Task 1.1P

Hello Mobile World

1. Designing for Mobile

Three fundamental differences between mobile and PC operating systems are:

1. Telephony
    Smartphones by definition **must** be ready to accept an incoming phone call at a moment's notice, thus their apps must be able to handle being interrupted as they're less of a priority. This is a non-issue for PCs, which normally cannot take calls in the first place.
2. Hardware restrictions
    Smartphones are almost entirely used on battery, so preserving battery life must be considered. By contrast, this is another non-issue with Desktop computers and only a minor one with Laptops (where charging while in used is only a mild inconvenience.)
3. Aggressive Memory Allocation / Deallocation
    Smartphones have a very limited amount of processing power compared to the typical PC. Therefore, only the most recent two or three apps can be used, and memory hogs are likely to be deallocated. PCs on the other hand often have power to spare, so you can have many programs running at once.

2. My Own App

[Submitted Separately]