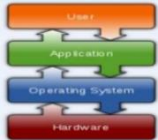


Unit 1 Introduction

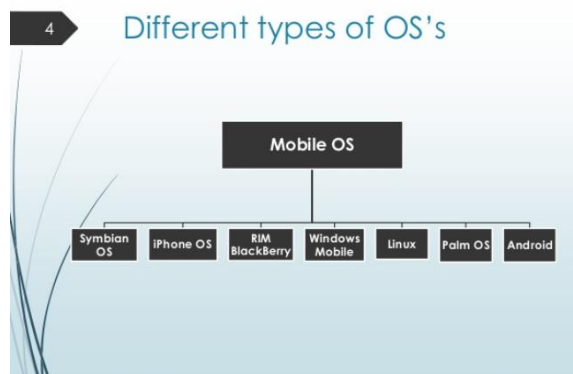
1. Introduction to mobile devices and mobile platforms:

3 Introduction

- An operating system (OS) is an interface between hardware and user. It manages hardware and software resources of the system.
- An operating system which controls mobile devices is called Mobile OS. They are simple and deal with the wireless versions of broadband and local connectivity.



```
graph TD; User[User] <--> Application[Application]; Application <--> OS[Operating System]; OS <--> Hardware[Hardware];
```

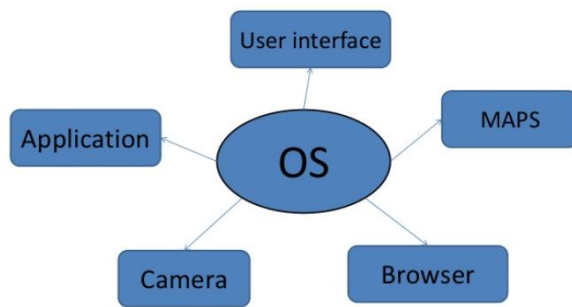


Historical Development

- 1973 – First mobile phone device by Motorola
- 1978 – Advanced Mobile Phone System (1G)
- 1990 – GSM standard (2G)
- 1993 – First smartphone by IBM with touch screen
- 1996 – Windows CE Handheld device
- 1998 – Psion Company develops Symbian
- 1999 – First Nokia phone with Symbian S40 (7110)
- 2002 – First smartphone by BlackBerry
- 2002 – 3G telecommunication technology
- 2007 – Apple iPhone with iOS introduced
- 2008 – Android 1.0 with the HTC Dream
- 2010 – Microsoft launches Windows Phone OS
- 2011 – MeeGo first Linux mobile by Nokia, Intel and Linux Foundation



What OS Do?



User Interface

- Your app's user interface is everything that the user can see and interact with.

[Clip slide](#)

Comparison of user interface

Android	windows	Iphone
<ul style="list-style-type: none"> • variety of pre-build UI • dialogs, notifications, and menus. 	<ul style="list-style-type: none"> • concept of live tiles • background colors and accent colors 	<ul style="list-style-type: none"> • keeping things simple. • has added better functionality

Comparison of Camera Performance

Android Jelly Bean	Windows OS 8	iOS 6
<ul style="list-style-type: none"> • Highly customizable. • Editing and deleting images simpler and faster. 	<ul style="list-style-type: none"> • Simple, sleek and easy-to-use • Pure View technology • this app is extremely powerful and effective. 	<ul style="list-style-type: none"> • best camera software • all setting are automatically set • It's the perfect camera for the average user.

Comparison of Map Performance

Android Jelly Bean	Windows OS 8	iOS 6
<ul style="list-style-type: none"> • Best mapping system. • Indoor mapping, 3D MAPS and street view. 	<ul style="list-style-type: none"> • Navtek Traffic service. • Nokia City Lens. 	<ul style="list-style-type: none"> • own mapping system. • Integrated with Yelp and Siri. • Best 3D mapping
		

Comparison of Browser Compatibility

Android Jelly Bean	Windows OS 8	iOS 6
<ul style="list-style-type: none"> • browsing and security features. • syncing facilities 	<ul style="list-style-type: none"> • smart and highly secure IE 10 browser. • protection, and it provides an amazing mobile browsing experience. 	<ul style="list-style-type: none"> • Safari is one of the best mobile browsers • cloud integration and offline reading.
		

Applications

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Android	Windows OS	IOS
<ul style="list-style-type: none"> • Play store • 7,00,000 + Apps • Most apps are FREE 	<ul style="list-style-type: none"> • Windows phone store • 1,00,000 +apps • 50% free 	<ul style="list-style-type: none"> • Apple apps store • 7,00,000 + apps • Most are free

The key Difference

Android	Windows OS	iOS
<ul style="list-style-type: none"> • Open Source • Java ,C,C++ • Jelly Bean • Galaxy s3,note 2 	<ul style="list-style-type: none"> • Close Source • C,C++ • Windows Phone 8 • HTC 8 S ,Lumia 910 	<ul style="list-style-type: none"> • Close Source • C ,C++ • IOS 6 • Iphone 5

2. Android, Android versions and its feature set, The various Android devices on the market, The Android Market application store

Separate Document 2, Refer that.

3. Android Development Environment - System Requirements, Development environments, Mobile OS architectures of android, iOS and Windows

Separate Document 3, Refer that.

4. Setting up the mobile app development environment along with an AVD(Android Virtual Devices) and help of emulators.

Separate Document 4, Refer that.