

Assignment 6 – Part 2 (Questions)

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Q1. What are three (3) differences between designing an interface on WP7 and iOS

Ans:

- a. No direct drag and drop feature to display tables (at least using the Toolbox) on WP7. Whereas in Xcode, the object library is better and provides for many different functionalities as compared to windows phone programming.
- b. Double clicking a text label or button does not allow changing “text” in WP7 instead it navigates to the ClickedEventHandler function if applicable. In Xcode you can change the text of any button or label from the view itself by a simple double click. This functionality is very handy when doing a lot of User Interface work.
- c. The best part of the Windows Phone keypad is it automatically goes away when clicked at a different place or the text bar scrolls upward if the keypad is going to hide the text bar. In Xcode we have to write code for it, the UI does not handle it automatically.
- d. Designing an interface in WP7 is theme-based where the background color “black” or other colors are used by the theme of the Windows Phone set by the user. Xcode does not follow this theme based, the application is purely based on the developer where he decides how the views will look like, their color extra. This difference is based on a simple application we tried to create in both the Xcode as well as Windows Phone SDK.
- e. Switching between different “pages” on WP7 are linear based, while on iOS different “views” can either be modally pushed or navigation controller based.

Q2. What are three (3) reasons to develop for WP7 instead of iOS, or vice versa?

Ans:

- a. iOS app market is well established and the number of users using the device is much larger than the Windows Phone so the scope of iOS app development is better in terms of user acceptance and getting feedback from users at the same time.
- b. As Windows development is still a new thing, the large amount iOS developer base support from forums and communities giving better results in terms of error solving and debugging where we can search for, like StackOverflow etc.
- c. While developing the iPhone applications as a developer you do not have to take care about different phone manufactures or different phone types and screen sizes, which now after the iPhone5 launch you need to do so but it is still an extra 1 and also for an iPad if you are building one for it. But in Windows phone programming you have to make sure your application works

and displays things properly in all the different manufacture devices currently installing windows phone OS which becomes a tedious job and a lot of coding changes are required.

Q3. Which platform do you like more? Why?

Ans:

The platform which I like is the iOS platform rather than other platforms.

Firstly, the main reason is being an avid iOS users we find it much easier to develop applications as we are aware of the user-experience expected and as we are much familiar with the device functionality.

The iOS platform is relatively more stable as it has been in the market from a quite long time and the developers have eliminated majority of problems pertaining in the design and style iOS apps.

The developer support is extensive as compared to other platform so if there is any error in the iOS platform it gets solved fairly quickly or it has a simple solution to it.