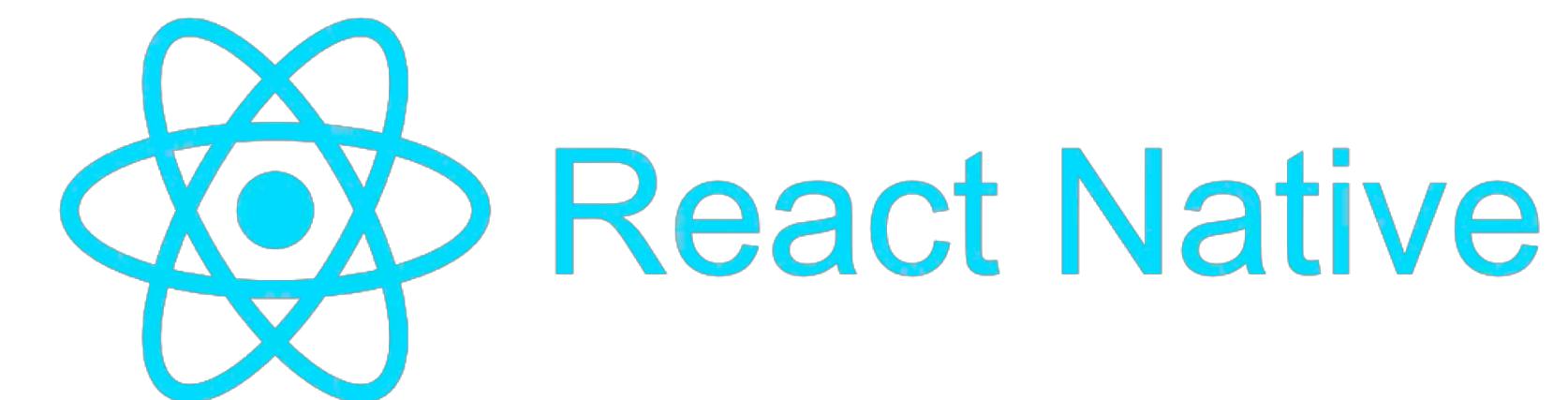
- WebView apps are just websites
- What do these frameworks provide?
  - Common mobile interface elements like sliders and buttons (more on that next week)
  - The native app for running the website
  - Some APIs for communicating with platform SDKs

# Compiled hybrid apps

- “Write code in one language, such as C# or JavaScript, and compile it to native code supported by each platform”
- Result: a native app for each platform
- Challenge: less freedom in development

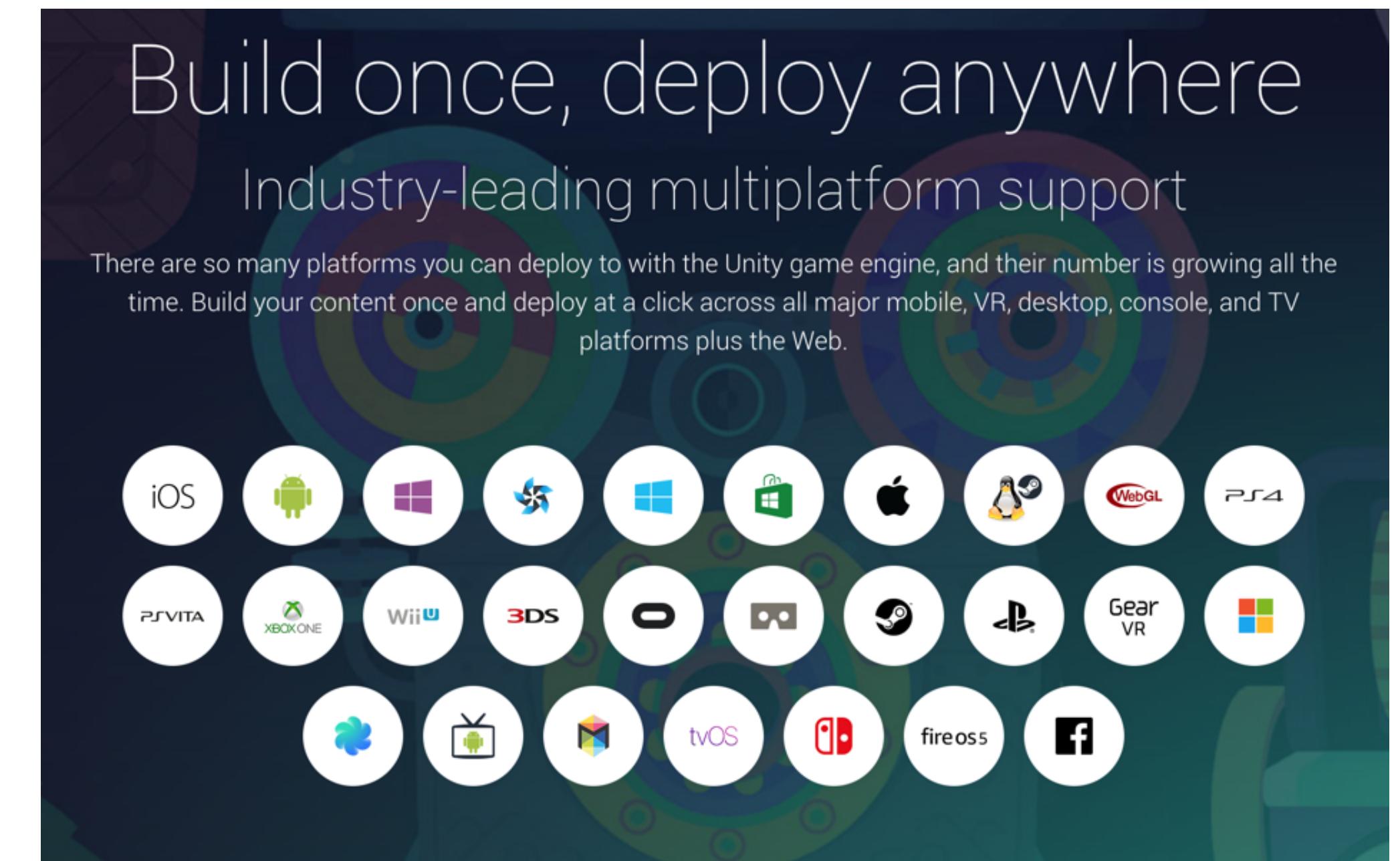
# Compiled hybrid app frameworks

- Xamarin
  - C#
- Unity
  - C# or JavaScript
- React Native
  - JavaScript



# Unity

- Leading game development platform
    - Supports consoles, web, and mobile
    - Will need to import or use platform-specific SDKs

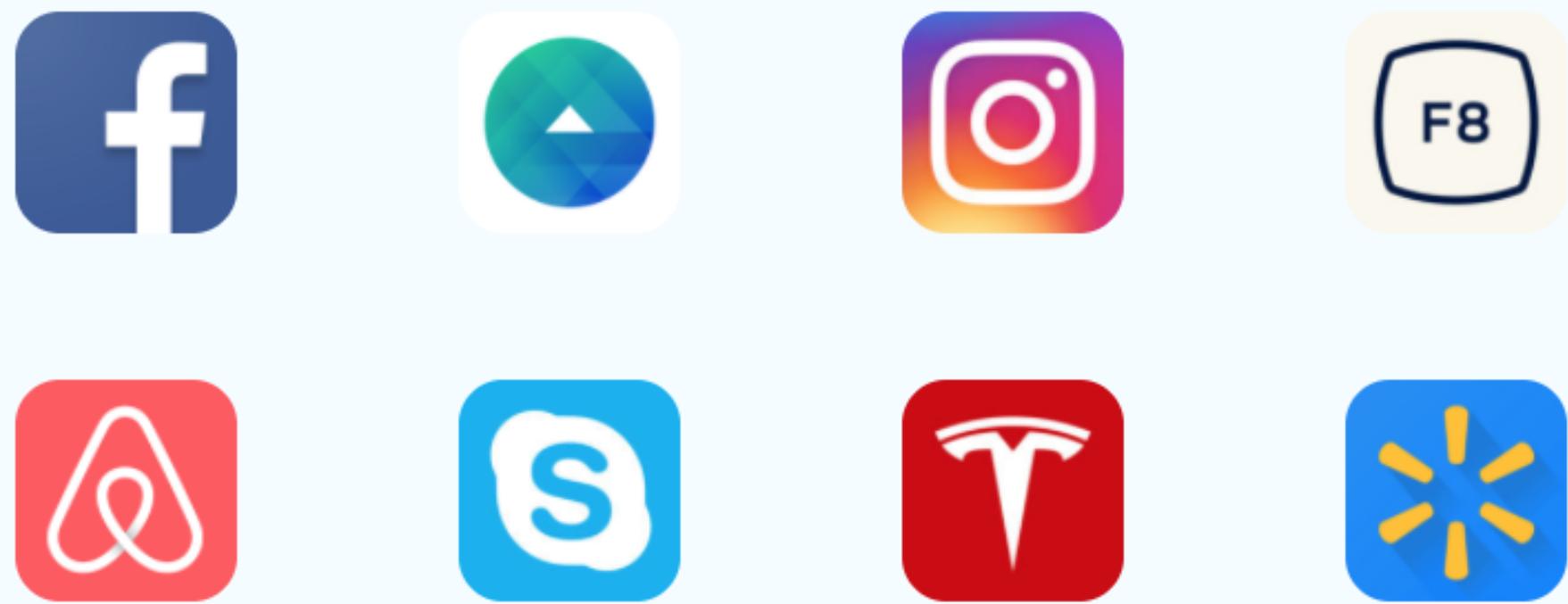


# React Native

- Uses React, a web framework similar to Angular
- Compiles a webpage to a native app

## Who's using React Native?

Thousands of apps are using React Native, from established Fortune 500 companies to hot new startups. If you're curious to see what can be accomplished with React Native, check out these apps!



# Question



**Which app will have the best and worst performance:  
a Native, WebView, and Compiled hybrid app?  
Performance broadly defined; page loading times, click latency, etc.**

- A Compiled hybrid will perform best, WebView will perform worst
- B WebView will perform best, Compiled hybrid will perform worst
- C WebView will perform best, Native will perform worst
- D Native will perform best, Compiled hybrid will perform worst
- E Native will perform best, WebView will perform worst

**Performance is just one factor.**

**How do we choose  
a development approach?**

# Business considerations

- Development time
- Development cost
- Maintenance concerns
- Available infrastructure

# UX and design considerations

- Consistency with platform
- Device capabilities
- Interaction models supported
- Performance and usability

# Technical considerations

- Programming languages
- Integration with device
- Performance
- Upkeep and maintenance
- Flexibility
- Compatibility

# **Pros and cons of each option**

# Strengths of hybrid apps

- Can share a codebase between web and mobile
- Can save time and effort (sometimes)
- Easily design for various form factors
- Access to some device capabilities

# Weaknesses of hybrid apps

- Performance issues
- Inconsistency with platform
- Limited access to device capabilities

# Strengths of native apps

- Consistent experience with platform
- Leverages full device capabilities
- Uses native UI elements

# Weaknesses of native apps

- Need to support separate development for each platform
- Cost of app development and maintenance
- Need to learn/manage multiple programming languages
- Need to manage multiple sets of tools

# Hybrid apps vs. native apps

- Hybrid apps are great when time or money is a concern and you need to deploy on multiple platforms
- Native apps are great when performance and consistency with the platform are major concerns

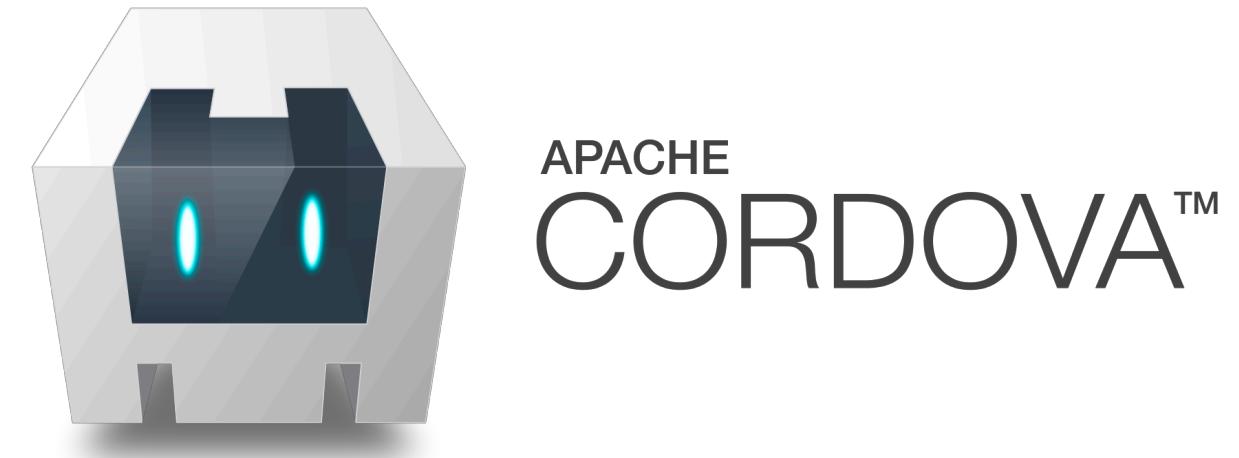
# Hybrid apps vs. native apps

- Hybrid apps
  - News sites
  - Informational apps
  - Product showcase
  - Seasonal/one-off
- Native apps
  - Games
  - Content-heavy apps
  - Uses a lot of device resources
  - Needs specific OS capabilities

# **One Hybrid (WebView) framework: Ionic**

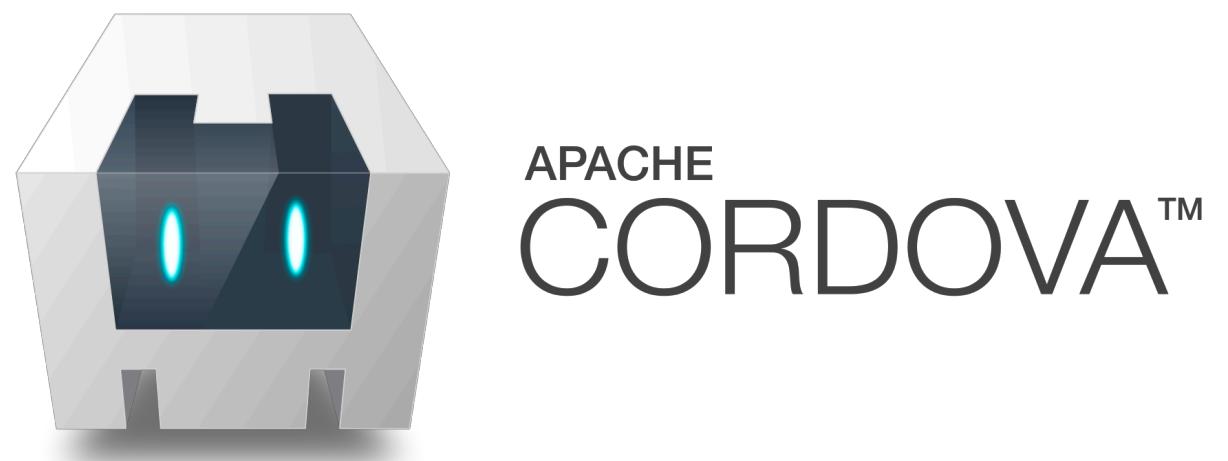
# Ionic

- WebView app framework
- Launched in 2013
- Interface implemented in Angular
- Apache Cordova provides the native app which opens the WebView



# Ionic Native

- Apache Cordova also provides libraries for connecting to device resources
- Ionic Native brings these libraries to Ionic as plugins
  - Ionic Native plugins are imported as services
  - Hundreds of plugins



<https://ionicframework.com/docs/native/>

# Ionic Native

## Some example plugins

- Geolocation
- Bluetooth
- Camera
- Health
- Gyroscope
- Pedometer

<https://ionicframework.com/docs/native/>

# Ionic Native

## Some example plugins

- Facebook
- LinkedIn
- WeChat
- Apple Pay
- Google Maps
- Youtube

<https://ionicframework.com/docs/native/>

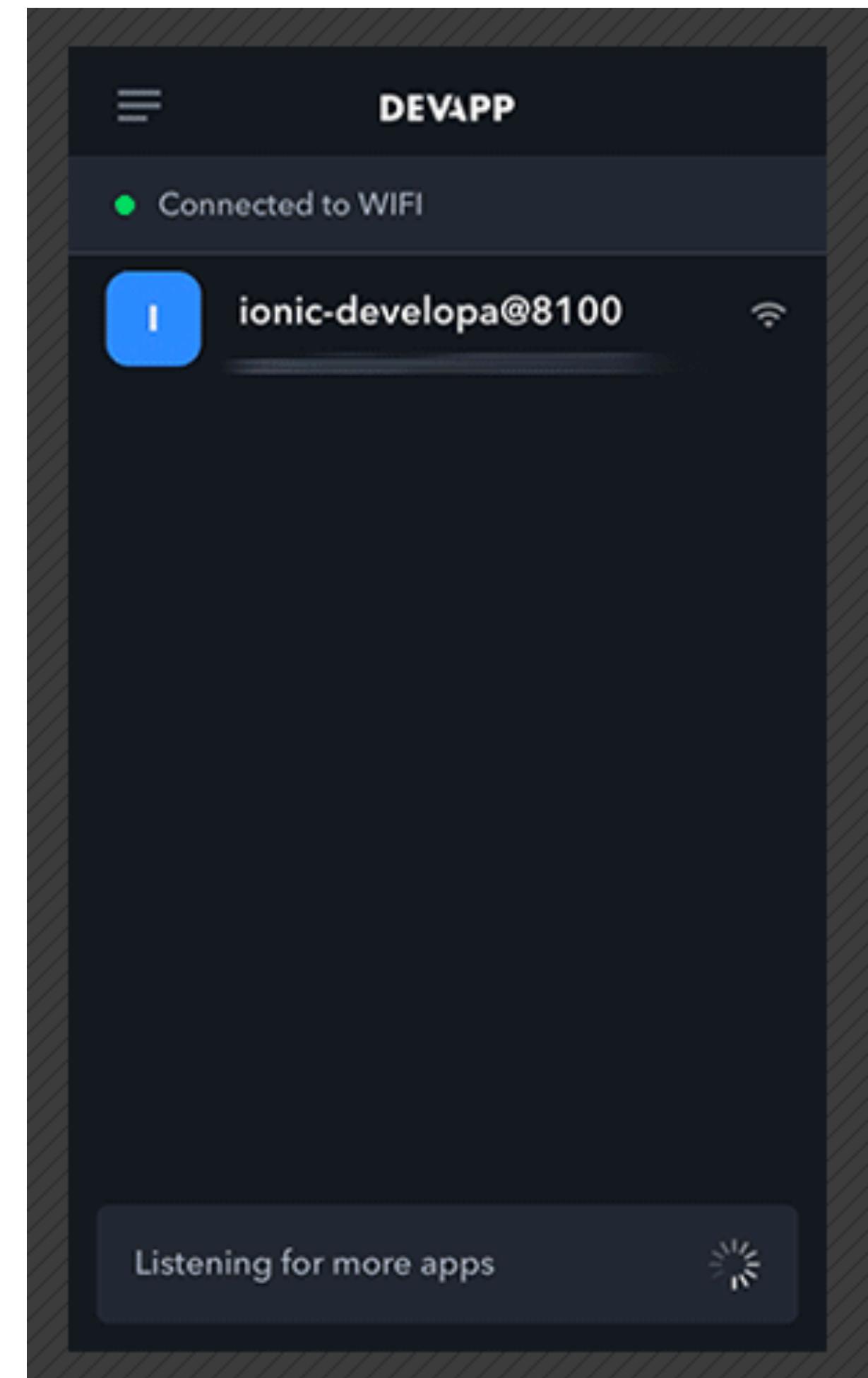
# Deploying Ionic apps

- Involves packaging up an app and “signing” it as a developer
  - For Android, this requires installing Android Studio
  - For iOS, this requires installing Xcode and getting a developer account
- Can then “deploy” the app to the app store
  - The iOS app store includes features for “beta” deployment with a small group of developers
- This process is often a pain

<https://ionicframework.com/docs/intro/deploying/>

# Ionic DevApp

- An app on Android and iOS made by Ionic
- Provides a WebView to open up Ionic apps
  - Lets you test your Ionic app on an actual device
  - Has some Ionic Native plugins, but not all



<https://ionicframework.com/docs/pro/devapp/>

# **What does Ionic add over Angular?**

# Ionic components

- Ionic provides Angular-style components for a lot of interface elements common in mobile interfaces
  - Lists, buttons, sliders, tabs, modal dialogs, search bars, much more
  - These are the focus of next lecture



<https://ionicframework.com/docs/components/>

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