

iOS (formerly **iPhone OS**) is a [mobile operating system](#) created and developed by [Apple Inc.](#) exclusively for [its hardware](#). It is the operating system that powers many of the company's mobile devices, including the [iPhone](#) and [iPod Touch](#); the term also included the versions running on [iPads](#) until the name [iPadOS](#) was introduced with version 13 in 2019. It is the world's second-most widely installed mobile operating system, after [Android](#). It is the basis for three other operating systems made by Apple: iPadOS, [tvOS](#), and [watchOS](#). It is proprietary software, although some parts of it are open source under the [Apple Public Source License](#) and other licenses.<sup>[10]</sup>

Unveiled in 2007 for the [first-generation iPhone](#), iOS has since been extended to support other Apple devices such as the [iPod Touch](#) (September 2007) and the [iPad](#) (introduced: January 2010; availability: April 2010.) As of March 2018, Apple's [App Store](#) contains more than 2.1 million iOS applications, 1 million of which are native for iPads.<sup>[11]</sup> These [mobile apps](#) have collectively been downloaded more than 130 billion times.

Major versions of iOS are released annually. The current stable version, [iOS 15](#), was released to the public on September 20, 2021.<sup>[12]</sup>

In 2005, when [Steve Jobs](#) began planning the [iPhone](#), he had a choice to either "shrink the Mac, which would be an epic feat of engineering, or enlarge the iPod". Jobs favored the former approach but pitted the [Macintosh](#) and [iPod](#) teams, led by [Scott Forstall](#) and [Tony Fadell](#), respectively, against each other in an internal competition, with Forstall winning by creating the iPhone OS. The decision enabled the success of the iPhone as a platform for third-party developers: using a well-known desktop operating system as its basis allowed the many third-party Mac developers to write software for the iPhone with minimal retraining. Forstall was also responsible for creating a [software development kit](#) for programmers to build iPhone apps, as well as an [App Store](#) within [iTunes](#).<sup>[13][14]</sup>

The operating system was unveiled with the iPhone at the [Macworld Conference & Expo](#) on January 9, 2007, and released in June of that year.<sup>[15][16][17]</sup> At the time of its unveiling in January, Steve Jobs claimed: "iPhone runs OS X" and runs "desktop class applications",<sup>[18][19]</sup> but at the time of the iPhone's release, the operating system was renamed "iPhone OS".<sup>[20]</sup> Initially, third-party native applications were not supported. Jobs' reasoning was that developers could build [web applications](#) through [the Safari web browser](#) that "would behave like native apps on the iPhone".<sup>[21][22]</sup> In October 2007, Apple announced that a native [Software Development Kit \(SDK\)](#) was under development and that they planned to put it "in developers' hands in February".<sup>[23][24][25]</sup> On March 6, 2008, Apple held a press event, announcing the iPhone SDK.<sup>[26][27]</sup>



[iPhone \(first generation\)](#), the first commercially released device running iOS (2007)

The [iOS App Store](#) was opened on July 10, 2008, with an initial 500 applications available.<sup>[28]</sup> This quickly grew to 3,000 in September 2008,<sup>[29]</sup> 15,000 in January 2009,<sup>[30]</sup> 50,000 in June 2009,<sup>[31]</sup> 100,000 in November 2009,<sup>[32][33]</sup> 250,000 in August 2010,<sup>[34][35]</sup> 650,000 in July 2012,<sup>[36]</sup> 1 million in October 2013,<sup>[37][38]</sup> 2 million in June 2016,<sup>[39][40][41]</sup> and 2.2 million in January 2017.<sup>[42][43]</sup> As of March 2016, 1 million apps are natively compatible with the [iPad](#) tablet computer.<sup>[44]</sup> These apps have collectively been downloaded more than 130 billion times.<sup>[39]</sup> App intelligence firm Sensor Tower has estimated that the App Store will reach 5 million apps by the year 2020.<sup>[45]</sup>

In September 2007, Apple announced the [iPod Touch](#), a redesigned [iPod](#) based on the iPhone form factor.<sup>[46]</sup> On January 27, 2010, Apple introduced their much-anticipated media [tablet](#), the [iPad](#), featuring a larger screen than the iPhone and iPod Touch, and designed for web browsing, media consumption, and reading, and offering multi-touch interaction with multimedia formats including newspapers, e-books, photos, videos, music, word processing documents, video games, and most existing iPhone apps using a 9.7-inch screen.<sup>[47][48][49]</sup> It also includes a mobile version of [Safari](#) for web browsing, as well as access to the App Store, [iTunes](#) Library, [iBookstore](#), Contacts, and Notes. Content is downloadable via [Wi-Fi](#) and optional [3G](#) service or synced through the user's computer.<sup>[50]</sup> [AT&T](#) was initially the sole U.S. provider of 3G wireless access for the iPad.<sup>[51]</sup>

In June 2010, Apple rebranded iPhone OS as "iOS". The trademark "IOS" had been used by [Cisco](#) for over a decade for its operating system, [IOS](#), used on its routers. To avoid any potential lawsuit, Apple licensed the "IOS" trademark from Cisco.<sup>[52]</sup>

The [Apple Watch smartwatch](#) was announced by Tim Cook on September 9, 2014, being introduced as a product with health and fitness-tracking.<sup>[53][54]</sup> It was released on April 24, 2015.<sup>[55][56][57]</sup> It uses [watchOS](#) as operative system, which is based on iOS.

On November 22, 2016, a five-second video file originally named "IMG\_0942.MP4" started crashing iOS on an increasing count of devices, forcing users to reboot. It [gained massive popularity](#) through social media channels and messaging services.<sup>[58][59]</sup>

In October 2016, Apple opened its first iOS Developer Academy in [Naples](#) inside [University of Naples Federico II](#)'s new campus.<sup>[60][61]</sup> The course is completely free, aimed at acquiring specific technical skills on

the creation and management of applications for the [Apple ecosystem](#) platforms.<sup>[62]</sup> At the academy there are also issues of [business administration](#) (business planning and business management with a focus on digital opportunities) and there is a path dedicated to the design of [graphical interfaces](#). Students have the opportunity to participate in the "Enterprise Track", an in-depth training experience on the entire life cycle of an app, from design to implementation, to security, [troubleshooting](#), data storage and cloud usage.<sup>[63][64]</sup> As of 2020, the academy graduated almost a thousand students from all over the world, who have worked on 400 app ideas and have already published about 50 apps on the iOS [App Store](#). In the 2018–2019 academic year, students from more than 30 different countries arrived. 35 of these have been selected to attend the [Worldwide Developer Conference](#), the annual Apple Developer Conference held annually in California in early June.<sup>[65][66]</sup>



[Steve Jobs](#), Apple's then [CEO](#), introducing the iPad.

On June 3, 2019, [iPadOS](#), the branded version of iOS for iPad, was announced at the 2019 WWDC; it was launched on September 25, 2019.<sup>[67]</sup>