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Android or ios developer reddit

After reading the thread r/iOSprogramming on the opposite, I would like to hear the opinion of everyone who is on the other side of the spectrum. Page 2 197 comments For where I want to work, I have the option to choose any of them. I've been studying some Swift basics and iOS, and I've also learned the basics of Android before. I have an android phone but I want to get the iphone next (if it really means something?). I'm also concerned about what the market requires in the coming years etc seems to be iOS better? Any suggestions on which path to take? EDIT: I'm probably going to do Swift. More answers would be very gratefulPage 2 51 comments I want to get into mobile development and I find it difficult to choose between iOS and Android. One day I want exclusively iOS, and the next - exclusively android. Should I learn both eventually and just specialize in one? Thanks.Page 2 33 comments I love programming in Android Studio, but I myself can never see myself moving from my iPhone to Android. As a beginner who is interested in developing consumer apps, it makes it a little less fun/exciting because everyone I know prefers an iPhone and I can't really make people worry about things I have and potentially create. So my question, in the eyes of developers, is Android on the right track to become the most widely used phone in the US? and if not, what keeps you excited about working out on Android instead of iOS? Page 2 55 comments Hey, I played around a little with iOS and Android and made average applications for both platforms. I'm in my final year for CS and I really think of mobile development as a career choice. So far I've enjoyed iOS more than Android, but I was wondering if there were other factors to choose iOS via Android? Finally, is investing one year self-taught enough to qualify as a younger iOS dev? Page 2 114 comments In the development period of the application with the addition of Unity. I say cute that android development is much easier and more accessible. I felt that I got support from android development that easily follow step by step with visual and what it requires.payment.once.Easy to understandSuits many tools to play, Community feedbackNo development helleasy post appOn iOS ach hell no! iOS requires you to create appid and GAMEID certification, and in this certification you had to create a keychain from your Mac. And in this certification you have to include things. Then go back to xcode you have to enable the same feature, but in xcode!, then you should create a page for iTunes to connect with a limited image for each platform, not a scalable image, create a logo for iTunes or xcode or even unity. The workflow in developing iOS is hell and it takes a long time to publish. There is no clue how to implement Game Center.payment every year so that a developer like trashsupposed is a more popular platform than Google... If iOS was not all developers will reset this platform. Felt Felt I was jumping hoops, all the time and needed the latest update, what screwed my development progressSo whats your opinion? Page 2 10 comments I second semester computer science student and I would try developing applications for myself. I was told to master one language to develop applications rather than trying to learn both. If that's the case, what language do you recommend me to learn? Page 2 22 comments Hey guys, I plan on learning how to develop iOS, I work remotely I'm a college student will hail in a year, so far I've been working on two (mention worth) projects for clients, but when I see most customers asking for iOS and Android apps. Googling, I learned that it's relatively easy because there's less. I want to knowHow hard / easy to learn iOS after you develop for Android (From the basis, including learning Swift)? Are there good libraries like Retrofit, jet programming, etc. in the iOS analogue? Is the Apple Store as fu*ked up as a Play store, regarding political things like banning accounts and all that kind of stuff? Thanks in an early time. There's a good one. Editing: Great thanks to everyone for sharing views and experiences, will start on iOS this summer and will be adding Flutter to the checklist :) Asking 2,104 comments I'm really stuck on which to learn development for the first... I know eventually need to learn both, but I'm a complete novice. Is it really up to personal preferences? Looking forward to reading your answers! Page 2 74 Comments Comments

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