Cross-Platform (Hybrid)

BLoC Pattern	Stands for Business Logic Components. The gist of BLoC is that everything in the app should be represented as stream of events: widgets submit events; other widgets will respond.
Native Mobile App	A native application is a software program that is developed for use on a particular platform or device. Because a native app is built for use on a particular device and its OS, it has the ability to use device-specific hardware and software.
Mobile Application Development	Mobile app development is the act or process by which a mobile app is developed for mobile devices, such as personal digital assistants, enterprise digital assistants or mobile phones.
Apache Flex	An application framework (formerly known as Adobe Flex) that allows to build mobile apps for iOS, Android & BlackBerry Tablet OS devices, as well as traditional apps for browser and desktop using the same programming model, tool, and codebase. There are four major IDEs available that work with Apache Flex : Adobe Flash Builder, IntelliJ IDEA, FlashDevelop, FDT.
Bitrise	A mobile app development Platform as a Service (PaaS), with CI and CD features. Bitrise offers customizable workflows and integrations with collaboration, testing and deployment tools. All builds are hosted by a virtual machine, which ensures code security.
Cordova	A mobile development framework that allows to use standard web technologies - HTML5, CSS3, and JavaScript for cross-platform development, avoiding each mobile platform's native development language. Cordova wraps an HTML/JavaScript app into a native container which can access the device functions of several platforms. These functions are exposed via a unified JavaScript API, allowing developers to easily write one set of code to target nearly every phone or tablet on the market today and publish to their app stores.
Cross-platform Mobile (mostly JavaScript)	jQuery Mobile , PhoneGap , Sencha Touch , Dojo Mobile , Titanium , Xamarin (C#).
Cross-Platform Mobile Development	Refers to the development of mobile apps that can be used on multiple mobile platforms.
Dojo Mobile	A Dojo -based mobile framework that allows to create cross-device-compatible mobile web applications which are lightweight and high-performance. Dojo Mobile has also been created to mimic the interface of the most commonly used devices.
Firebase	A cross-platform mobile and web application development platform in the Google cloud for creating mobile apps that gives insight into user engagement and app usage.
Flutter	A cross-platform SDK for developing mobile applications. It helps easily build and experiment on UI s, fix bugs and add features. Flutter also offers built-in widgets, API s, Google Material Design and other features to simplify development. It also allows special effects, animation, 2D, and other graphics to enhance the UI.
Glide	A video messaging platform for iOS, Android and Windows mobile devices, one of the most popular video chatting apps, uses a cloud-based technology allowing lightning-fast photo and video messaging.
Hybrid app	A mobile application for multiple platforms (Apple, Android, Windows) that combines elements of both native and Web applications, are hosted inside a native app that utilizes a mobile platform WebView.
Ionic	A mobile framework built on the top of AngularJS and Apache Cordova, used for hybrid mobile application development, it uses web technologies (CSS , HTML5, and SASS).
Ionic Creator	A prototyping tool for creating apps using Ionic. It allows to drag and drop components that make up the user interface. With the Creator App you can interact with your projects on real devices, at any time, from anywhere.
jQuery Mobile	A mobile framework for creating mobile web applications. It allows you to design a single highly-branded responsive web site or application that will work on all popular smartphone, tablet, and desktop platforms.
Lottie	A mobile library for parsing animations and natively rendering them on mobile. Lottie allows to create and implement rich animations, such as dynamic logo, line art, and character-based animations, as well as export them to JSON format. The library is flexible, efficient and offers an extensive set of features, including A/B testing and caching frequently used animations.

Marmalade	An SDK and game engine that offers all necessary tools and features for cross-platform mobile development. It is mostly used for mobile game development but is also suitable for creating, testing and
	common interface. Provides the ability to deploy custom models.
PhoneGap	A cross-platform native development framework which allows to write native apps for various mobile phone platforms with HTML , JavaScript & CSS ; the original and most popular distribution of Apache Cordova.
React Native	A framework that allows to build mobile apps only with JavaScript , using native components instead of web components as building blocks. It uses the same design as React, letting you compose a rich mobile UI from declarative components.
Sencha	A cross-platform mobile web application framework based on HTML5 and JavaScript which allows to create native-looking universal mobile apps. Supports AJAX technology, animation, work with DOM , implementation of tables, tabs, event handling and all other innovations of Web 2.0.
Titanium	A framework for creating beautiful native apps across different mobile devices and OSs. It includes an open source SDK with over 5,000 device and mobile operating system APIs , Studio, a powerful Eclipse -based IDE , Alloy, an MVC framework and Cloud Services for a ready-to-use mobile backend.
Xamarin	A mobile app development platform for building native iOS , Android & Windows apps from a common C# / .NET code base. The platform consists of Xamarin.iOS, Xamarin.Android, Xamarin.Mac, Xamarin Test Cloud, and HockeyApp .
Xamarin Studio	The IDE used for creating native mobile and desktop apps on the Xamarin platform. Visual Studio is replacing Xamarin Studio and has all the features: adds cloud and web development, and contains improvements for cross-platform mobile development.