Develop apps for ios and android

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If only 100 people lived on Earth, 76 of them would be using Android and 20 – iOS (let's ignore those 4 eccentric individuals with Windows and BlackBerry smartphones). However, considering only Us users, the paradigm shifts: Now, that hundred to 65 people are iOS fans. The popularity of the operating system in a given area is one of the many factors that goes into deciding which platform to choose for your mobile app. Ideally, we definitely want to create apps that give all mobile users access regardless of their principles, brand loyalty or even financial situation. But, when it comes to native development, you usually have to start with one. Join us for android mobile development review and find out what benefits and challenges await you when choosing Google on Apple. Let's start. HistoryDo of Android do you remember the pre-smartphone era? We expect you don't need a time machine to remember what mobility was like in 2006. Back then, Windows, Symbian, and BlackBerry were slowly supplying the mobile market with the so-called Pocket Personal Computer – Clunky, Ugly, enabled with a physical QWERTY keyboard and sometimes even a stylus. You may have had one of those. Early smartphones focused strictly on productivity. As a result, there was a problem that plagued the minds of hardware and software providers: How to fit more into this little device?. They were doing quite well. We had features of Twitter and email, internet browser, Microsoft Word and many more work, but websites were not responsive, mobile internet was slow, and people still sat on their full-size PCs for a task that took more than five minutes. Basically, with the independence of developers- the utility was not considered at all. It was a restrictive world to work in. HTC Dream is running on Android 1.6, 2008 When the first Android device, the T-Mobile G1 (aka HTC Dream), entered the market, the world wasn't even used to touch the screen. But the first consumer Android phone already had Google Services integration, built-in GPS, web page zooming, and an early Android market (with only 35 apps). Google and Android, inc. creator Andy Rubin looked at the future of software and mobile devices in the Internet — they planned to create and freely deliver services that will connect people to the web and enter the new generation of mobile devices. Android Development Starter Packageative Development for Android devices includes this basic toolset: an SDK, IDE, programming languages, libraries and plugins. Let's see which products you can use to create your own technical stack. Software Development Kit. The SDK is a bundle of tools that include an executed program. Contains documentation, debuggers, emulators, frameworks, libraries, profiler and more are. Android SDK is already included in Android Studio, but if you want Use another IDE, you can download it separately at the bottom of the linked page. Editors and IDEs. In theory, you can write android apps in a regular text editor or command line, but the general approach is using an integrated development environment. This tool integrates all SDK devices and helps manage them more easily and in a more user-friendly way. Android Studio is the official Android IDE, but other options are also popular. Eclipse Studio's predecessors can use plugins to expand code to more languages. Intellige Idea is a paid but highly customizable option. Programming languages. Java and Kotlin are listed as official languages for Android programming, but there are options. You can also use C and C++ using the Android Native Development Kit - tools to implement parts of the app already written in native code. There are also third-party tools that allow you to create native Android apps using your favorite languages such as Ruboto (Ruby) or Kiwi (Python). Just remember that any unauthorized solution will lag behind in case of updates. Libraries. Software developers use libraries for all kinds of tasks. They are snippets of pre-written code that automate a coder's job and eliminate the need to replicate the wheel. The Android community is generous about such free solutions. The most popular among them include Jesson to sort and insensitive Java objects to communicate with API, retrofit for API organization and eventbus for easy communication between different app elements. To configure all these settings and organize the process of adding external libraries, developers use a tool called Gradle.Plugins. While libraries are used to automate project tasks, plugins are created for the promotion of each software tool, which in our case is an IDE. We can't possibly list all of them, so visit this collection of Android Studio plugins and BestPlugins.com.If you're looking for more complex solutions to improve your coding experience, visit this popular article for the top 20 tools for Android development. When talking about Android development professionals when Android does well, you can't avoid comparisons with your partner at Duopoly - Apple. Let's analyze how beneficial it is for Android developers and where it beats or ties with iOS. + Simple app acceptance processApple App Store is considered very selective about its published apps. Sharing similar guidelines, Google and Apple have a different approach towards quality assurance. The App Store's approval process can be tedious and demanding, but the Google review system is in favor of almost everyone, as long as you use its core content policies Do not. However, Apple evaluates apps more vigorously - there are bugs, crashes, UI discrepancies and broken links the system won't accept your app. The same goes Rather subjective criteria – no sustainable value – where your niche or content-weak app will be judged by the utility. While careful reviews are not inherently bad, they mean developers should spend thousands of dollars with the risk of being denied by the platform first. Google's openness to new content allows you to collect feedback or release an early version of your app to give your Kickstarter audience a peek. + Hardware Independence Among the things you need to develop Android apps, hardware will be your least concerned. Android development is conducted on Java which makes the process a cross-platform. Android Studio, Eclipse, Intellige Idea, Fabric and many more Android development tools can be used and downloaded on Windows, Mac OS and Linux. Building iOS apps requires using a Mac or virtual machine. + Android as Java and Kotlin programming languages has two officially supported programming languages - Java and Kotlin. The first two have already been beloved language for decades and named the 5th most popular technology in 2018. Java is an object-oriented, cross-platform language that is used everywhere, from fintech startups to data analytics initiatives. Web, desktop, mobile, IoT products - all the pros and cons which can be powered by Java we have recently explored in a separate blog post. The popularity of Java will allow you to easily find skilled Android developers on the market or even within your technical team. As for Kotlin, this is another high-praise technology. It's not really a language, but likes a new coding approach based on Java. It takes all the complexity and vocabulary from Java and makes the entire app writing process faster and more enjoyable. Any Java developer can master Kotlin in no time, but this is not necessary unless you have a little extra time to invest in a new process. Another good thing is that Jotlin and Kava (see what we did here?) are completely interoperabla and can be used freely at the same time. Introducing Kotlin (Google I/O'17) It makes sense to mention that Java and Kotlin are not only official – though authoritative – options. For example, Android Studio also supports C and C++. Both of which are more complex than Java, but may work in some cases such as gaming apps. Also, if we consider cross-platform tools, the language pool is even bigger – Xamarin has C#, JavaScript in PhoneGap, and dart in flutter. + Learning Resources If you ever had to deal with any kind of Google documentation, you know what level we're talking about. In addition to the huge amount of information on the web, Google has its own Android Dev training for beginners, experienced engineers and even special cases does what requires deep knowledge. The materials are well structured, enabled with graphics, animations, and and Video, with some interactive exercises. So far, the training includes three streams: native apps with Android Dev Fundamentals, Kotlin Boot Camp, and Flutter. Also, programmers can get the official Google Developers certification. The cost of a one-time exam is $149, it takes 8 hours to finish, and test a person's practical knowledge based on self-study content provided by Google. + Flirt is Google's new free SDK that allows you to write native applications for Android and iOS using a single codebase. While cross-platform tools have been popular on the market for some time, Google offers its take on the growing demand for writing — once-anywhere programming style. Pulsing iOS and Android structure though not without some drawbacks, as we proved in this Xamarin vs Flutter comparison, Pulsation offers some interesting features that make Android development easier and smoother. For example, the tool has a built-in content design library that eliminates the need to write UI code when you simply want to have a standard Google look and feel. It's also fully integrated with Android Studio and Intellige, which allows you to keep working with already knowing and loving devices. And you can also use existing Java code, so your native applications can be easily moved to a pulsing environment. While there are many cross-platform tools out there, Android developers should take a closer look at the flutter and consider what it can bring to the table. +Instant AppsThe 2017 Android Developer Conference was full of innovations. Apart from Kotlin, Google introduced instant apps - native applications that can be launched directly from Google Play without downloading. Similar to progressive web apps, these are fast, readily available and engaging applications that can give users access to the limited functionality of full service or give users a preview of the paid app. How instant apps appear to users Source: What is android developers so good about instant apps? Those apps are a positive answer to fatigue, they increase engagement and users don't spend anything they are easily shareable and can be launched via links that provide another entry point for users, instant apps have no limits. By tapping the Try Now button on the store page, users can sign up, make purchases, and access all content – only publishers can set limits. The building process is also easy – you write a regular app as you normally do and do just a few configurations to adjust the user experience during publication. + More from mobile app solutions If you've read our introduction to VR development, you'll remember that building virtual apps isn't always an ordeal. Google, crown prince of mobile VR, already has two headsets - cheap cardboard Serious dream, and, and, In a truly ecosystem way, you can develop apps for these devices using the same Android Studio and Android SDK. The only addition will be the Google VR SDK, but considering the tech stack for other devices, it is definitely the most accessible one for experienced Android programmers. The publishing platform for VR apps is also the same - you can upload the release-ready APK to Google Play or discover it on the Daydream app. Daydream VR interface and Android development doesn't stop there. The technology allows you to use the same toolset to build applications for a variety of products. This ecosystem includes: Android TV. It is the Android version that serves as an entertainment platform built into multiple TV and streaming video devices. Apart from working as any other smart TV with integrated YouTube and Netflix, Android TV also has a built-in Google Assistant, curated video content, Google Play apps, voice search and more. By developing the app for large TV screens, you can not only provide your users with another platform to interact with your product but also expand the functionality of the service. OS Wear Wearable Android apps have been developed using the same Android SDK run on smartwatches like Asus, Huawei, LG, Samsung, Sony etc. With knowledge in developing mobile Android apps, programmers can build wearable software and see faces – dynamic screens that include relevant information such as animations and smartphone widgets. Android Auto. This marriage of classic GPS navigators and Google services allows developers to access users' cars through specific APIs – as a user interface on the Dash console. Currently, the service only supports audio and messaging apps but it is expected that soon the platform will pave the way for more connectivity with access to the vehicle's sensors and data. Android things. The platform allows engineers to create applications for low-power internet-of-things devices such as cameras or smart speakers. Providers like JBL, Lenovo and LG have developed their products using the cheese system. Chrome OS device. Any Android app can be optimized for use on Chromebooks, which are the first and only tools to work on Chrome OS. Although the overall logic and interface are the same, certain aspects such as resizable and free-form app windows should be rewritten. You can also customize your apps to make sure the content looks organic on a large screen and can also change the interface orientation. Cons of Android Development You will soon see that the main challenges with Android development come to some of its features that can also be considered advantages. Let's see what they are. - Many research habits to spend Android users Apple users spend more on their apps than Android amateurs. Statista claims app store takes more than 60 percent of all While spending, Google Play lags behind with little more than 30 percent. The staggering difference between app downloads and consumer app spending source: Statiston is not only related to app downloads, but also makes in-app purchases. This can lead to one or several of the following: a strong number of Google Play apps leads to a long list of options for payment or freemium programs. Users can simply find more free apps similar to paid On Android and iOS share different demographics. Most Apple fans are located in North America, Australia and Northern Europe, while Android is popular in low-income countries during its long acceptance process, Apple mourns apps with poor user experience. Therefore, more quality apps access the App Store Top charts android apps that inspire users to pay upups can suffer from bugs due to large numbers of older operating systems and active users on the market. Developers have to spend more time testing apps well on all models, which is often impossible. We will talk about it further. For the developer, this means that you have to look for additional app monetization methods that are not based on traditional app purchases. And since we're talking about competitors, Google Play isn't the only store delivering Android apps. The Amazon App Store allows you to share the same app for Kindle Fire Tablet and Fire TV and currently has about 400k available apps in the platform. Besides, there is also the Samsung Galaxy Apps Shop which offers special discounts for Galaxy smartphone owners. If you're planning to cover the full mobile market, it makes sense for research delivery on these and other platforms. - Security Although the open-source nature of Android is a blessing for developers, it can also be a curse. While malware and hacks target millions of Android users almost weekly, Google quickly releases security patches. Unfortunately, most people fail to update their phones regularly. This means that app developers often have to take care of user data by conducting complex encryption, including additional security features, or completely avoiding personal data input. - OS adoption fragmentation for Android is a big, rough choice. The range of operating systems is large and one of the challenges related to app optimization. According to Google's own 2018 report, most Android devices are still running on Lollipop, Marshmallow and Nougat - operating systems from 2014, 2015 and 2016 respectively. The most popular Android OS versionanather differentiation problem comes from various OEMs (original device manufacturers) that make their skins to create devices that run on the same Android version. Not only does it offer another update-staggering layer, but also changes in functionality that affect how your app works at all Sony and Samsung programmers are the biggest offenders known to cause complications. - Device fragmentation can be large number of mobile manufacturers but it is still manageable compared to the number of devices released by these providers – each with its own screen size, sensors, performance issues, and graphics drivers. In the official documentation for content design, Google shares a long list of Android (and iOS) devices with corresponding screen dimensions and resolutions. Spoiler: It's much bigger than Apple's line of 14 devices. Screen size created in Fragment Map 2015 Source: OpenSignalProduct owners have two solutions in the device fragmentation issue: either limiting the number of supported devices and systems to a manageable maximum or reducing the quality of the app if advanced sensors or other functionality are not supported by older devices. However, this does not make development and testing efforts easy. - Before the copyright problem we made it point that Google takes less time to check and accept apps in Google Play, which means you can issue your MVP's path easier than the App Store. However, there is another side to this advantage. First, Google doesn't completely check patents or copyrights which means you can inadvertently post a program that includes features or content already used in another product. Second, when Google Play repeats your unique solutions, you may be suffering from copyright infringement. The final wordOften, technology, platform, or choice of a device doesn't even come down to development challenges. From a marketing point of view, you'll need to look at demographics first, which don't play in favor of Android in the US. However, there's no point releasing half-ready apps for iOS as well, which is why Android is an ideal place to test your beta product version, MVP, or even a high fidelity prototype. If you like freedom, openness and more free possibilities, at least from the beginning, Android is also a way to go. And if all fails, consider the cross-platform approach. Originally published on AltexSoft Tech Blog subscribe to Get your daily round-ups of good and bad top tech stories of Android app development! Stories!

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