**BEYOND SYLLABUS**

**PRACTICAL-12** STUDY OF iOS

**iOS** (formerly **iPhone OS**) is a [mobile operating system](https://en.wikipedia.org/wiki/Mobile_operating_system) created and developed by [Apple Inc.](https://en.wikipedia.org/wiki/Apple_Inc.) exclusively for [its hardware](https://en.wikipedia.org/wiki/List_of_iOS_devices). It is the operating system that presently powers many of the company's mobile devices, including the [iPhone](https://en.wikipedia.org/wiki/IPhone), [iPad](https://en.wikipedia.org/wiki/IPad), and [iPod Touch](https://en.wikipedia.org/wiki/IPod_Touch). It is the second most popular mobile operating system globally after [Android](https://en.wikipedia.org/wiki/Android_(operating_system)).

Originally unveiled in 2007 for the [iPhone](https://en.wikipedia.org/wiki/IPhone), iOS has been extended to support other Apple devices such as the [iPod Touch](https://en.wikipedia.org/wiki/IPod_Touch) (September 2007) and the [iPad](https://en.wikipedia.org/wiki/IPad)(January 2010). As of January 2017, Apple's [App Store](https://en.wikipedia.org/wiki/App_Store_(iOS)) contains more than 2.2 million iOS applications, 1 million of which are native for iPads. These [mobile apps](https://en.wikipedia.org/wiki/Mobile_app) have collectively been downloaded more than 130 billion times.

The iOS [user interface](https://en.wikipedia.org/wiki/User_interface) is based upon [direct manipulation](https://en.wikipedia.org/wiki/Direct_manipulation_interface), using [multi-touch](https://en.wikipedia.org/wiki/Multi-touch) gestures. Interface control elements consist of sliders, switches, and buttons. Interaction with the OS includes gestures such as *swipe*, *tap*, *pinch*, and *reverse pinch*, all of which have specific definitions within the context of the iOS operating system and its multi-touch interface. Internal [accelerometers](https://en.wikipedia.org/wiki/Accelerometer) are used by some applications to respond to shaking the device (one common result is the [undo](https://en.wikipedia.org/wiki/Undo) command) or rotating it in [three dimensions](https://en.wikipedia.org/wiki/3D_modeling) (one common result is switching between portrait and landscape mode). Apple has been significantly praised for incorporating thorough [accessibility](https://en.wikipedia.org/wiki/Accessibility) functions into iOS, enabling users with vision and hearing disabilities to properly use its products.

Major versions of iOS are released annually. The current version, [iOS 11](https://en.wikipedia.org/wiki/IOS_11), was released on September 19, 2017. It is available for all iOS devices with [64-bit processors](https://en.wikipedia.org/wiki/64-bit_computing); the [iPhone 5S](https://en.wikipedia.org/wiki/IPhone_5S) and later iPhone models, the [iPad (2017)](https://en.wikipedia.org/wiki/IPad_(2017)), the [iPad Air](https://en.wikipedia.org/wiki/IPad_Air) and later iPad Air models, all [iPad Pro](https://en.wikipedia.org/wiki/IPad_Pro) models, the [iPad Mini 2](https://en.wikipedia.org/wiki/IPad_Mini_2) and later iPad Mini models, and the [sixth-generation iPod Touch](https://en.wikipedia.org/wiki/IPod_Touch_(6th_generation)).

In 2005, when [Steve Jobs](https://en.wikipedia.org/wiki/Steve_Jobs) began planning the [iPhone](https://en.wikipedia.org/wiki/IPhone), he had a choice to either "shrink the Mac, which would be an epic feat of engineering, or enlarge the iPod". Jobs favored the former approach but pitted the [Macintosh](https://en.wikipedia.org/wiki/Macintosh) and [iPod](https://en.wikipedia.org/wiki/IPod) teams, led by [Scott Forstall](https://en.wikipedia.org/wiki/Scott_Forstall) and [Tony Fadell](https://en.wikipedia.org/wiki/Tony_Fadell), respectively, against each other in an internal competition, with Forstall winning by creating the iPhone OS.

The decision enabled the success of the iPhone as a platform for third-party developers: using a well-known desktop operating system as its basis allowed the many third-party Mac developers to write software for the iPhone with minimal retraining. Forstall was also responsible for creating a [software development kit](https://en.wikipedia.org/wiki/Software_development_kit) for programmers to build iPhone apps, as well as an [App Store](https://en.wikipedia.org/wiki/App_Store_(iOS)) within [iTunes](https://en.wikipedia.org/wiki/ITunes).