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BCS3283-Mobile Application Development

Lecture 1 Introduction to Mobile Application

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Introduction to Mobile Application

Outlines

- Web Apps vs. Mobile Apps
- iPhone Apps vs. Android Apps

References

- <http://www.coreservlets.com/android-tutorial/>
- https://en.wikipedia.org/wiki/Mobile_operating_system

Web Application and Its Advantages

- **Web Applications have an universal access**
- **Supporting an automatic updates.**
- **Well-established tools, methodologies, and supported by multiple languages (HTML, PHP, Java, ...etc.).**

Web Apps Disadvantages

- **Few and weak GUI controls.**
- **Cannot interact with local resources**
Cannot call and lunch programs, or access devices on the user's machine.
- **Inefficient communication based weak protocol (HTTP)**

Mobile Apps Advantages

- **Rich with GUI controls**
- **Able to interact with local resources**
 - can access to microphone, camera, GPS, local database, phone calls, and ... etc.
- **Use any networking protocols.**

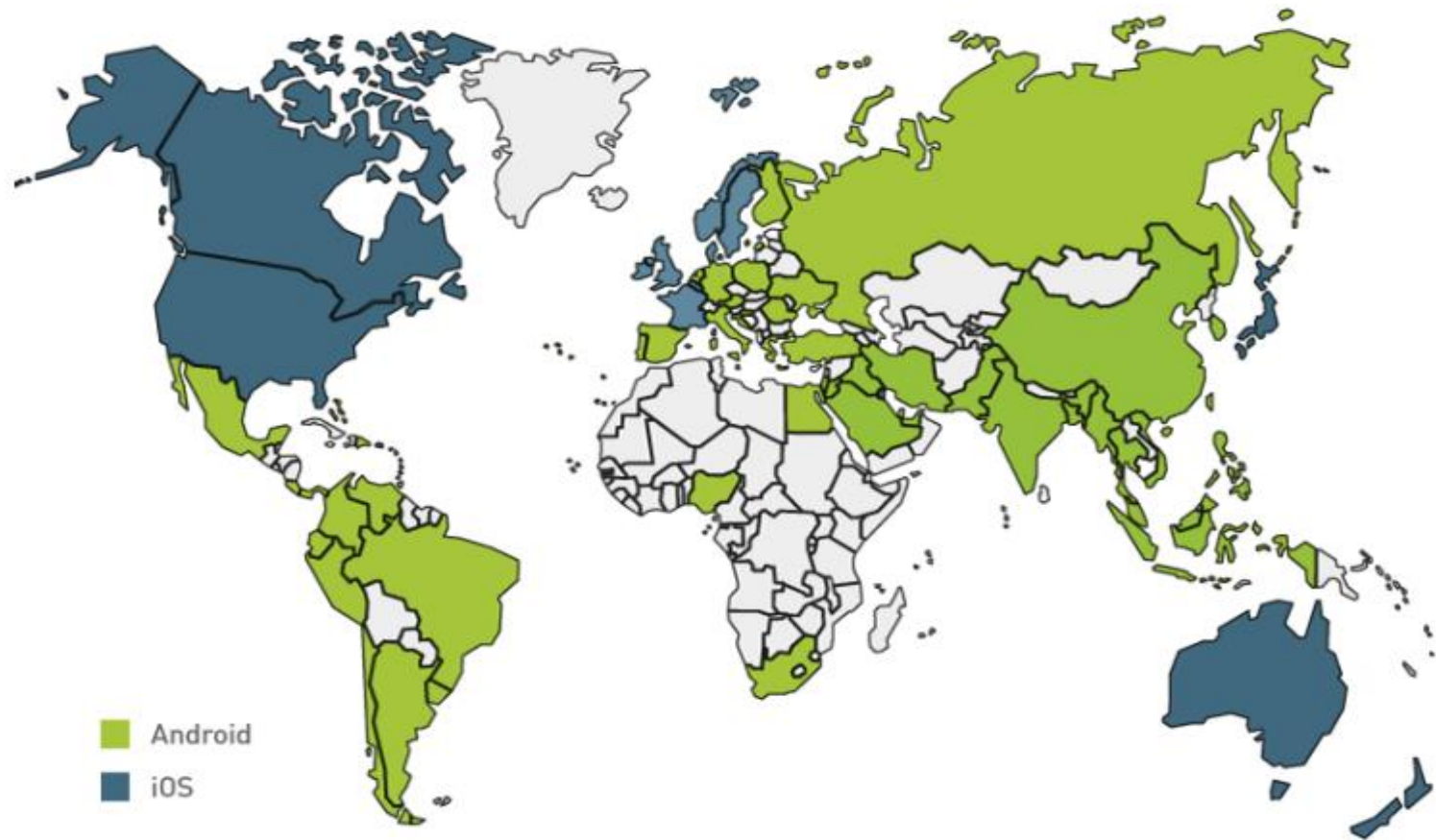
Mobile Apps Disadvantages

- **Have no universal access**
- **Difficult to support automatic updates**
- **Not easy to support Apps scalability (Apps crash after update).**

Android vs. iPhone

- iPhone has larger selection apps comparing to Android.
- iPhone apps can be programmed using Objective-C, while android apps can be programmed using Java, C, C++, and even a platform like Android Studio.
- iPhone uses the App Store as the only way to install its Apps, while Android apps can be installed through different ways like Google App Store, PC's USB connection, Web site, Email and extra.

Market Share iOS/Android

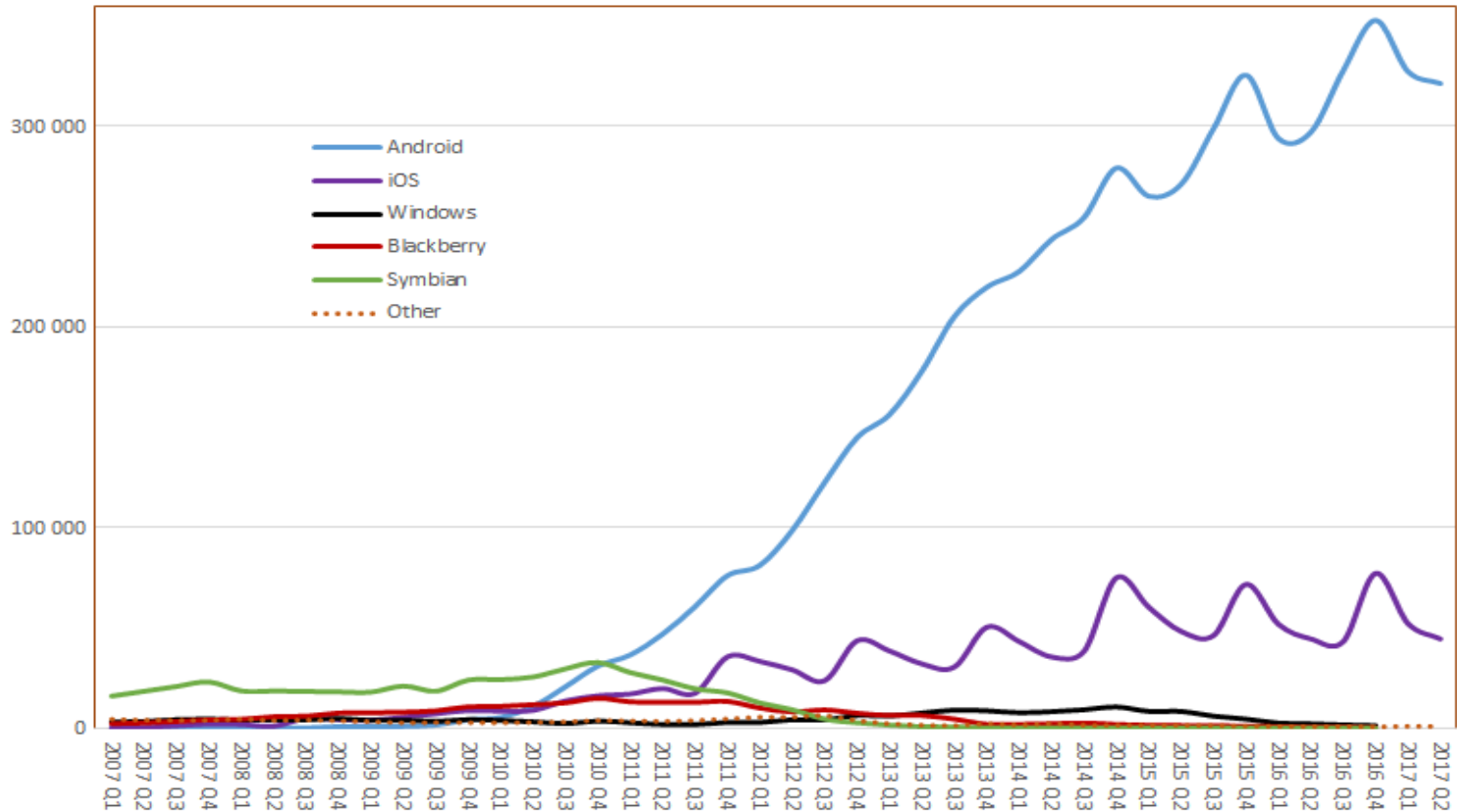


Source : <https://lvivcity.com/android-vs-ios-app-development-platform>



Smartphone Sales

World-Wide Smartphone Sales (Thousands of Units)



Source : https://en.wikipedia.org/wiki/Mobile_operating_system

