






Q4 FRAMEWORK
COMPARISON

COMPARISON

OUR FOCUS

	 Native	 React Native	 Flutter	 Xamarin by MS	 Hybrid Apps Cordova PhoneGap
Benefits					
Native Performance	Stable, High, Native, Top Knots	Stable, High	Close to Native	Stable OK	Slow on Old Phones
Native UI Rendering	✓	✓	✓	Able to create Native	Need to Write Native Features Form Scratch
Data Amount	Any Amount	Any Amount	Any Amount	Any Amount	Problematic
Launch Time	Fast	Fast	Average	Average	Slow
Code Reuse	20% Platform Specific	95% Due to Single Code	100%	100%	100%
Popularity	Popular, Used by F500c	Rising, Used by F500C	Stable	Stable	Declining
Advanced Graphics	Smooth Animation with Animation Library	Smooth Animation with Animation Library	Moderate	Moderate	Poor
Hot Reloading	Automatic	Automatic	Manual	Manual	Manual
Cost	Highest If Used for Platforms	High	Average	Average	Lower Due to Single Code

WHAT IS IT & WHO'S USING IT?

What is it

Who uses it



Native

Apple Swift is Apple's programming language for IOS, WatchOS , TVOS, MacOS and Linux.

Swift provides a compiled general-purpose language for Apple devices and computers, as well as Linux-based systems. The language makes it possible for a program to run C, Objective-C and C++, as well as Swift code within a single application.



React Native

React Native is a framework created by Facebook that allows you to develop native mobile apps for iOS and Android with a single JavaScript codebase.

React Native enables a single JavaScript codebase for 2 different platforms. This means that it is not just easier to maintain the app by having the same development process for both platforms and reusing the same code, but it also requires less resources, because there is no need for separate iOS and Android teams.



Flutter

Flutter is a free and open-source mobile UI framework created by Google and released in May 2017. In a few words, it allows you to create a native mobile application with only one codebase. This means that you can use one programming language and one codebase to create two different apps (for iOS and Android).

