**MacOS 8.0**

**History**

Mac OS 8 was released on July 26, 1997, shortly after Steve Jobs returned to the company. It was mainly released to keep the Mac OS moving forward during a difficult time for Apple. Initially planned as Mac OS 7.7, it was renumbered "8" to exploit a legal loophole and accomplish Jobs' goal of terminating third-party manufacturers' licenses to System 7 and shutting down the Macintosh clone market.

Apple sold 1.2 million copies of Mac OS 8 in its first two weeks of availability and 3 million within six months. In light of Apple's financial difficulties at the time, there was a large grassroots movement among Mac users to upgrade and "help save Apple". Even some pirate groups refused to redistribute the OS.

**Function and features**

Mac OS 8 added a number of features from the abandoned Copland project, while leaving the underlying operating system unchanged. A multi-threaded Finder was included; files could now be copied in the background. The GUI was changed in appearance to a new shaded greyscale look named Platinum, and the ability to change the appearance themes (also known as skins) was added with a new control panel (though Platinum was the only one shipped). This capability was provided by a new "appearance" API layer within the OS, one of the few significant changes.

**Updates**

*Mac OS 8.1*

Mac OS 8.1 sees the introduction of an updated version of the Hierarchical File System named HFS+, which fixed many of the limitations of the earlier system. (HFS+ continues to be used in the current Mac OS, though it is set to be replaced by the Apple File System.) There are some other interface changes such as separating network features from printing, and some improvements to application switching. However, in underlying technical respects, Mac OS 8 is not very different from System 7.

*Mac OS 8.5*

Mac OS 8.5 focuses on speed and stability, with most 68k code replaced by modern code native to the PowerPC. It also improved the appearance of the user interface, although the theming feature was cut late in development.

**Advantages**

1. Simple but powerful user interface: Both macOS and Windows have easy-to-use graphical user interface or GUI. But OS X offers a more straightforward approach to computing. Those who are accustomed with the GUI of iOS found in iPhone and iPad will find macOS somewhat familiar.

2. Fewer viruses and other security issues: One of the advantages of macOS is that it is considerably safer than Windows. Of course, some Apple loyalists would argue that Macs are completely invincible from viruses or malware. This is no longer true.

3. Seamless integration between OS and hardware: Apple is both a software developer and a device manufacturer. This means that they have optimised the macOS to work seamlessly with all of the hardware components of a Mac device. It also ensures that all hardware components work hand-in-hand.

4. Comes preloaded with productivity apps: Standard Windows OS usually does not come with Microsoft Office Suite. Both are sold separately most of the time. In addition, new Windows-based laptop and desktop computers come with random software or apps that merely bloat the entire system and external storage.

5. Effective and unparalleled multitasking feature: Multitasking is another notable advantage of macOS. Mac computers have hardware specifications designed for multitasking. And because macOS integrates seamlessly with Mac hardware components, the overall operation is smooth and responsive.

6. Integration with other Apple products: One of the strengths of Apple is that most of the products under the brand are completely integrated. The iPhone or iPad works best with a Mac computer. This advantage of macOS is exclusive for Apple users—or those individuals with several Apple devices.

**Disadvantages**

1. Mac computers are considerably expensive: The fact remains that Apple sells expensive computers whether it is the new MacBook Pro with Retina or a Mac Mini. This is more noticeable when comparing the price point of Mac computers with their Windows counterpart.

2. Inflexible when it comes to hardware upgrades: A standard Mac computer cannot be upgraded easily because most of its hardware components are integrated both at a design and engineering levels. This is a macOS disadvantage that is unacceptable for hobbyists.

3. Lack of game titles and advanced gaming experience: There are more game titles available for Windows than in macOS. This is another noteworthy disadvantage of macOS. Some titles from independent producers that have gained large following are unavailable for Mac computers.

4. App ecosystem is still lacklustre: Windows has more software or applications. Developers, especially small and independent software companies, often consider building software for Windows first because of greater reach.