

CMPS 3390 Homework 2

Fall 2024

Web Development

1. Front-End Development

- [HTML/CSS/JavaScript](#): Core technologies for building the structure, style, and interactivity of web pages.
- [React.js](#): A popular library for building user interfaces, particularly single-page applications (SPAs).
- [Angular](#): A robust framework for building dynamic web applications.
- [Vue.js](#): A progressive framework for building user interfaces with a flexible and simple approach.
- [Svelte](#): A compiler that converts declarative components into highly efficient JavaScript code.
- [Bootstrap](#): A CSS/Javascript framework that simplifies responsive web design with prebuilt components and layouts.
- [Tailwind CSS](#): A utility-first CSS framework that allows you to build custom designs without writing CSS.

Mobile Development

1. Native Development

- [Swift, SwiftUI](#) (iOS): The primary programming language for developing iOS applications.
- [Objective-C](#) (iOS): The older language for iOS development, still used in many legacy applications.
- [Kotlin](#) (Android): The preferred programming language for Android development.
- [Java](#) (Android): The original programming language for Android development, still widely used.

2. Cross-Platform Development

- [Flutter](#) (Dart): A UI toolkit for building natively compiled applications for mobile, web, and desktop from a single codebase.
- [React Native](#) (JavaScript): A framework for building native mobile apps using React.
- [Ionic](#) (JavaScript): A framework for building cross-platform mobile apps using web technologies.
- [.Net Maui](#) (C#): A framework for building cross-platform mobile applications using the .NET ecosystem.

Desktop Development

1. [Electron](#) (JavaScript): A framework for building cross-platform desktop apps with web technologies like HTML, CSS, and JavaScript.
2. [Qt](#) (C++): A framework for developing cross-platform applications and UIs.
3. [JavaFX](#) (Java): A platform for building rich desktop applications with Java.
4. [GTK](#) (C/various): A toolkit for creating graphical user interfaces, primarily used with Linux applications.
5. [WPF \(Windows Presentation Foundation\)](#) (C#): A UI framework for building visually stunning Windows desktop applications.

Game Development

1. [Unity](#) (C#): A widely-used game engine for developing 2D and 3D games across various platforms.
2. [Unreal Engine](#) (C++/Blueprints): A powerful game engine with tools for creating high-quality 3D games.
3. [Godot](#) (GDScript/C++/C#): An open-source game engine for 2D and 3D game development.
4. [Pygame](#) (Python): A set of Python modules designed for writing video games, ideal for beginners.
5. [LibGDX](#) (Java): A framework for building cross-platform games in Java.