***Module 1***

1. **What is Software?**

Ans.

* Software is a set of instructions, data or programs used to operate computers and execute specific tasks.
* It is the opposite of hardware, which describes the physical aspects of a computer.
* Software is a generic term used to refer to applications, scripts and programs that run on a device.
* It can be thought of as the variable part of a computer, while hardware is the invariable part.
* The two main categories of software

1. Application Software
2. System Software
3. **Types of Application**

Ans.

1. Word Processors
2. Database Programs
3. Web Browsers
4. Deployment Tools
5. Image Editors
6. Communication Platforms

* Applications can vary in many ways, including how they're built, what platform they run on, whether they are open source or proprietary, or for which market they are used.
* For example, a mobile application developer writes their code as a native, web or hybrid application -- and these terms can also describe desktop applications. The developer codes a native application to run on specific hardware, such as a camera or GPS, and in the same programming language as the underlying OS. For example, the Photos application on Mac OS X is written in Objective-C, which is the same language that Mac OS X uses.
* An end user typically accesses a web application via a web browser, such as Google Chrome. A developer can write web applications in several languages, including JavaScript, CSS and HTML, but they cannot access the hardware on which the application is installed.
* Hybrid applications have APIs that can access device resources, similar to a native application, but are typically written in languages such as HTML and CSS. Additionally, developers often code mobile applications to work on a specific device platform.

**3) What is Mobile Application ?**

Ans.

* A mobile app (or mobile application) is a software application developed specifically for use on small, wireless computing devices, such as smartphones and tablets, rather than desktop or laptop computers.
* Mobile apps are sometimes categorized according to whether they are web-based or native apps, which are created specifically for a given platform. A third category, hybrid apps, combines elements of both native and web apps.
* In today's digital age, mobile apps are an essential part of most people's daily lives. From social networking and entertainment to productivity and business, mobile apps play a vital role in how we interact with technology.

**4) Difference between mobile application and web application**

Ans.

* Mobile applications are specifically created to be operated from mobile.

🡪 In contrast, web applications are created with the purpose of the content and services being browsed by the user from any device via browsers.

* Mobile applications need to be installed from the app store, while web applications can be easily viewed from any browser and thus do not need to be installed.
* Mobile applications can be accessed even offline, and that’s not the case with web applications since browsers do not work without a proper internet connection.
* Mobile applications are faster to browse, while web applications may take a while to load.
* Mobile applications need to be approved by the app store.

🡪Since web applications are browsed through browsers, they need not require approval from the app store.

* Mobile applications have more sophisticated security, while web applications may not have that level of heightened security compared to mobile applications.
* Mobile apps need to be updated frequently.

🡪Web apps will take care of updates themselves.

**5) Who developed Android ?**

Ans.

* Android is developed by Google (Andy Rubin ,Rich Miner and Nick Sears)