

Advanced Operating System *Theory*

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Abstract

The course is structured into five key sections. It begins by framing the problem and exploring the new opportunities mobile devices offer, alongside a brief survey of various alternatives and competing solutions. Following this, the course addresses mobile application design, identifying guidelines and recurring patterns to facilitate the design process and achieve high-quality results. Next, it delves into cross-platform development, focusing on the innovations and features of prominent solutions such as Flutter and React Native. The fourth section is dedicated to Android development, where students will learn to create applications for Android devices using Kotlin and Jetpack Compose. Finally, the course covers iOS development, teaching students how to build applications for iOS-based devices using Swift and SwiftUI.

Contents
