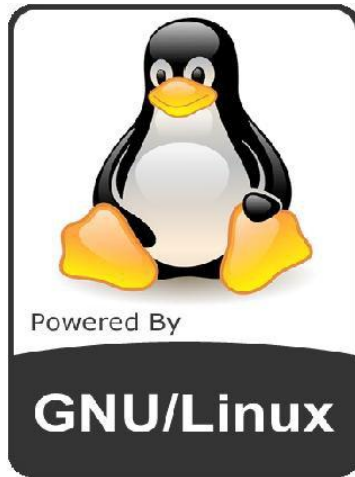


# ANDROID

SOL#7



Mac




clearOS



symbian  
OS



CentOS

The history and versions of  are interesting to know. The code names of android ranges from A to J currently, such as **Aestro, Blender, Cupcake, Donut, Eclair, Froyo, Gingerbread, Honeycomb, Ice Cream Sandwich, Jelly Bean, KitKat, Lollipop, Nougat, OREO & Android P**

Initially, **Andy Rubin** founded Android Incorporation in Palo Alto, California, United States in **October, 2003**



In 17th **August 2005**, **Google** acquired android Incorporation. Since then, it is in the subsidiary of **Google Incorporation**.

The  employees of Android Incorporation are **Andy Rubin, Rich Miner, Chris White and Nick Sears**.

Android is the nick name of **Andy Rubin** given by coworkers because of his love to robots.

In **2007**, Google announces the development of android OS

In **2008**, HTC launched the first android mobile.



Originally intended for **camera** but shifted to **smart phones** later because of low market for camera only.



# ANDROID

OS VERSIONS SO FAR



1.5 - Cupcake



1.6 - Donut



2.0 - Eclair



2.2 - Froyo



2.3 - Gingerbread



3.0 - Honeycomb



4.0 - Ice Cream Sandwich



4.1 - Jellybean

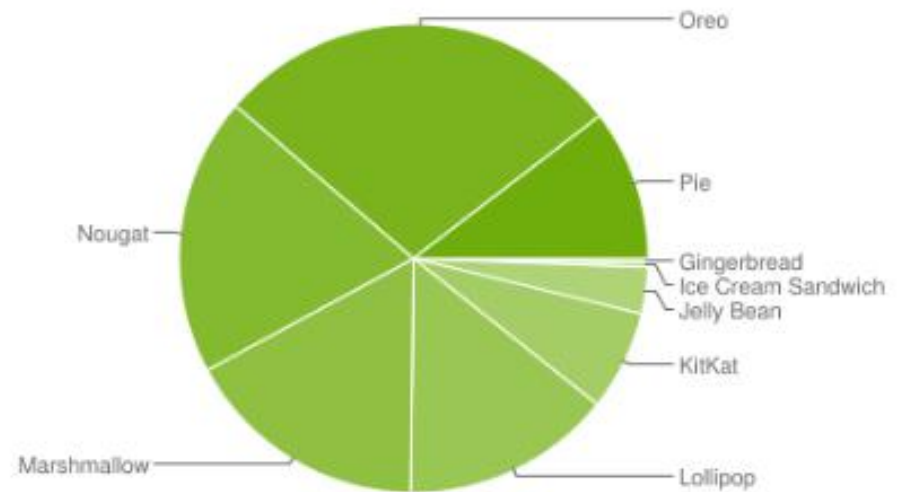


4.4 - KitKat

Infographics by:  
**INQUIRER.net**

# Android Versions Usage

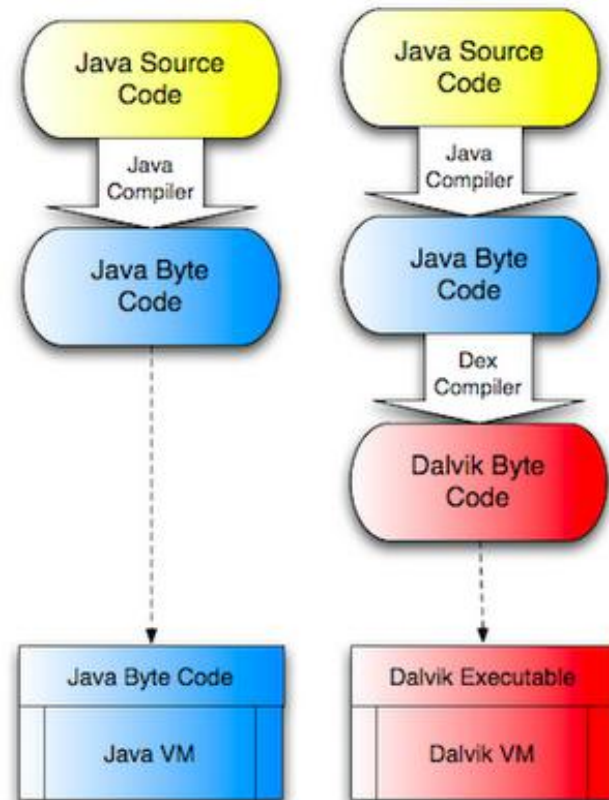
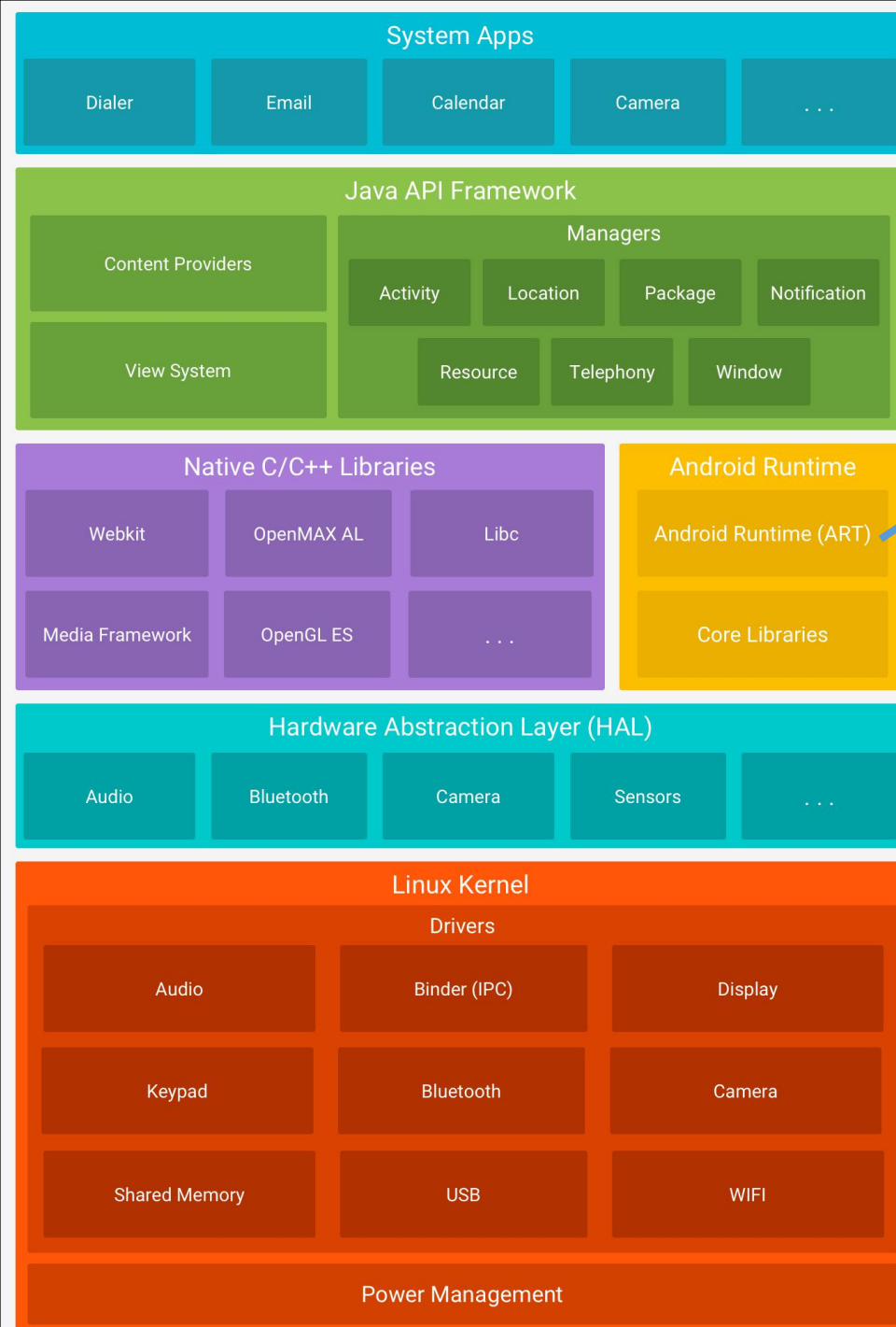
Version	Codename	API	Distribution
2.3.3 - 2.3.7	Gingerbread	10	0.3%
4.0.3 - 4.0.4	Ice Cream Sandwich	15	0.3%
4.1.x	Jelly Bean	16	1.2%
4.2.x		17	1.5%
4.3		18	0.5%
4.4	KitKat	19	6.9%
5.0	Lollipop	21	3.0%
5.1		22	11.5%
6.0		23	16.9%
7.0	Nougat	24	11.4%
7.1	Oreo	25	7.8%
8.0		26	12.9%
8.1		27	15.4%
9	Pie	28	10.4%



Data collected during a 7-day period ending on May 7, 2019  
Any versions with less than 0.1% distribution are not shown.

# Platform Architecture

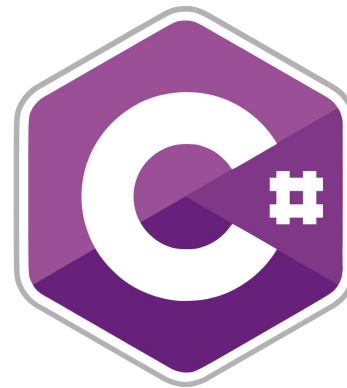
Version 5.0 using Dalvik VM.  
If your app runs well on ART, then it should work on Dalvik as well, but the reverse may not



# Development Languages

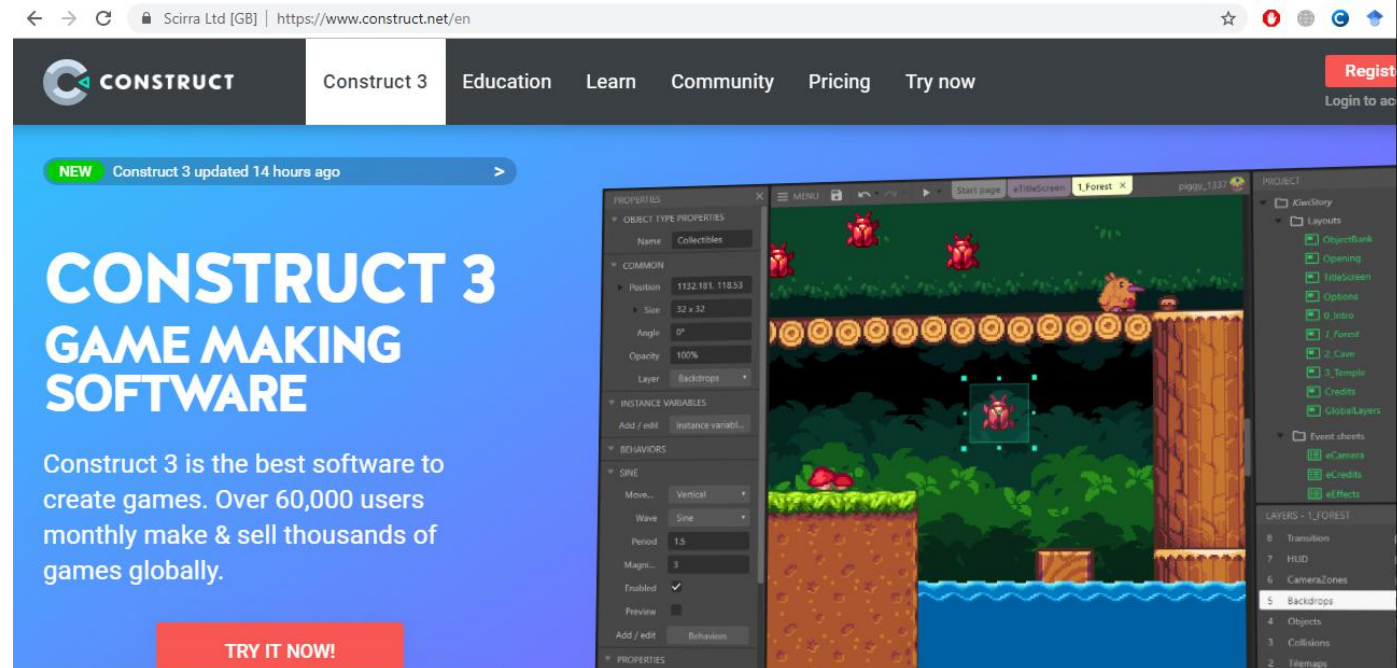


Dart



**Kotlin**

# Development Languages





# Development Languages



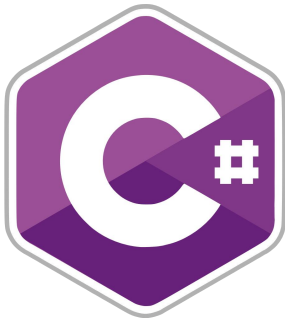
A screenshot of the Ionic Framework website. The browser address bar shows 'https://ionicframework.com'. The website has an orange header with the text 'Capacitor 1.0 Launch Webinar: Native Progressive Web Apps for All' and a 'REGISTER NOW >' button. Below the header is a navigation bar with the Ionic logo and links for 'Product', 'Integrations', 'Documentation', 'Pricing', 'Blog', 'for Enterprise', 'Log in', and a 'Sign up' button. The main content area features the headline 'One codebase. Any platform.' in large, bold, black text. To the right of the text is a colorful illustration of a smartphone with various icons (Android, Apple, etc.) and a sunburst. Below the headline, there is a paragraph of text: 'Built on standard web technologies, teams build and ship beautiful hybrid and Progressive Web Apps.' and a blue 'GET STARTED >' button.

A screenshot of the React Native website. The browser address bar shows 'https://facebook.github.io/react-native/'. The website has a dark header with the React Native logo and the text 'React Native 0.59'. To the right of the header are links for 'Docs', 'Community', 'Blog', and a 'Search' button. The main content area features the headline 'React Native' in large, white, sans-serif font. Below the headline is the text 'Build native mobile apps using JavaScript and React'. At the bottom of the main content area are two blue buttons: 'Get Started' and 'Learn the Basics'.

## Build native mobile apps using JavaScript and React

React Native lets you build mobile apps using only JavaScript. It uses the same design as React, letting you compose a rich mobile UI using declarative components.

# Development Languages



## Xamarin Documentation

Get Started

https://unity.com

Learn about

Build cross-platform  
Xamarin.Forms using  
on Windows and macOS

Xamarin

Xamarin



Products Solutions Made with Unity Learn Community

Get started

# Unity for all

Start bringing your vision to life today. Unity's real-time 3D development platform empowers you with all you need to create, operate, and monetize.

Get started

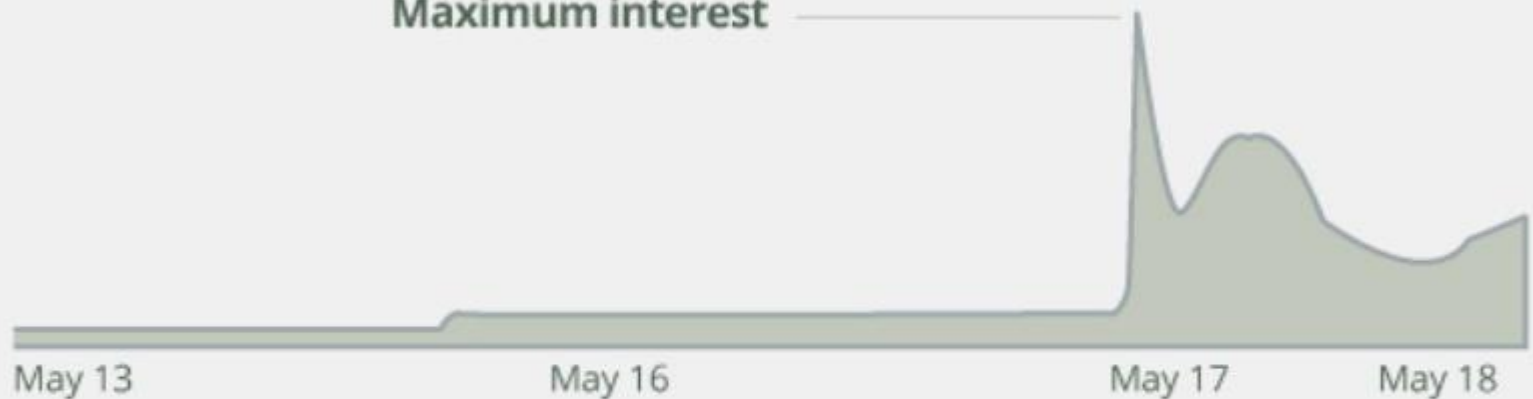
Learn more

# Development Languages



At recent Google I/O held on 17 May, 2017, Android team announced Kotlin an official language for Android.

Maximum interest



With the Google announcement, it is pretty safe to say that Kotlin is here to stay.

# Development Languages



← → ↻ <https://flutter.dev>



[Docs](#)

[Showcase](#)

[Community](#)



Made by [Google](#)

Flutter is Google's portable UI toolkit for building beautiful, native applications for mobile, web, and desktop from a single codebase.

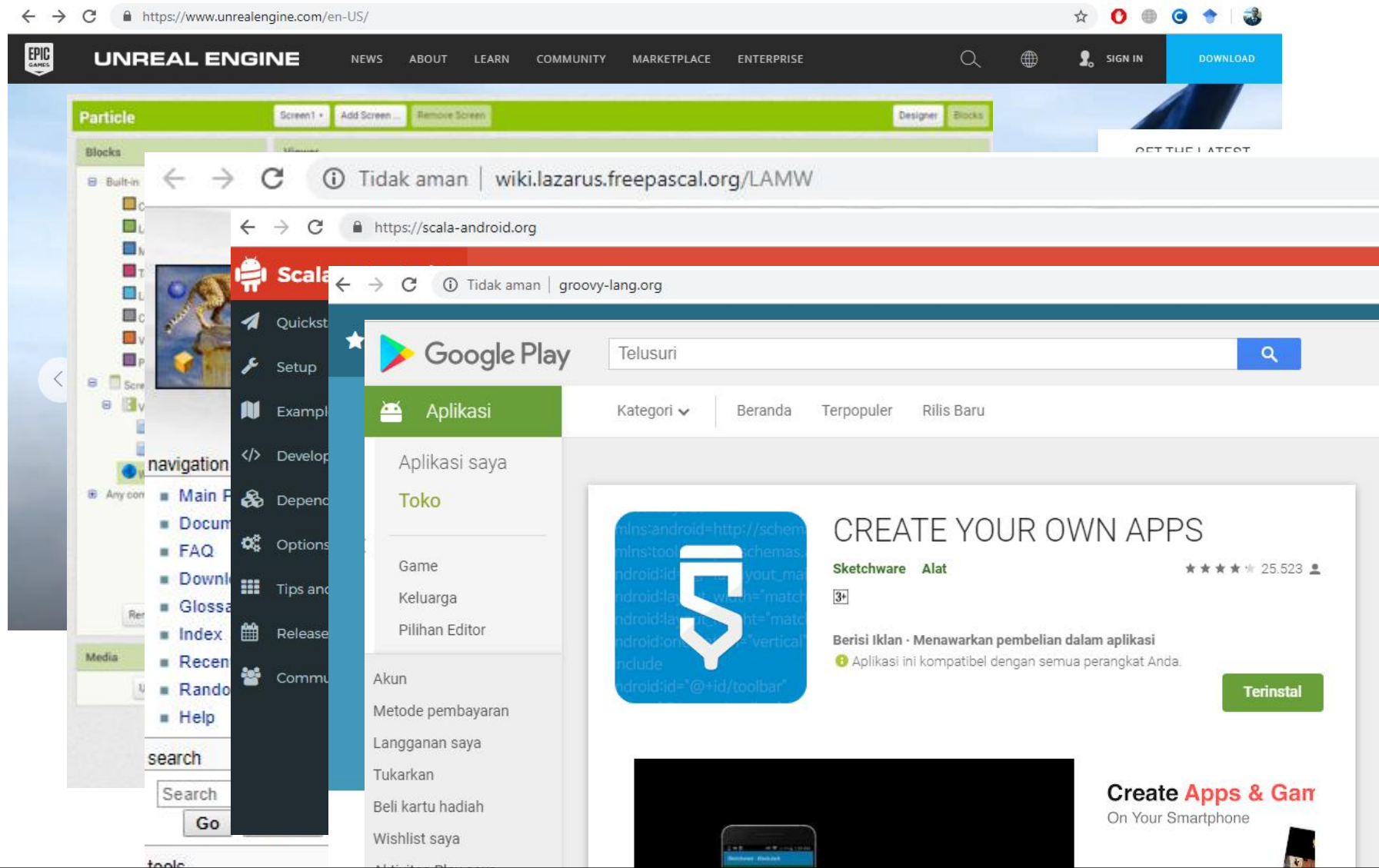
[Get started](#)

[▶ Watch video](#)

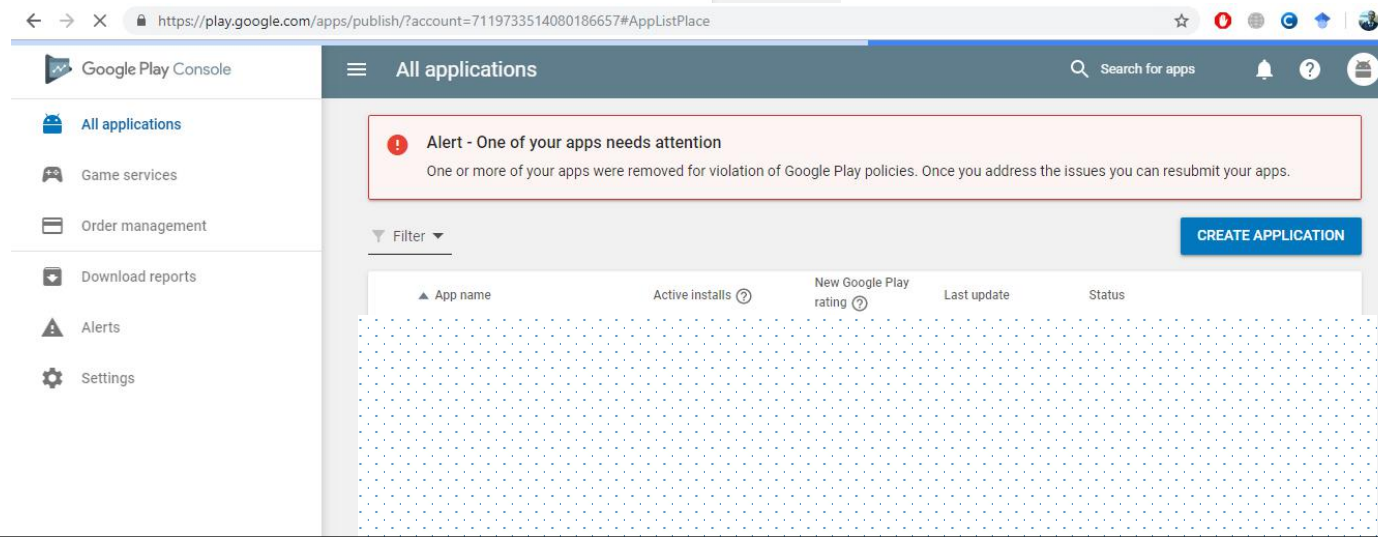
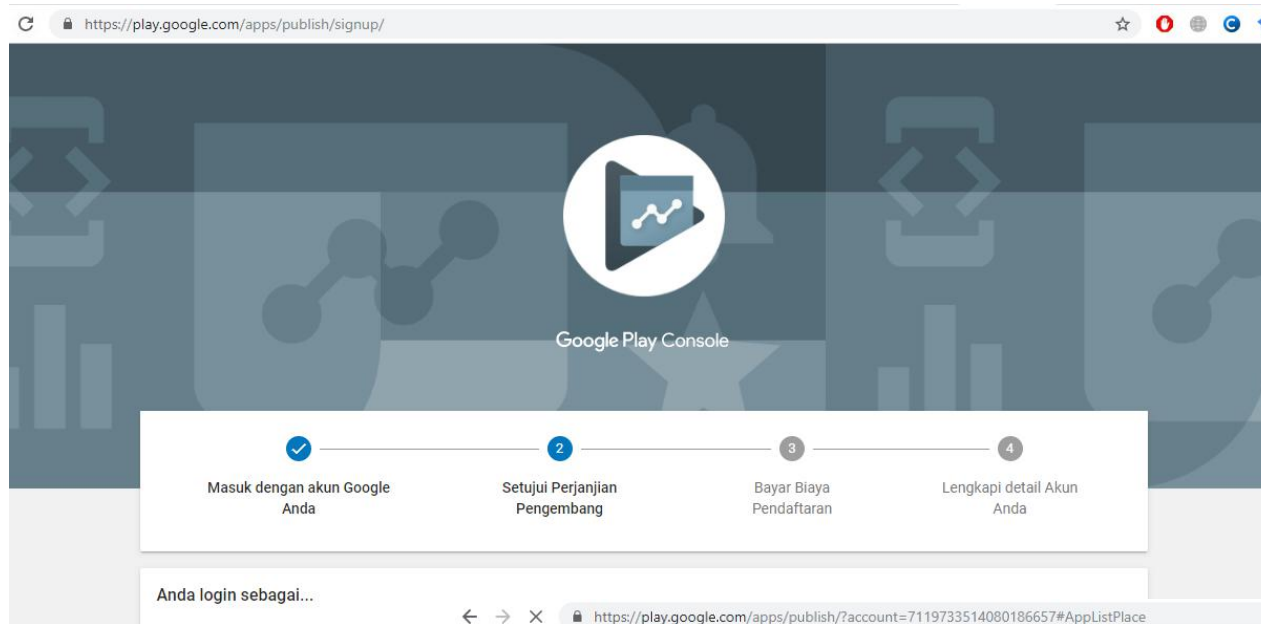
Coming from another platform? Docs: [iOS](#), [Android](#), [Web](#), [React Native](#), [Xamarin](#).



# Development Languages (etc)



# How to Publish App



Any Questions...?