

# *PROG3150 Lecture 6*

Mobile Application Development

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# *Agenda*

- Back end services

# *QuickBlox*

<http://quickblox.com/pricing/>

free level:

1,000,000 api request

1,000,000 push notifications

5GB storage

\$49.99 level:

2,000,000 api request (\$0.05/1000 additional)

5,000,000 push notifications (\$0.05/1000 additional)

5GB storage

support for iOS, Android, WindowsPhone, Blackberry (!)

location api, chat api, users api (with facebook/twitter integration),

video streaming api, push notifications on all platforms

# *Parse*

<https://parse.com/plans>

free level:

1,000,000 api requests (\$0.07/1000 over)  
1,000,000 pushes (\$0.07/1000 over)  
1GB file storage (\$0.20/GB over) -- note does not include storage of 'objects'

pro level: \$199/month

15,000,000 api requests (\$0.05/1000 over)  
5,000,000 pushes (\$0.05/1000 over)  
10GB file storage (\$0.15/GB over) -- note does not include storage of 'objects'

iOS SDK, Android SDK, REST

User Management, Facebook/Twitter integration, Geolocation, push notifications

Reasonable query language

would need to go out of band for WP7 and Blackberry push.

# *StackMob*

<http://www.stackmob.com/pricing/>

requires Amazon S3 account for file storage (\$0.125/GB + \$0.01/1000 requests + \$0.12/GB bandwidth outbound)

free level:

60,000 api calls

60,000 push notifications

\$29.99 level:

4,000,000 api calls

4,000,000 push notifications

\$399.99 level:

9,000,000 api calls

unlimited push notifications

iOS, Android sdks (open source). Also has a 'server side custom sdk' so you can create your own REST endpoints into their servers.

facebook/twitter integration, push notifications, etc.

great documentation provides examples for all features plus tutorials.

does not support WP7/Blackberry push notifications. Highest pricing.

Most code development required (java server side needed for WP7 support).

# *MobDB*

<https://www.mobdb.net/pricing>

free level:

1,000,000 api requests

1,000,000 push notifications

1GB storage

\$4.99 level

3,000,000 api requests

4,000,000 push notifications

10GB storage

overages: \$5.99 per refill (defined as 1,000,000 api/1,000,000 push/10GB storage)

iOS, Android SDKs, REST api

define a database on the back end, then use api's to operate on the database created.

No prebuilt database tables, so must define everything your self. No twitter/facebook integration. Lots of coding work required.

Not sure how they do push notifications.

# *Hoppio*

`http://hoppio.com/pricing`

`free level:`

`1,000,000 api requests`

`1GB storage`

`no push notifications, REST api, simple object CRUD api`

`additional plans at: $9/$49/$99/month`

# *CloudyRec*

`http://cloudyrec.com/`

`free in beta`

`unusual approach... define a database, it auto generates code for the platform of your choice (iOS, Android, WP7) that you include in your app. Push notifications 'coming soon'.`



# *Applicasa*

<http://applicasa.com/Pricing.aspx>

free level: must request it, otherwise:

\$49/month:

10K users

1GB storage

\$199/month:

300K users

30GB storage

all plans have unlimited api calls and push notifications (but they don't actually exist yet)

still in beta. Many missing features, including push notifications, queries (!) on data, etc.

like CloudyRec, they also generate code from a database you define with their tool.

# *AppCelerator*

<http://www.appcelerator.com/plans-pricing>

free (only) level:

5GB storage (each additional 20GB \$5/month)

250,000 api calls (tier1) (each additional 1,000,000 \$10/month)

250,000 api calls (tier2) (each additional 500,000 \$10/month)

they provide library code to include in your project

cannot support WP7 and Blackberry due to their model

# *Buddy*

`http://www.buddy.com/pricing/`

`free in beta`

`sdks for iOS, Android, .NET`

`has no concept of 'objects', but great support for games.`

# *CloudMine*

`https://cloudmine.me/pricing#/pricing`

`free tier:`

`500 users ($0.05/additional user)`

`no REST api`

`no push notifications`

# *Kinvey*

`https://console.kinvey.com/#pricing`

`free level:`

`500 active users (each additional user $0.05/month)`

`1,000,000 api calls (each additional $0.02/1000)`

`2GB storage (each additional $2/10GB)`

`note that 'users' using the android/iOS sdk do not consume api calls.`

`provide push notifications, Geo queries, user management, large file storage, analytics`

`iffy query language`



# *Azure*

First tutorial video

*Amazon*