PHINMA EDUCATION
MAKING LIVES BETTER THROUGH EDUCATION

ITE 335 Platform Technologies
Student Activity Sheet # 03

Name: _____ Class number: _____
Section: _____ Schedule: _____ Date: _____

Lesson title: **Types of Platform Technologies** Lesson Objectives: • Enable to determine the types of Platform technologies • Understand the importance of platform technology in the field of IT. • To provide an often-used application today that are under the different platform technologies.	Materials: SAS References: *https://simplicable.com/new/technology-platform *https://en.wikipedia.org/wiki/Operating_system https://brainly.in/question/ *https://www.geeksforgeeks.org/difference-between-software-and-application/

A. LESSON PREVIEW/REVIEW

Introduction (2 mins)

Last session, we discussed about Platform Technologies and its layers. Today, we will discuss the different types of platform technologies.

Productivity Tip:
"It's not always that we need to do more but rather that we need to focus on less." --Nathan W. Morris

Activity 1: What I Know Chart, part 1 (3 mins)

The table below contains a set of questions that are relevant to our Lessons. Read the questions in Column 2 and write in column 1 your answers on what you initially know about our topic. For the meantime, leave column 3 and get back to it once you reach activity 4.

What I Know	Questions:	What I Learned
	1. What are the types of Platform Technologies?	
	2. What is Content Management Systems?	
	3. What are the different types of Application?	

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B. MAIN LESSON

Activity 2: Content Notes
{You may take down notes or highlight some important keys or make some outline of what and how you understood the topic}

Types of Platform Technologies

- **Operating Systems** - provide the basic services required to use hardware. These are the lowest level of platform. Almost all software runs on an operating system such as Linux with the only exceptions of being low level firmware and embedded systems.

- **Computing Platforms** - platforms built on top of operating systems that provide computing functionality in areas such as cloud computing and virtualization. For example, a cloud computing platform that allows you to scale your services by adding and removing virtual machines as required.

  Seven Type of Computing Platform:

  1. *Hardware Platform* - a line of hardware that are compatible with each other. In many cases, hardware vendors will maintain backward compatibility for decades.
  2. *Operating Systems* - provide a platform for developing and managing software with support for a variety of hardware.
  3. *Client/Server* - platforms for client/server software such as web servers.
  4. Mobile Platform - the hardware/software environment for developing mobile apps for a particular type of device.
  5. *Cloud Platform* - platform for developing deploying and managing cloud infrastructure, software, and services.
  6. *Platform as a Service* - platforms that offer a complete environment for developing cloud-based services.
  7. *Third Platform* - a buzzword for platforms with support for modern features such as mobile computing social media, cloud computing, big data, and internet of things.

- **Database Platforms** - Cloud platform for deploying and managing various type of database such as relational, NoSQL and in-memory databases.

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- **Storage Platforms** - Platforms for scalable storage of objects and files including APIs and value-added services such as resilient storage that is backed up in multiple locations.

- **Application Platforms** - are environments and toolkits for developing and deploying applications, a class of software that is primarily designed to be used by people. For example, a platform that allows developers to build dynamic wed applications by executing code and integrating with databases, system, and APIs.

- **Mobile Platforms** - include mobile operating systems and environments for building mobile apps. They also include cloud platforms for building mobile apps. They also include cloud platforms for building mobile backends that provide services to mobile apps. This may include specialized APIs

- **Web Platforms** - platforms that provide services that are useful to websites and web-based software as service such as wed servers, web application servers, content delivery networks and edge computing.

- **Content Management Systems** - platforms for publishing and managing content, media, and documents. These are often used internally in organizations as an intranet site and document management system. They are also commonly used to publish web contents such as a newspaper, blog, or corporate website.

Activity 3: Comparison and contrast.
1. What is the difference between computing platform and operating system? (10pts)

2. Why is platform technologies important in the field of Information technology? (10pts)

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"Check your answers using the *Key to Corrections* found at the end of this SAS. Write your score on your paper."

Activity 4: What I Know Chart, part 2 (2 mins)

This section serves as a review and summary of what you have learned from todays' session. Try to express how your knowledge has changed by reviewing the questions in the *What I Know Chart* from Activity 1 and write your answers to the questions based on what you know in the third column of the chart.

Activity 5: Check for Understanding (5 mins)

A: Give at least 10 types of platform Technologies and give at least 1 Example.

1. =
2. =
3. =
4. =
5. =
6. =
7. =
8. =

A. LESSON WRAP-UP

Activity 6: Thinking about Learning (5 mins)

a) Below is a table that will serves as your work tracker for you to visualize and help you to be on track on how much work you have accomplished and how much work are left to do. Shade the day that corresponds to your accomplished activity.

You are done with the session! Let's track your progress

Period 1									Period 2								Period 3								
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26

b) Think about what you have learned by filling up your "My Learning Tracker". The students will write the learning targets, their scores, learning experience for the session and deliberately plan for the next session.}

Date	Learning Target/Topic	Scores	Action Plan
What's the date today?	*What module# did you do? What were the learning targets? What activities did you do?*	*What were your scores in the activities?*	*What contributed to the quality of your performance today? What will you do next session to maintain your performance or improve it?*

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FAQs

Q: What is Firmware?
A: Firmware is a software that is used to operate devices, machines, equipment, vehicles, and infrastructure. It is provided by the manufacturer and comes preinstalled.
Q: What is the difference between Software and Application?
A: *Software* is a set of instructions or data that operates the hardware. *Application* is a package to perform a specific task. *Software* is an all encompassing term for computer data. *Application* is a type of *software* that does a certain task.

KEY TO CORRECTIONS

1. What is the difference between computing platform and operating system?

A computing platform is the "stage" where computer programs run. An operating system sits between applications and hardware, managing how applications access hardware and software resources. This means that an operating system is a kind of computing platform, but a computing platform is not necessarily a kind of operating system. A runtime library can also be a computing platform.

2. Why is platform technologies important in the field of Information technology?

To manage the various devices built on different technologies and to apply complex event-triggered business rules to the data streams, platforms are necessary tools for almost all use cases.