Apps

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History of Apps

In the 1980s, well before the Iphone was even invented, Steve Jobs knew what the future had in store. He predicted a future where software could easily be downloaded from one device to another. Some of the earliest apps were developed by Apple for his Newton MessagePad. These apps included email, web, calendar, and address book. The first ever smartphone was later developed by IBM and was called the Simon Personal Communicator. This also included built in applications such as web and email. It wasn’t until a few years later that the first mobile game was developed by snake on the Nokia 6110 in 1997. This paved the way for the future of mobile gaming. It took another 10 years before mobile games were a commonality in the app space. In June 2007 Apple announced that third party developers could create web applications for their upcoming Iphone. One month later they released their first smartphone and forever changed how apps would be used. One year later, In July 2008 the App Store was launched by Apple with over 552 apps. It only took one week for the app store to have over 10 million downloads. It wasn’t until October of 2008 when the Android market was released, creating competition with the app store. After Android released their store, they quickly became a very popular download site for android users. Today there are around 4 million apps between both the App Store and the Google Play store.

Ebook Apps

As the internet was rapidly changing, publishers realized that some of their content was being exploited through the internet and being used for free. To change this, they realized that there is a lot of money to be made through selling their ebooks on apps in the app store. Since then, ebook apps have been popping left and right to allow for a more enjoyable ebook experience. Today there are hundreds of different ebook applications widely available for all the book readers out there.

Works Cited

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