

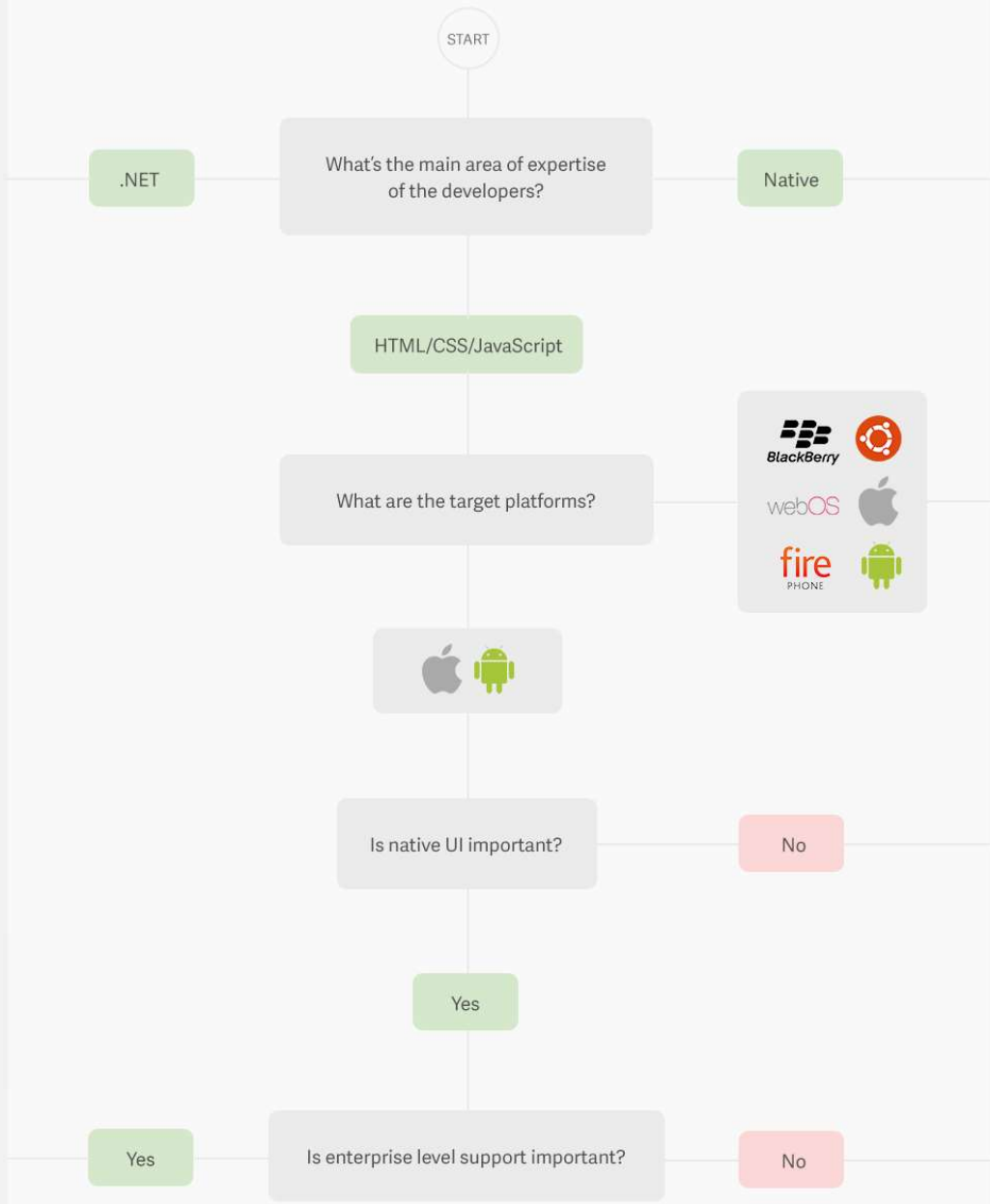
# WHAT TECHNOLOGY TO USE FOR MOBILE APP DEVELOPMENT?



Xamarin applications are developed using C# or F#. The code is compiled to IL (Intermediate Language) which will in turn be compiled into the native machine code on runtime (iOS) or during the build (Android).



NativeScript is a mature cross-platform development product (by Progress Telerik) that provides enterprise support and clear permissive licensing (Apache 2.0).



Native developers usually use Java on Android and Objective-C or Swift on iOS. There is no code sharing between platforms, making it a costly option but performance-wise it beats all the others.



The widest Operating System support is provided by hybrid mobile applications. However, the market share for operating systems other than iOS and Android is below 1%.



The UI is generally same on all platforms since the controls are rendered on an HTML page on the web browser. This speeds up the development but results in a non-native UI and UX.



React Native is an open source project that only has community support. This might not be desirable for many organizations. Also, the licensing is worth double checking to avoid legal issues with Facebook (the creator of React Native).