# Tecnologías, ambientes de desarrollo y mercados

Contexto actual

## Sistemas Operativos



**Android 10** 



iOS 13.3

iOS 13 iPadOS 13

tvOS 13 watchOS 6

## Sistemas Operativos

Year	2017	2018	2019	2020	2021	2022	2023
Android	85.1%	85.1%	86.7%	86.6%	86.9%	87.0%	87.1%
iOS	14.7%	14.9%	13.3%	13.4%	13.1%	13.0%	12.9%
Others	0.2%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
TOTAL	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

## Sistemas Operativos

Mobile OS Share - Version				
iPhone	23.02%			
Android 6.0	20.69%			
Android 5.1	11.65%			
Android 7.0	10.78%			
Android 4.4	9.65%			
iPad	9.25%			
Adroid 5.0	4.33%			
Android 4.2	1.99%			
Android	1.72%			
Android 7.1	1.58%			
Android 4.1	1.10%			





**OnePlus** 

### Marcas y SO





Hardware Apple propio únicamente

iPhone iPad

AppleTv
AppleWatch
HomePod

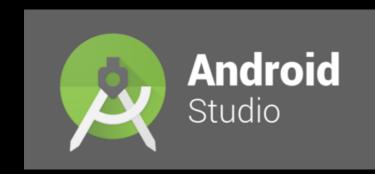


## Lenguajes de programación y herramientas nativas















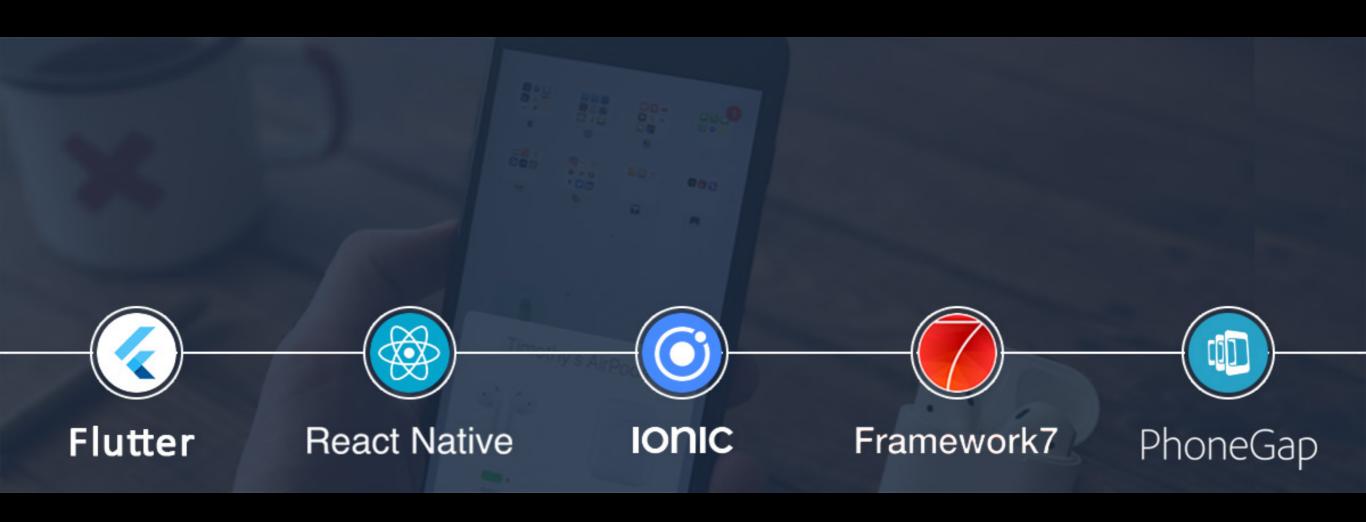
Swift, objective C





C#

## Lenguajes de programación y herramientas híbridas



Java Script HTML 5 CSS



### DevBatch

VS



### **PROS**

- Can function in offline mode
- Total Device integration (GPS, camera, calender, push notifications, contacts)
- Can be downloaded from app stores (Google Play, App store, Windows store)
- Superior UX
- Smooth Functionality

### CONS

- Requires more effort
- Require more developers
- High priced development
- Low code reusability
- Upgrade Inflexibility

### **PROS**

- Faster development -
- Flexible to upgrades —
- Suitable for BYOD programs / Device friendly
  - Low development cost 🕒

### CONS

- Unimpressive UX 🕒
  - Low efficiency -
- Uneven navigation functionality -
- Needs internet connectivity to operate -