

# IST346: Mobile Services

# Mobile Operating Systems

## **Apple iOS**

- iPhone and iPad
- AppStore
- Code written in Objective-C or Swift



## **Google Android**

- Google Phones, Samsung Phones/Tablets and Many More
- Google Play
- Code written in Java



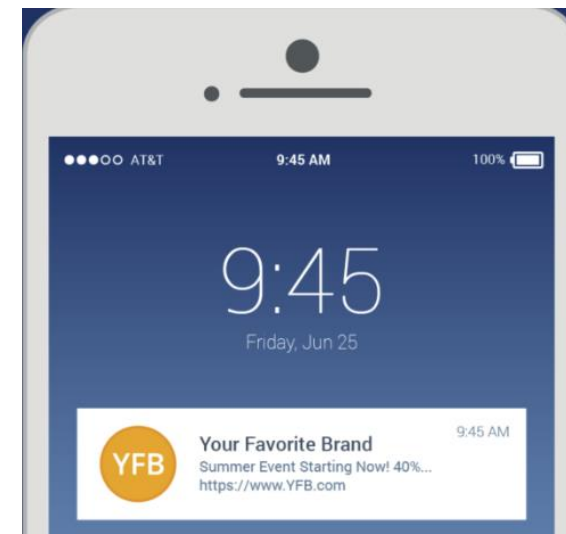
# How is mobile different from web?

- Phones have a browser, but most of our experiences use native apps downloaded from application stores.
- Native offers advantages:
  - Push Notifications
  - Offline data
  - Access to hardware features, camera, microphone, GPS, accelerometer
  - Better performance!!!
- That is true today, but the gap is closing.



# Push Notifications

- Messages that pop up on a mobile device.
- Each mobile operating system, including iOS, Android, Fire OS, Windows, and BlackBerry, has its own OS push notification service (OSPNS).
- **App publisher.** The app publisher enables their app with an OSPNS.
- **Client app.** Installed on your device and receives incoming notifications.
- Not the same as SMS/TXT



# Mobile Apps and Web API's



Weather App  
On Phone

**GET <http://fudweather.com/San+Francisco,CA/current>**

fudweather  
Web API

**Response: Content-Type: application/json**

```
{  
  "temperature" : 19,  
  "conditions" : "partly-cloudy",  
  "tomorrow" : 20  
}
```

The Phone App is responsible for calling the API (requesting content) and drawing the API output on the screen

# Mobile Development

# Developing Mobile Apps

- There are a variety of methods one can choose to make a mobile app.
- **Native** – Write the app in the native language of the mobile operating system
- **Hybrid** – Write the app in an intermediate language which then either compiles to native or
- **Progressive Web App** – Write the app in HTML and JavaScript as you would a website.

# Pros and Cons

Approach	Pros	Cons
Native	<ul style="list-style-type: none"><li>- Best performance</li><li>- Access to all hardware features</li></ul>	<ul style="list-style-type: none"><li>- Different code for each platform iOS/Android</li><li>- Challenging to maintain</li><li>- Different deployment to each app store</li></ul>
Hybrid	<ul style="list-style-type: none"><li>- One programming language for all platforms</li><li>- Access to most hardware features</li><li>- Simplifies deployment to app stores</li></ul>	<ul style="list-style-type: none"><li>- Not suitable performance for some applications</li><li>- Access to “most” hardware features</li></ul>
Progressive Web App	<ul style="list-style-type: none"><li>- Leverage Web development skillsets HTML/ JavaScript</li><li>- No need to deploy to app stores</li></ul>	<ul style="list-style-type: none"><li>- Not suitable performance for some applications</li><li>- Not supported by all platforms</li><li>- Least access to hardware</li></ul>



# Native App Development

- Written in Java on Android and Objective-C / Swift on iOS
- You need a Mac to develop for iOS
- Developer tools like Xcode and Android Studio are used to design the layouts for the application.

# Hybrid-Native App Development

- Hybrid Native allow you to use a single programming language which is transpiled (cross-compiled) into Java on Android and Objective-C on iOS.
- Examples:
  - Xamarian,
  - Unity Gaming Engine
  - Titanium Mobile

# Hybrid App Development

- Hybrid App development uses a single language to target both iOS and Android. The application runs in its original language (typically JavaScript) but is wrapped in a native code shell for deployment in the app stores.
- Layouts are designed in HTML and CSS
- Examples:
  - Cordova / Phonegap
  - Ionic
  - Google Flutter
  - React Native
  - Nativescript

# Progressive Web Apps

- Progressive web apps are written in HTML, CSS, and JavaScript.
- They look like native apps but run in a web browser.
- They have access to most native features like the camera, GPS, and accelerometer.
- They are not deployed to app stores (yet)

Demos: <https://pwa.rocks/>

# Mobile Device Management

# Mobile App Deployment

- Getting apps into the app stores
- Then search the app store for what you want
- And install it
- You know this and it works for consumers.
- How is this done in the enterprise?

# MDM Systems

- Mobile Device Management Systems
- Remotely install apps on devices
- Run separate internal “App Stores”
- Control which apps can be launched / accessed.
- Locate lost devices / Remote Wipe (Erase)
- Examples:
  - IBM Maas 360
  - MDM for Office 365 (Intune)
  - VMWare AirWatch

# Mobile Back-End as a Service (MBaaS)



# Mobile Back Ends



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On Phone

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fudweather  
Web API  
(Mobile Back  
End)

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```

The Mobile Back End contains the Web APIs required by the application and other services like push notifications.



# MBaaS Features

MBaaS can save you significant development and administrative resources in your mobile app initiatives.

- Data storage with Web API's
- Push Notifications
- Auto-Scalability – grows with demand
- Client device analytics and usage statistics
- Handles Identity Management and Social Authentication

# MBaaS Providers

- Microsoft Azure Mobile Services
- Google Firebase
- AWS Mobile
- Apple Cloudkit
- Kinvey