

УДК 621.326

Ільчишин Р. – ст. гр. СН-21

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## **MOBILE OPERATING SYSTEMS**

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A mobile operating system, also referred to as mobile OS, is the operating system that operates a smartphone, tablet, PDA, or other digital mobile devices. Modern mobile operating systems combine the features of a personal computer operating system with touchscreen, cellular, Bluetooth, WiFi, GPS mobile navigation, camera etc.

Of course the only mobile OS useless without hardware on which it must be installed.

The first cellular phone to incorporate PDA features was an IBM prototype developed in 1992 and demonstrated that year at the COMDEX computer industry trade show. A refined version of the product was marketed to consumers on 16 August 1994 by BellSouth under the name Simon Personal Communicator.

Years passed and smartphones continually evolved. It would not have been anywhere but in 2005 on the leaders came two OS - Windows Mobile and Symbian. They dominated the market until 2008-2009.

In 2007, Apple Inc. introduced the original iPhone, one of the first mobile phones to use a multi-touch interface. The iPhone was notable for its use of a large touchscreen for direct finger input as its main means of interaction, instead of a stylus, keyboard, and/or keypad as typical for smartphones at the time.

Android is an open-source platform founded in October 2003 by Andy Rubin and backed by Google, along with major hardware and software developers, that form the Open Handset Alliance. The first phone to use Android was the HTC Dream, branded for distribution by T-Mobile as the G1. The software suite included on the phone consists of integration with Google's proprietary applications, such as Maps, Calendar, and Gmail, and a full HTML web browser.

For the first time in several years, 2013 looks set to play host to the launch of numerous compelling new mobile operating systems, at least one of which could have a chance of stealing some market share from the reigning champions Android and iOS. Of course, neither of these will be sweating just yet, but we expect some droplets to be forming on a few foreheads at Microsoft.

From what we've seen of the user interface, it's based around gestures and doesn't require any hardware buttons. Swipes reveal menus and open apps.

When talking about fledgling mobile operating systems, the question, "do we really need another smartphone OS?" is often asked. It's a fair question, as the three we currently use are well-designed, relatively bug-free, regularly updated, and have ever-growing app ecosystems behind them. Therefore, given this huge head start and the financial might behind Android, iOS, and Windows Phone, perhaps a more pertinent question is, "how can any of these succeed?" They will need perseverance, support from developers and networks, dedicated fanbases, and some stellar and/or keenly priced and widely available hardware. Not all of them will make it, but one or two may do some damage. What OS would you put your money on?