While-Reading Stage

Native, Web & Hybrid Apps

B. <u>Reading for main ideas</u>. Read the text below and organize the information in the corresponding place of the chart. Drag and drop.

These apps can quickly access multiple services on a device , such as the microphone, accelerometer or push notifications.

These apps typically run a *web app* through a container or WebView, a browser that can be contained inside of mobile app.

These apps have access to internal device APIs, which means they can use resources such as the camera, storage, and GPS.

This app installs directly on a mobile device.

These apps only work with an internet connection.

They can operate offline.

These apps are a combination of *native* and *web apps*.

It is an application that the user does not download and instead accesses via a web browser over a network.

They use platforms that rely on C# as a programming language.

These apps are built with HTML and CSS.

These apps can be written in JavaScript, CSS and the standard version of HTML for universal use across various browsers.

Swift and Java are open source, and they are the main programming languages used by Apple and Google

These apps are fast and simple to build but are not as versatile and quick as *native apps*.

Data associated with the *Native App* is stored on the device or remotely.

Example web browsers include Google Chrome, Safari and Mozilla Firefox.

LIVEWORKSHEETS

Native Apps	WEB Apps	*Hybrid applications.*
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LIVEWORKSHEETS