

Ways to Build a Mobile App - Low Level Coding

#android #ios #javascript #webdev



Krowser Web Services 28 May • 1 min read

As the name implies, building an app using this method requires coding knowledge. If you don't know how to code, you'll either have to learn it or hire a developer. While I don't want to discourage you from learning a new skill, the first app you code on your own probably won't be suitable for mass distribution. But if the app isn't for your business and you want to improve your technical ability, then go for it.

Otherwise, hiring a development team will be your best option here. Low-level coding will always be the most expensive and time-consuming development method. Why? Allow me to quickly explain.

Most people want their apps available on Android and iOS devices. But this requires you to code in two different languages-essentially building two completely separate apps (one for each operating system).

So at a minimum, you'll need an Android developer and iOS developer. Most development teams also consist of a web developer, designer, QA manager, and project manager. Once your app is built, you'll still need to retain the developers to maintain your app. The labor adds up quickly.

If you're creating a game, augmented reality app, or trying to develop the next Facebook, low-level coding will be your best option. This method gives you the most control over your app, but it comes at a price.

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