Software Development for Mobile Devices

Submission for Assignment 1.1P

Task 1. Designing for mobile

The difference between an operating system and the Android platform

Developing for mobile devices is not the same for PC.

	Mobile Devices	PC
Memory and storage	Limited in memory and storage as mobile devices are smaller than PC (The highest RAM currently is only 8GB RAM (5 Phones With The Most RAM In 2018 2018)	Adequate memory and storage. It can have up to 192GB RAM recently (Lai 2018)
Touch screen	Users are able to interact with mobile devices by touching directly to a screen.	Users use keyboard and mouse to interact with PC.
Mobile telephony	Users are able to call and receive call while moving.	Users cannot use mobile telephony on PC.

Example from the Android Platform

For example, Android platform are not using mouse and keyboard to interact with the application, but instead it is using haptic technology, which help users use finger to interact with the screen (Haptic technology 2018).

Moreover, it is certain that the memory and storage in Android devices are less than in PC (8GB vs 192GB RAM (Lai 2018)). Hence, Android developers should consider on this limitation in order to operate the application effectively.

In addition, Android phones allow users to call and receive call while moving which apparently the most important feature of mobile devices.

References

5 Phones With The Most RAM In 2018, viewed 14 August 2018, <https://thedroidguy.com/2018/08/5-phones-ram-2018-1074168>

Lai, E 2018, *Dreaming of a PC with 192GB of RAM? Dell makes it reality*, viewed 14 August 2018,<https://www.computerworld.com/article/2523264/network-servers/dreaming-of-a-pc-with-192gb-of-ram--dell-makes-it-reality.html>.

Haptic technology, viewed 14 August 2018, <https://en.wikipedia.org/wiki/Haptic_technology>.