CLAIMS:

1. A system for developing a mobile based application, the system comprising:

   a meta modelling module, executed by a processor, for capturing a plurality of requirements for the mobile based application;

   a user interface modeler, executed by a processor, for designing a plurality of screens of the mobile based application, wherein the plurality of screens is designed based on the plurality of requirements;

   a service adaptor for mapping the plurality of screens with a set of backend stubs, wherein the service adaptor receives input from the user interface modeler and uses a component modeler, executed by the processor, and wherein the component modeler is configured to create the set of backend stubs for serving data for a user interface of the mobile;

   a screen flow modeler, executed by a processor, for designing navigation between the plurality of screens of the mobile based application;

   an input device for selecting a technology platform;

   a code generator module, executed by a processor, for generating a code depending upon the selected technology platform; and

   a mobile application bundling module, executed by a processor, configured to bundle the generated code to develop the mobile based application with a responsive screen layout, wherein the bundling results in generation of an installable mobile based cross-platform application.

2. The system according to claim 1, wherein the mobile based application is configured to be used on one of a web based or a mobile based platform.

3. The system according to claim 1 further includes a development repository for storing a plurality of codes in a platform independent manner.

4. The system according to claim 1, further configured to generate code for a plurality of mobile technologies.

5. The system according to claim 1, wherein the code generated by the codeword generator module is in line with a predefined code convention.

6. A processor-implemented method for developing a mobile based application, the method comprising:

capturing a plurality of requirements for developing the mobile based application;

designing at least one screen of the mobile based application, wherein the screen is designed based on the plurality of requirements;

mapping the at least one screen with a set of backend stubs, wherein the mapping further comprises receiving input from a user interface and creating the set of backend stubs for serving data for the user interface of the mobile;

designing navigation between the screens of the mobile based application;

selecting a technology platform using an input device;

generating a code depending upon the selected technology platform; and

bundling the generated code for developing the mobile based application with a responsive screen layout, wherein the bundling result in generation of an installable mobile based cross-platform application.

7. A non-transitory computer-readable medium having embodied thereon a computer program for developing a mobile based application, the method comprising:

capturing a plurality of requirements for developing the mobile based application ;

designing at least one screen of the mobile based application, wherein the screen is designed based on the plurality of requirements;

mapping the at least one screen with a set of backend stubs, wherein the mapping further comprises receiving input from a user interface and creating the set of backend stubs for serving data for the user interface of the mobile;

designing navigation between the screens of the mobile based application;

selecting a technology platform using an input device;

generating a code depending upon the selected technology platform; and

bundling the generated code for developing the mobile based application with a responsive screen layout, wherein the bundling result in generation of an installable mobile based cross-platform application.