

While-Reading Stage

Native, Web & Hybrid Apps

B. Reading for main ideas. Read the text and organize the information in the corresponding place of the chart. **Drag and drop.**

| Native Apps, WEB Apps & Hybrid applications. | | |
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| 1.These apps are built with HTML and CSS. | 2. These apps are a combination of <i>native</i> and <i>web apps</i> . | 3. It is an application that the user does not download and instead accesses via a web browser over a network. |
| 4.They have access to internal device APIs, which means they can use resources such as the camera, storage, and GPS. | 5. Data associated with the <i>Native App</i> is stored on the device or remotely. | 6.Example web browsers include Google Chrome, Safari, and Mozilla Firefox. |
| 7.These apps only work with an internet connection. | 8.They can operate offline. | 9. These apps can quickly access multiple services on a device, such as the microphone, accelerometer or push notifications. |
| 10.These apps can be written in JavaScript, CSS, and the standard version of HTML for universal use across various browsers. | 11.These apps are fast and simple to build but are not as versatile and quick as <i>native apps</i> . | 12.They use platforms that rely on C# as a programming language. |
| 13. These apps typically run a <i>web app</i> through a container or <i>WebView</i> , a browser that can be contained inside of mobile app. | 14.This app installs directly on a mobile device | 15.Swift and Java are open source, and they are the main programming languages used by Apple and Google. |

| <i>Native Apps</i> | <i>WEB Apps</i> | <i>Hybrid applications</i> |
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