Comparing Google’s Android and Apple’s iOS Mobile Software Development Environments

Pitkänen, Panu; Maasalmi, Eero (2008)

Tiivistelmä

Mobile devices have become extremely popular during the past few years. They are used widely in business and everyday life by the young and the elderly. As the mobile devices and their operating systems have developed, the manufacturers have made it possible also for everyday users to create their own applications using specific Software Development Kits. For that reason, it is now common that applications are created not only by third party companies but also by everyone interested in the matter.

The mobile business has come to a point where there are a few big companies responsible for developing the operating systems used by most hardware manufacturers. Of all the operating systems, there are two which have grown their market share during the past few years: Apple’s iOS and Google’s Android. The purpose of this thesis was to compare the two, finding out how easy they are to take into use, and to develop and publish applications with.

The study was carried out as an empirical research. The research was made on both operating systems and the SDKs. Based on that knowledge, applications were created and published for both systems. The basic outline of the study was installing and working with both SDKs, developing and

Avaa tiedosto

Maasalmi_Eero_Pitkanen_Panu.pdf (4.991Mt)

Lataukset:
Although Google has switched over to the more efficient environment, Android Studio is still the least mature mobile app development tool among other IDEs. According to Strategy Analytics, Android Studio is lacking in all 5 areas. Those are:

- In summer 2015, Apple ceased its separate developer programs for iOS and Mac which had required buying two separate licenses to publish mobile and desktop applications across company's distribution platforms. It now has a combined Apple Developer Program instead. Along with this, Apple also abolished the requirement to register as a developer to test a beta version of a product. We tried to reveal the difference between iOS and Android app development. I assume that those were the basic ones of them.

The objectives of this study were achieved as planned: both SDKs were successfully installed, four applications were created altogether, an estimation of costs was made and overall experience of both systems was gained.