Unit 10 Operating System Comparison

**Corey Crooks**

**Purdue University Global**

**IT332 – Principles of Information Systems Architecture**

**Jonathan Abramson**

**September 13th, 2023**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **OS** | Windows | Android | iOS | OS X | Linux | Unix |
| **Speed (1=slow)** | 2 | 4 | 3 | 1 | 5 | 6 |
| **Security (1=insecure)** | 6 | 5 | 4 | 3 | 1 | 2 |
| **Size (1=big)** | 1 | 4 | 3 | 2 | 6 | 5 |
| **Compatibility (1=best)** | 2 | 1 | 3 | 4 | 5 | 6 |
| **Cost (1=expensive)** | 1 | 4 | 2 | 3 | 5 | 6 |
| **Support (1=most)** | 1 | 3 | 2 | 4 | 5 | 6 |
| **Simplicity (1=simple)** | 4 | 3 | 1 | 2 | 5 | 6 |
| **Required Troubleshooting (1=more)** | 6 | 3 | 4 | 5 | 1 | 2 |
| **Community Size (1=bigger)** | 1 | 3 | 4 | 5 | 2 | 6 |
| **Simplicity (1=simple)** | 4 | 3 | 1 | 2 | 5 | 6 |
| **Source** | (University of Cincinnati, n.d.) | (Johnson, 2017) | (Caine, 2015) | (University of Cincinnati, n.d.) | (University of Cincinnati, n.d.) | (Robboy, n.d.) |

There are no one-size-fits-all for operating systems. It seems that each and every one has its own use-case. Windows may be best suited for at-home clients that need a stable workflow with great compatibility to work on their projects without interruption. Android is great for on-the-go clients with mobile devices and tablets that utilize a system that can be customized to the carrier’s needs. Linux is great for enthusiasts looking to maximize their control over their operating systems, and can deal with headaches with compatibility issues in pursuit of that completely customizable and open-source platform. Unix is much like Linux, but it enables high-profile industry professionals and corporations to run intensive servers when they need to, and with the specifications they need.

Apple’s operating systems seem to be a little different, as they typically combine use-cases for a more streamlined approach to doing everything. iOS cannot be customized to the carrier’s preference in the same way that Android may be, but it does unify devices to support a much simpler lifestyle for the user. OS X may not have the same compatibility as windows in terms of applications, but it definitely can provide a much more streamlined user interface with minimal bugs across the narrower supported list of devices. This can be essential to workflows like graphic design that do not have the time to worry about the latest and greatest in PC upgrades, and only need what Apple can provide.

# **References**

Caine, E. (2015, October 22). *The Ultimate Showdown: Android vs. iPhone*. Retrieved from washcoll.edu: https://blog.washcoll.edu/wordpress/theelm/2015/10/the-ultimate-showdown-android-vs-iphone/

Johnson, R. (2017, March 20). *Tech Tip: Android vs. Apple: Which one is for you?* Retrieved from psu.edu: https://sites.psu.edu/librarynews/2017/03/20/tech-tip-android-vs-apple-which-one-is-for-you/

Robboy, G. (n.d.). *The Unix System Interface*. Retrieved from Portland State University: http://web.cecs.pdx.edu/~jrb/cs201/lectures/Unix.System.Calls.pdf

University of Cincinnati. (n.d.). *Different Operating Systems*. Retrieved from homepages.uc.edu: https://homepages.uc.edu/~broylend/final/index.html