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Serhii Tyshchenko¹, Valentyna Kuzmenko²

¹student of group CST-121sp NU "Zaporizhzhia Polytechnic"

²senior teacher NU "Zaporizhzhia Polytechnic"

DEVELOPMENT OF MOBILE APPLICATIONS

Mobile applications have been highly evolved since the beginning of mobile phones spreading. Nowadays almost every person uses complex and difficult to develop mobile applications.

Software engineers are trying to speed up and simplify the process of development of mobile applications. One of the ways of doing this are mobile frameworks, that allow programmers to use almost halve the codebase.

Modern mobile phones primarily run Android OS made by Google or IOS made by Apple. They make up the vast majority of the smartphone market. Each operating system requires different tools and programming languages to develop programs. Frameworks make this process much quicker.

The key feature of any framework is to share the code between primary platforms as much as possible so that the customer doesn't need to have two development teams for each OS. Frameworks use programming languages that are not used in native mobile applications development. There are two most popular frameworks: React Native made by Meta (ex Facebook) and Flutter made by Google. React native uses JavaScript as the primary programming language. Flutter uses Dart programming language.

They are completely different but share the same concept: Write once, run on any phone. After you have finished writing your code for the framework, the building process starts. It compiles your code in the native dependent code: for Android - Java, for IOS - Swift programming language. That allows to use one development team to build application for two operating systems simultaneously, saving a lot of time and money for the customer. Frameworks are not suitable for developing applications with a lot of complex calculations that need to be maximally optimised, such as mobile games, AR software etc.

A lot of programmers still prefer native development methods for each platform. But for a lot of people it's a fast and practical way of creating mobile applications with minimum cost. It's a great solution for the phone computing power programs, which are the most commonly used applications.