

# Difference between iOS and Android

HW:

Create a pages/pages on your website:

- that describes what is iOS and Android OS
- summaries new features of Android 10 and iOS 13
- provides an overview of iPadOS

You may use the links below or/and find another sources

Optional but recommended:

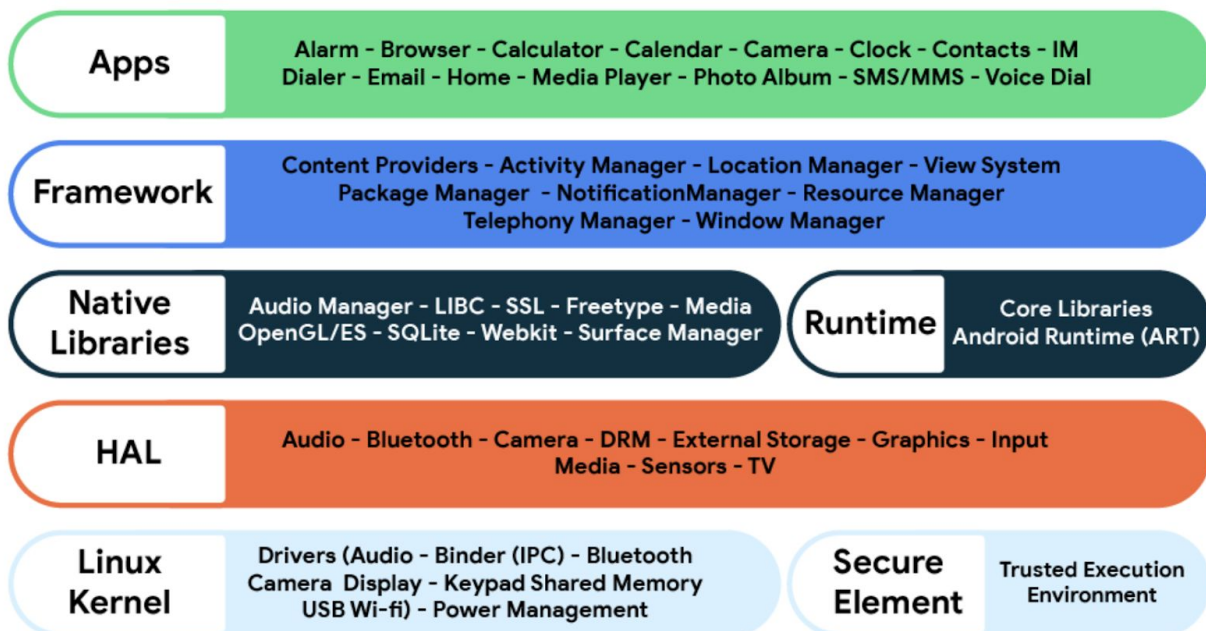
Share one thing about what's new in either OS in your Skype chat.

## Links to slides - Android and iOS:

[Android OS](#) - slides contain links

<https://manifestsecurity.com/android-application-security-part-2/> - good explanation of android architecture; and architecture overview from

<https://source.android.com/devices/architecture>



The picture above from <https://source.android.com/setup>

[iOS](#) - slides contain links

<https://codeingwithios.blogspot.com/2017/09/ios-layered-architecture.html> - good explanation of iOS architecture

### **What's new in Android 10:**

[10 things to know about Android 10](#) - Google Blog post about Android 10

[Android 10 Review](#) - read about changes in permissions

[Android 10](#) - Android.com about Android 10

[Android 10 for Developers](#) - <https://developer.android.com> about what's new for developers

### **What's new in iOS 13 and what is iPadOS:**

<https://developer.apple.com/ios/>

" iOS 13 does not support devices with less than 2 GB of RAM, including the [iPhone 5s](#), [iPod Touch \(6th generation\)](#), and the [iPhone 6 and iPhone 6 Plus](#), which still make up over 10% of all iOS devices"

<https://globalnews.ca/news/5354499/apples-ios-13-update-old-phones-iphone-6s/>

<https://www.forbes.com/sites/gordonkelly/2019/09/21/apple-ios-13-has-25-great-secret-features-iphone-upgrade/#7bof6500e097>

<https://www.apple.com/ipados/features/>

<https://developer.apple.com/ipad/>

"Get a huge head start on creating a native Mac app based on your existing iPad app. **Your Mac and iPad apps share the same project and source code**, so any changes you make translate to both platforms. And your newly created Mac app runs natively, utilizing the same frameworks, resources, and even runtime environment as apps built just for Mac"