

# What is a mobile device?

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# Mobile device?

## Just a «mini computer»


## «mini»= «embedded system»

 Main impact are resources

## Reactive system

 User-interface centered

## Smartphone or tablet?

 NO difference but the size of the screen

- ▶ **Dedicated mechanisms**
- ▶ **Appropriate use of the screen size**





# Hardware

## Processor

- ARM (low consumption)

## Disk

- Flash memory

## Power

- Battery

## Memory

- Classical RAM

## Peripheral

- Screen, cameras, Sensors, Network controllers, etc.



Image : IFIXIT



# iOS versus Android?



## Similar principles

- Java versus Objective-C/Swift
- Eclipse plug-in/Android-Studio versus Xcode
- Patents everywhere



## Who copied who?

- 08/2005 (buy of Android Inc.)
- 01/2007 iPhone (announce)
- 09/2007 iPod Touch
- 11/2007 Consortium Open Handset Alliance
- 03/2008 Xcode/SDK «iPhone OS» (beta)
- 12/2008 Android SDK
- 05/2012 Windows 8



**Difficult to state...**  
Many trials / depends on what is considered



# As a conclusion...

## The ecosystem is crucial

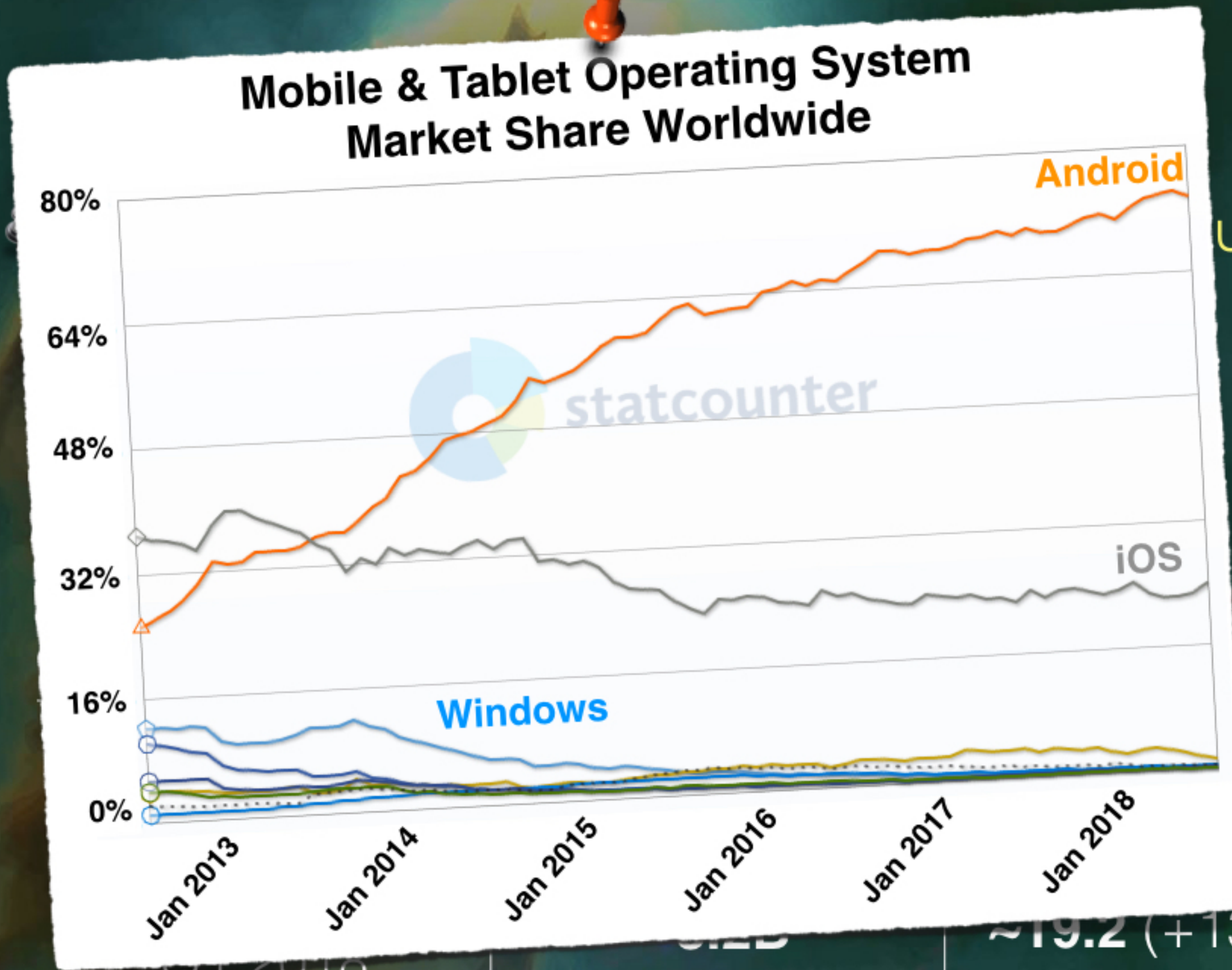
- Numbers of customers and developers? numbers of applications?
  - ▶ Attract developers
  - ▶ Create new usages (professionals or leisure)

	Apple	Google
# Applications <sup>(1)</sup>	~ <b>2M</b> (Q1 2018)	~ <b>3.6M</b> (Q1 2018)
Downloads <sup>(2)</sup> Q1 2018	~ <b>8.2B</b>	~ <b>19.2</b> (+135%)
Revenues <sup>(2)</sup>	~ <b>\$ 12B</b> (+85%)	~ <b>\$ 6,5B</b>

(1) source: Statista — (2) source : techcrunch (based on Appannie) — (3) source: statcounter



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