**IOS Architecture**

* iOS is an operating system for iphone, ipad and ipod.
* iOS acts as a intermediary between hardware and the app built on it.
* The iOS SDK consists of tools and interfaces required to develop, install, run and test the native apps.

**IOS Architecture:**

* The architecture consists of four layers: Cocoa touch, Media player, Core service layer and the Core OS layer.
* The lower layer provides the fundamental services and technologies, upper layers are built on lower layers and provides more sophisticated services and technologies.
* Using higher level frameworks we can achieve object oriented abstraction for lower level constructs.
* The abstraction makes the code much easier and encapsulates the complex features like threads and sockets.
* Framework is the directory which contains dynamic libraries and the resources needed to support that library.

