Comparison between android and ios ppt

Developing an application is a complex and challenging task. It is growing rapidly thanks to the penetration of mobile phones, popularity among end users and changing business needs. According to the Statista survey, the number of smartphone users is projected to reach more than 2.53 billion in 2018. The number of mobile phone users in the world is expected to reach the five billion mark by 2019. In this article, we compare the difference between developing Android and iOS apps in 10 categories to understand major changes and identify a more appropriate OS platform to create an app for your business. So let's dive into: 1. Java development language applies to Android-based apps when creating. It takes a lot of code to be written. Swift's brand-new language was designed to develop iOS-based apps. Coding on Swift is much faster than Java. Java engineers need much more time for code than Swift. Swift first appeared in 2014, and apps are building faster because of writing smaller code. There is a potential alternative to the Java coding language - Kotlin, which is fully compatible with Java. It was designed as an improvement on the Java language: intuitive, easy to use. Moreover, Kotlin is now considered the main language for creating an Android app. 2. Integrated Accessibility of the Development Environment (IDE) Initially, engineers used the Eclipse tool as an environment to develop applications supported by Google. Then Google released Studio, and all the engineers started using it thanks to their excellent features: cross-platform, plain packaging, a huge amount of functionality and excellent debugging. iOS developers use XCode to develop Apple-supported iOS apps. It's an incredibly productive environment to create amazing apps for Mac/iPhone/iPad devices. It also has the ability to figure out errors/errors in syntax and logic and even get the code fixed. 3. Design Philosophy Below you can read about the design principles that need to be considered when designing an application: screen sizes and resolutions. Apple-backed iOS devices have two screen sizes (iPhone/iPad) with more than three possible iPhone resolutions and several for iPad. The iPhone 4 resolution is also used for iPad. Meanwhile, Google-backed hardware, which runs on Android, has a large number of screen sizes, which respectively lead to a wide range of screen permissions. Navigation. The navigation bar on Android-powered devices is left, while iOS one shifts to the top. Android-based prefers colorful icons while iOS keeps its navigation icons blue or gray by default. Menu. Google-backed people prefer to have a drawer menu or side/hamburger menu, which is usually placed on the left after the click and pull gesture, while iOS prioritizes its tab bar, which is usually placed at the bottom with relatively easier access to hidden menu icons. The hamburger menu is also widely widely for iOS-based devices, but must be configured. Alerts and pop-ups. These tabs suddenly appear and require swift action. So there are some minor differences in alerts and pop-ups. Android users should submit an action to avoid alerts by clicking the Agree/Disagree or Don't Let/Good for Apple-supported users. There are two types of alerts for iOS-powered devices - alert and action sheet. They are similar to each other, and their functionality is the same, but if more than two actions are required (including Cancel), a set of actions is applied. The Back button. The Apple-backed platform doesn't have a real Back button, while Google is supported so that users can return to a previous page previously opened. But iPhone users can use the top left button to return to previous screens in hierarchical order without moving around the app. Demographic audience statistics can give more useful information about users who use Android/iOS powered gear. This is the true north where an investigation should be launched. The Google-backed platform currently occupies the largest global share of the platform. Apple users are usually women, 35 years old, who work in the media/marketing/business industry, their average annual income is $200K. Android users are men, 18-34 years old, working in it/Energy-Utilities, their average annual income is $50K $100K. Let's look at the following factor, which most audience considers to be the deciding factor when choosing an OS platform to create an application. Apple users are mostly focused on shopping, while Android users rely predominantly on ad-enabled apps. Downloads worldwide at No.3 2017 Downloads in two major stores, the Apple Store and Google Play, have reached nearly 26 billion worldwide. Revenue of the app reached a record of more than $16 billion. Meanwhile, iOS device download growth grew by 8% compared to the previous quarter. Worldwide, gross consumer spending on Store No. 3 2017 Worldwide consumer spending is also still growing. In the third quarter of 2016, revenue from Android-based apps and apps in the Apple Store combined reached more than $16 billion, up 28 percent from a year earlier. In the third quarter of 2017, consumer spending on iOS is almost twice as much as in Google Play. But both stores have hit record levels of consumer spending, with year-on-year growth of more than 25 percent. 6. developing the difference between iOS and Android in coding languages is not as complex as OS fragmentation. Apple has a limited number of devices (iPhone/iPod/iPad) that run iOS, while Android devices have a wide range of systems running on devices. As a result, creating Gear-based Android is more complex, slower due to a wide range of operating systems like how iOS-based gears with a narrow OS range. Android gears also have a wide range of different screen sizes. This should be taken into account when developing. The same can be said for systems that work on devices that should be considered when building a mobile app. 7. Development speed According to the paragraph above, Android-based platform creation is more time consuming and slow in terms of OS fragmentation. Engineers need 30-40% more time to create an Android-based mobile app, unlike an iOS app. This is despite the not-so-complex Java/Kotlin languages. 8. Development cost To determine how much it costs to make an application based on business requirements and needs, first, you need to make a decision on the platform, select a development team and ask for an approximate estimate. Keep in mind that the cost of developing an application depends on the time spent on its creation. The truth is that the more time an application needs, the more it costs. We encourage you to read how much it costs to create an app like Uber or SnapChat. These articles will help you understand how this is usually done. 9. The speed of deployment of the Android-based application process to be released on Google Play takes less time compared to an iOS-based app to get into the Apple Store. The reason is that Android apps are tested using automated tests, while iOS apps require personal experts to be screened (an average of 7 days). Google allows developers to handle some bugs, multiple versions that will be presented throughout the day. Android engineers should be careful not to publish the bug app, while there is a risk for the iOS app to be rejected after waiting for a response from experts for so long. 10. Operating systems share the market used on various devices such as smartphones, PDA, tablets, etc. So they allow these devices to run applications and programs, allowing the use of advanced features for mobile devices. Supported by Google Android, Apple-backed iOS are widespread operating systems (OS) in the smartphone industry. In 2016 alone, nearly 1.5 billion Android or iOS-based phones were sold to end users worldwide. Statistics show the share of the global market, leaving the leading OS smartphones, in terms of sales of end users. In the first quarter of 2017, 86.1% of the phones sold to the end users were android-powered. Choosing a platform to develop: Android-iOS Let's delve into the key takeaway differences between iOS and Android: Start developing iOS-based apps easier from the point of view faster market access and more revenue through the lower cost of iOS-based transmission development. Another important reason for using the iOS platform at first glance is a significant learning curve. Android app development is potentially less profitable and more complex depending on OS fragmentation. Os. Your audience is mostly in emerging markets, it makes sense to start with an Android app as they tend to visit app stores more often. If your company is a startup, and then iOS is the best place to start: iOS brings more influencers and PR, a lot more clicks for your app. You can also convert iOS into an Android app to reach a new market segment. Below you can see a table that shows the difference between developing apps for Android and iOS: Key aspects of the iOS Android platform based on the development language of the Swift Java platform, Kotlin Integrated Development Environment Xcode Android Studio Target Audience More Valuable Less Valuable Design Philosophy Flexible Specified Strategies to Monetize Paid or Free Apps Paid or Freemium Application Development Complexity Medium High Development Time depends on the complexity of Development Cost Available 2-3x Cost of Developing App Store Adoption / Speed Deployment Long Review App (7 Days on Average) Short app reviews process there are some aspects that you should pay attention to. We looked at key aspects to outline the difference between Android and iOS platforms. The most important part is analyzing the components that differentiate these two platforms and keep them in mind when thinking about an application for your business. The DDI development team has solid technical experience in creating effective and successful applications that have been released in app stores. If you have any questions, feel free to contact our company for more information on this topic or for help in turning your ideas into real mobile apps. comparison between ios and android ppt