• What is software

Software is a set of instructions, [data](https://www.webopedia.com/definitions/data/), or [programs](https://www.webopedia.com/definitions/program/) used to operate a [computer](https://www.webopedia.com/definitions/computer/) and execute specific tasks. In simpler terms, software tells a [computer](https://www.webopedia.com/definitions/computer/) how to function. It’s a generic term used to refer to [applications](https://www.webopedia.com/definitions/application-software/), [scripts](https://www.webopedia.com/definitions/script/), and programs that run on devices such as [PCs](https://www.webopedia.com/definitions/personal-computer/), [mobile phones](https://www.webopedia.com/definitions/mobile-phone/), [tablets](https://www.webopedia.com/definitions/tablet-pc/), and other smart devices. Software contrasts with [hardware](https://www.webopedia.com/definitions/hardware/), which is the physical aspects of a computer that perform the work.

Without software, most computers would be useless. For example, a [web browser](https://www.webopedia.com/definitions/browser/) is a software application that allows users to access the internet. Without the web browser software, reading this page on Webopedia wouldn’t be possible. An [operating system](https://www.webopedia.com/definitions/operating-system/) (OS) is a software program that serves as the [interface](https://www.webopedia.com/definitions/interface/) between other applications and the hardware on a computer or mobile device. [TCP/IP](https://www.webopedia.com/definitions/tcp-ip/) is built into all major operating systems to allow computers to communicate over long distance networks. Without the OS or the protocols built into it, it wouldn’t be possible to access a web browser.

The majority of software is written in [high-level programming languages](https://www.webopedia.com/definitions/high-level-language/) due to the language being closer to [natural human language](https://www.webopedia.com/definitions/natural-language/) as opposed to [machine language](https://www.webopedia.com/definitions/machine-language/). The high-level language is then translated into [low-level](https://www.webopedia.com/definitions/low-level-language/) machine code using a [compiler](https://www.webopedia.com/definitions/compilier/) or [interpreter](https://www.webopedia.com/definitions/interpreter/) for the computer to understand. Software can also be written in a low-level [assembly language](https://www.webopedia.com/definitions/assembly-language/), but it is less common.

• Types of application software

1. Word Processing Software

Word Processing refers to the act of using a personal computer (PC) or laptop to create, edit, save and print documents which can be performed only with specialized software known as a Word Processor. One example of a Word Processor is Microsoft Word which is widely used by all professionals.

2. Spreadsheet Software

Spreadsheet software is a type of computer program that enables a user to perform numerical functions and explore numbers through an automated version of an accounting worksheet. Best example of spreadsheet software is Microsoft Excel.

3. Presentation Software

Presentation software also commonly known as presentation graphics is a particular category of application program used to construct sequences of words and a series of pictures that tell a story or help support a speech or public presentation of any type of information or a launch of new products or services.

4. Multimedia Software

Multimedia software can be described as the combination of text, audio, images, animation, or video to produce a wide scope of interactive content for both professional and personal use. You can easily learn about media players, file formats, and how to operate audio and video software on the whole.

5. Web Browsers

A web browser can take you all over the internet. It retrieves data from other parts of the web and shows it on your desktop or mobile device for your viewing. The data is transmitted using the Hypertext Transfer Protocol, which describes how text, images, and video are shared on the World Wide Web.

6. Educational Software

Educational software refers to any computer software designed solely for educational reasons. It includes a wide range of software, including language learning software, classroom management software (CMS), and reference software for students and other professionals.

7. Graphics Software

Graphics software can rework with bitmap and/or vector graphics and can be utilized to create label templates. Graphics software generally includes Canva, Adobe Illustrator, Photoshop, InDesign, CorelDraw, Inkscape, Microsoft Paint, and Paint.Net.

8. Freeware

Freeware is typically marketed for profit but might be allocated specifically for a business or commercial purpose with the aim to expand the market share of any newly launched premium product. Some of the widespread examples of closed-source freeware include Adobe Reader, Free Studio, and Skype.

9. Shareware

Shareware is software that is supplied for free on a trial basis in order for the user to test or use the programme for a specific amount of days with the understanding that the user may need or want to pay for it later if they are satisfied with the product usage. Some software manufacturers provide a shareware edition of their product with an expiration date built in, such that after 30 days, the user or customer will no longer be able to access the application for further use.

10. Simulation Software

Simulation software authorizes engineers to evaluate, optimize, and compare product designs with other similar software by modeling real-world events in a computer-generated environment.

11. Open Source

Open source software is a specific code designed to be publicly accessible so that anyone can see, modify, and distribute the code as they see which fits the purpose. It is designed in a decentralized and coordinated way, depending on peer assessment and community production.

12. Closed Source

Closed source software is where the source code is not freely accessible. It is developed and delivered to the customer as a fully compiled, executable set of files. The developer often provides aid to users after purchase and ensures that the software works as foreseen by the creator.

• What is mobile application

A mobile application, most commonly referred to as an app, is a type of application software designed to run on a mobile device, such as a smartphone or tablet computer. Mobile applications frequently serve to provide users with similar services to those accessed on PCs. Apps are generally small, individual software units with limited function. This use of app software was originally popularized by Apple Inc. and its App Store, which offers thousands of applications for the iPhone, iPad and iPod Touch.

A mobile application also may be known as an app, web app, online app, iPhone app or smartphone app.

Mobile applications are a move away from the integrated software systems generally found on PCs. Instead, each app provides limited and isolated functionality such as a game, calculator or mobile web browsing. Although applications may have avoided multitasking because of the limited hardware resources of the early mobile devices, their specificity is now part of their desirability because they allow consumers to hand-pick what their devices are able to do.

• Difference between mobile application and web application

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| --- | --- |
| **Mobile App** | **Web App** |
| The Internet is not a mandatory factor for accessing a mobile app. | Needs internet to work on the devices |
| In any manner, mobile applications stand out to be costlier than web apps. | The development cost is very low, but the maintenance cost is comparatively very high. |
| It does not hold any common code base across platforms | Holds a common code base across all platforms and all users |
| An average mobile user spends more time on Mobile applications than a web browser. The daily time spent on mobile and desktops are 132mins and 39mins respectively. | The total time users spend on websites when using desktop devices is larger than the total time for mobile. |
| Flexible interfaces and supports complex functionalities | Cannot support Complex Functionalities |
| Updates/Patches have to be downloaded from Play Store and applied by the user | Patches/Updates are applied directly to the entire application |
| Needs downloading and installation | Doesn’t involve downloading |
| Developers need to write code targeting a specific platform or hardware. | Developers need not cater to the underlying platform |
| The monetization strategy of mobile apps is still evolving | Monetization of web apps are easier |

* Who developed Android

Initially, **Andy Rubin** founded Android Incorporation in Palo Alto, California, United States in October, 2003. In 17th August 2005, Google acquired android Incorporation. Since then, it is in the subsidiary of Google Incorporation. The key employees of Android Incorporation are **Andy Rubin**, **Rich Miner**, **Chris White** and **Nick Sears**. Android is the nick name of Andy Rubin given by coworkers because of his love to robots.

In 2007, Google announces the development of android OS. In 2008, HTC launched the first android mobile.