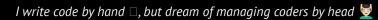
Different Types of Software Applications

Oganisyan Vrezh



Web applications

- Desktop Layout
- Tablet Layout
- Mobile Layout

Mobile-first approach

Pros

- → One team for all environments
- → Faster than native app development

Cons

- → Native apps are more UX friendly
- → Has its limitations
 - ◆ Games
 - ◆ ML

- → Figma
- → Slack
- → Gmail / Google Meet

Mobile Applications

- Hybrid applications
 - Why you shouldn't give a try!
 - Only for prototyping!
- [React Native]
 - Why you should give a try?
 - Only for prototyping?
- Native Applications

Pros

- → Better UX through interaction with host environ
- → Access to host API's
 - ◆ Notifications, Camera, GPS
- → Games and other heavy gpu consuming apps

Cons

- → 2-3 teams to cover all environments
- → Development speed

- → AirBnB
- → Globbing

Desktop Applications

- Native Applications
- Electron Applications

Pros

- → Better UX through interaction with host enviro
- → Access to host API's
- → Games and other heavy gpu consuming apps

Cons

- → [2-3] teams to cover all environments
- → Development speed

- → Figma
- → Slack
- → Zoom

API Products

- API is the acronym for
 Application Programming Interface,
 which is a software intermediary
 that allows two applications to talk
 to each other
- An API Product is when APIs are combining their resources to give a certain amount of access for client app developers

Pros

- → Only UX for backend
- → Development speed

Cons

- → Project should be scalable
- → Money

- → Twillio
- → Nikita

Embedded Systems

- An embedded system is a combination of computer hardware and software designed for a specific function
- Embedded Systems vs IoT

Pros

- → Only UX for backend
- → There's a market

Cons

→ Development limitations

- → Alice
- → Alexa

Q & A

