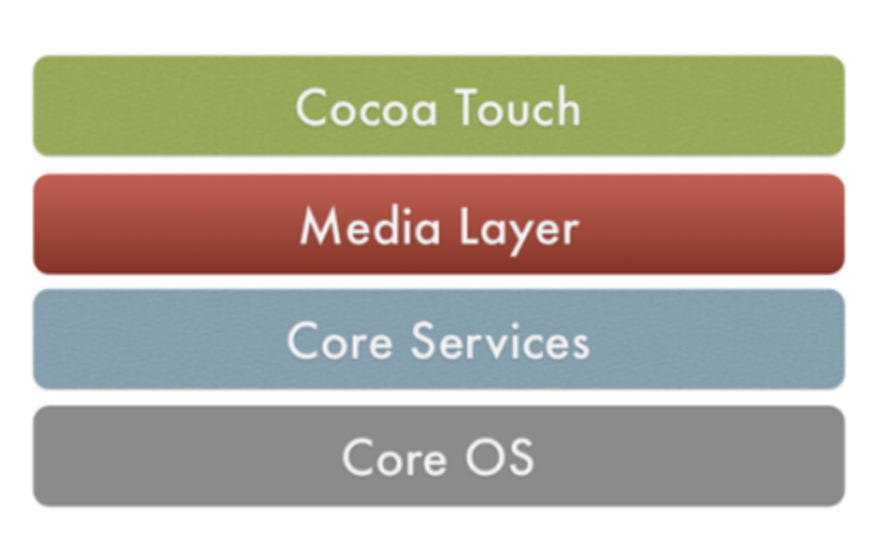
Public api: <https://github.com/public-apis/public-apis>

Ios patern designs: <https://viblo.asia/p/ios-architecture-patterns-mvc-mvp-mvvm-ban-da-hieu-ro-chua-bWrZnPyO5xw>

I. IOS application architecture:



**Core OS includes:**

* Core Bluetooth Framework.
* Accelerate Framework.
* External Accessory Framework.
* Security Services framework.
* Local Authentication framework

**Core Service includes:**

- ****Address book framework****– Gives programmatic access to a contacts database of user

- ****Cloud Kit framework****– Gives a medium for moving data between your app and iCloud

- ****Core data Framework –**** Technology for managing the data model of a Model View Controller app

- ****Core Foundation framework –**** Interfaces that give fundamental data management and service features for iOS apps

- ****Core Location framework –**** Gives location and heading information to apps

- ****Core Motion Framework –**** Access all motion-based data available on a device. Using this core motion framework Accelerometer based information can be accessed

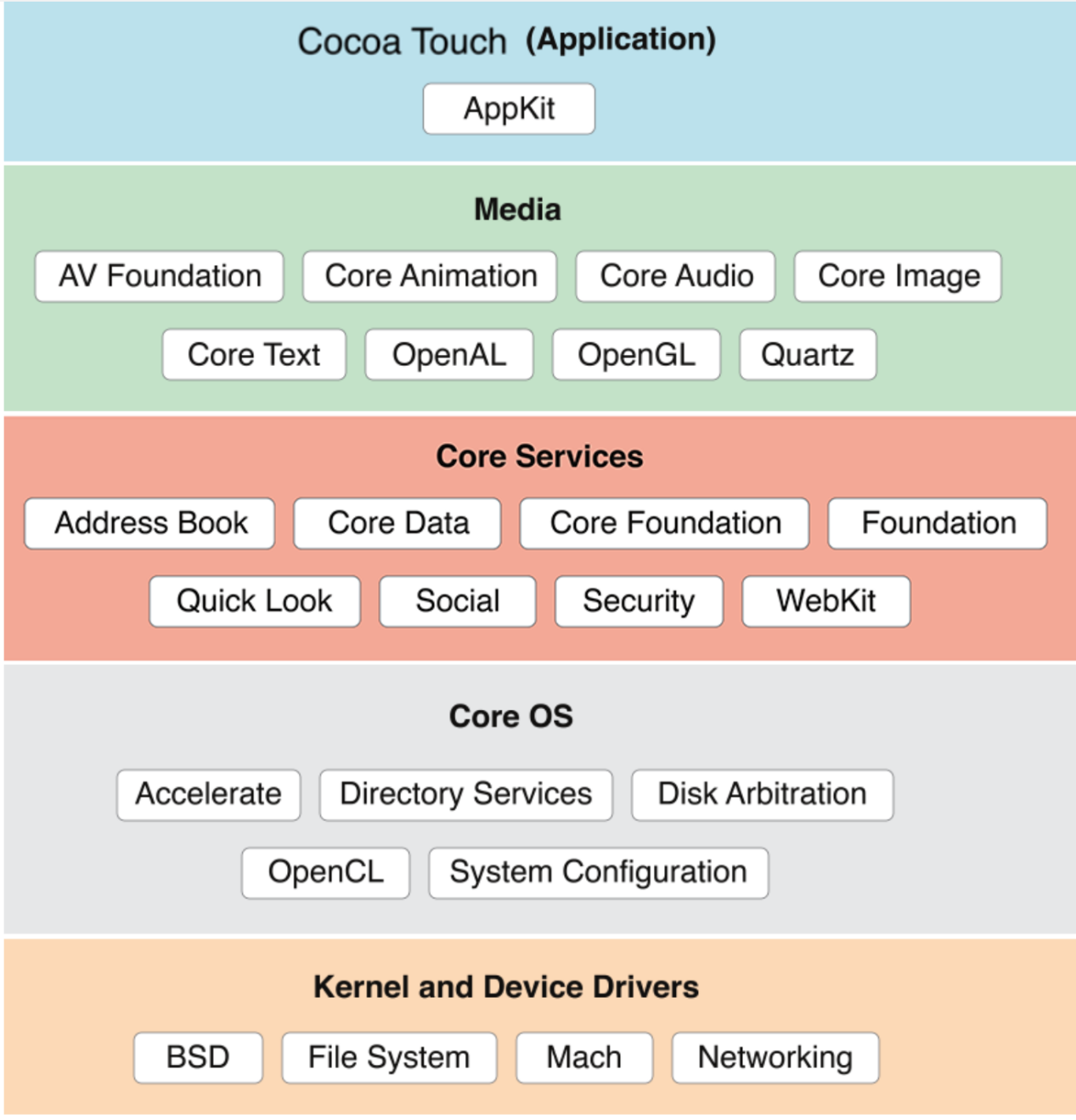
- ****Foundation Framework –**** Objective C covers too many of the features found in the Core Foundation framework

- ****Healthkit framework –**** New framework for handling health-related information of the user

- ****Homekit framework –**** A new framework for talking with and controlling connected devices in a user’s home

- ****Social framework –**** Simple interface for accessing the user’s social media accounts

- ****StoreKit framework –**** Gives support for the buying of content and services from inside your iOS apps, a feature is known as In-App Purchase



3. Media layer:

*Graphics Framework:*

- UIKit graphics: use for support designing images and use for animating contents of your view.

- Core graphic framework: is drawing engine for ios apps, customs 2D vector and image-based rendering.

- Core animation: technique for optimizing animation in ios apps.

- Core image: support for video and motionless image.

- OpenGL and GLKit: manager 2D, 3D rendering by hardware-accelerated interfaces

*Audio Framework:*

- Media player framework:

- AV Foundation: handling recording and playback of video and audio.

- Open AL: technology for audio.

*Video Framework:*

- AV Kit: presenting video

- AV Foundation: playback and record video

- Core media:

1. Cocoa Touch: