

Mobile OS

Android OS : Android, developed by Google, is the most widely used mobile operating system worldwide. It offers a customizable interface, access to a vast range of applications through the Google Play Store, and compatibility with a wide variety of devices. The programming language is Java (Android is derived from Java), and the development tool is Android Studio (based on IntelliJ Idea now, in the past was Eclipse) which can run on Linux, Windows, or Mac operation systems.

iOS OS :

iOS is the mobile operating system developed by Apple Inc. exclusively for their devices, including iPhones, iPads, and iPods. The programming language is Objective C with the addition of a more scripting language named Swift. The development tool is named XCode, and we need a Mac OS system to develop our application.

Windows OS :

Microsoft is the owner of Windows Phone operating system and is manufacturing itself some physical devices — based on acquired Nokia company. Starting with version 10, the Windows and Windows Phone are sharing the same store and is possible to publish a mobile app and will be available on mobile and desktop at the same time due to Universal Windows Platform — UWP

Symbian OS :

Symbian Ltd. is the developer of this OS. Moreover, Nokia was the first to use this OS on its mobile phones. Furthermore, it provides highlevel integration with communication. This OS is based on Java language. Symbian OS, Nokia also used the Windows Phone operating system (later known as Windows 10 Mobile) for a period of time. In 2011, Nokia partnered with Microsoft and decided to adopt Windows Phone as the primary operating system for their smartphones

BlackBerry OS:

BlackBerry OS is a proprietary mobile operating system developed by BlackBerry Limited. Although its market share has significantly declined, it is still used by some BlackBerry devices known for their security features, physical keyboards, and enterprise-level integration.

KaiOS :

KaiOS is a web-based operating system designed for feature phones, particularly targeting emerging markets. It offers smartphone-like features such as internet connectivity, app support, and popular applications like WhatsApp and Google Maps, on low-end hardware devices.

Tizen OS :

Tizen is an open-source operating system primarily developed by Samsung and backed by the Linux Foundation. It is designed for various devices, including smartphones, smartwatches, smart TVs, and IoT devices, with an emphasis on consistent user experience and cross-device compatibility

Harmony OS :

HarmonyOS is an operating system developed by Huawei Technologies. It aims to provide a unified experience across multiple devices, including smartphones, tablets, wearables, and smart TVs, with a focus on seamless interaction and resource sharing.

NOTE:

OxygenOS is not a distinct type of mobile operating system. It is a custom Android operating system developed by OnePlus for their smartphones. OxygenOS is based on the opensource Android OS but includes customizations and optimizations made by OnePlus to enhance the user experience. It offers features such as a clean and customizable interface, performance optimizations, and additional functionalities specific to OnePlus devices. Therefore, OxygenOS can be considered a custom variant or skin of the Android operating system rather than a separate type of mobile OS

Mobile Stores

Google Play Store

The Android store is Google Play — our application is easily accepted (in hours) on this store. There are many free applications in this store, and their users are in general not paying for apps. Will cost us \$25 per life for publishing in this store and Google takes 30% of revenue. The user receives 70% of revenue. First, we have to create a Play Developer account, and there we have to create an application and edit our Store Listing. Title and Full Description are important for App Store Optimization (ASO) — be aware that around 60% of users are coming from store searches. In Manage Releases we will upload our .apk files.

Apple App Store

The store is Apple Store — our application is verified in detail and takes around one week to be published. We can make more money from this store, and in general, there are more payable applications than free. We pay \$99 per year for publishing in this store. For publishing, we need to have an Apple Id. Then we have to go to our Apple developer account in the area named Certificates, Identifiers & Profiles. There we have to create an application id. Then, we have to go to our iTunes Connect account where we have to request a new application using New App using the application identifier created in the previews step. There we have to complete App Information and other application data before submitting it for approval. Also, we have to upload the binary file, and this can be done in two ways. The first option is to use the Product/Archive option from Xcode. Second, is using a distinct application named Application Loader

Windows App Store

The store for Windows applications is Windows Store and is not as rich in applications as the Apple & Google stores. We have to pay \$40 for starting publishing in this store. The advantage of this store is that it is a unified store for all Windows 10 applications and we can publish our application to all Windows 10 devices. For building our application we need a Windows 10 machine with Visual Studio 2015 or 2017 installed (we can get one for free usage for 1 month or we can buy one forever Windows 10 preinstalled with Visual Studio Community Edition).