WELCOME Mobile Applications Testing



Mobile Ecosystem

Mobile World Statistics

Carriers/Service Providers

Network

Manufactures

Devices

Platforms/OS

Frameworks

API-Apps

Services

FRAMEWORKS : distinguishing features

SOFTWARE FRAMEWORK

Sets of libraries or classes

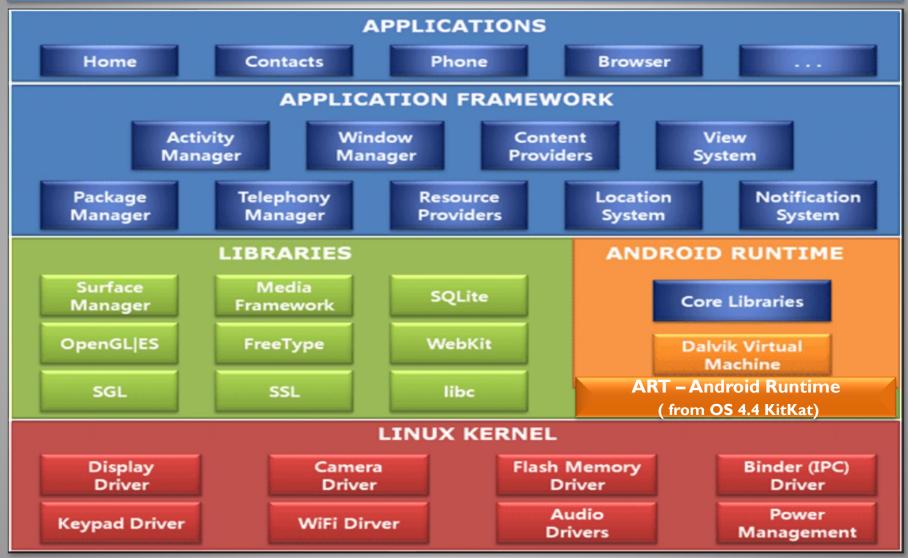
Built-in generic functionalities, Deals with standard lowlevel details

Reusable software environment Working template application Can be modified by writing additional code

FRAMEWORKS: distinguishing features **INVERSION OF** DEFAULT CONTROL BEHAVIOR NON-MODIFIABLE **EXTENSIBILITY FRAMEWORK** CODE

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Platforms / OS : ANDROID ARCHITECTURE

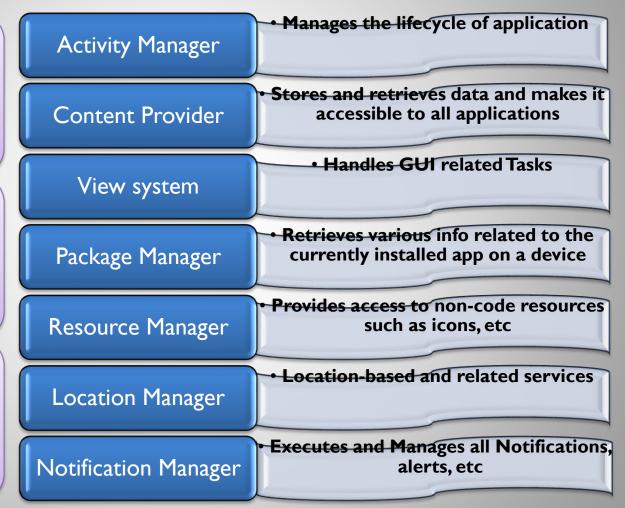


FRAMEWORKS Example -> ANDROID APP

Application Framework sits on top of native libraries, android runtime and Linux kernel.

This framework come preinstalled with high-level building blocks that developers can use to program applications.

RIGHT SIDE → the most important application framework components for our application and Android development in general.



$\frac{\mathsf{FRAMEWORKS}}{\mathsf{Example} \rightarrow \mathsf{Win} \mathsf{CE} \mathsf{ and} \mathsf{OS} \mathsf{X}}$

SF is a universal, reusable software platform used to develop applications, products and solutions.

SF include support programs, compilers, code libraries ,APIs and tool sets that bring together all the different components to enable development of a project or solution.

- <u>Platform:</u> Windows CEž
- OS:Windows Phone
- Éramework: .NET
- <u>₿latform:</u>OS Xž
- OS: iOS
- Framework: Cocoa Touch



FRAMEWORKS : CONCLUSION

SUMMARY

Soft development is about getting stuff done, not figuring out how to get it done.

Frameworks and libraries help the developers focus on creating rather than figuring stuff out.

Rather than reinventing the wheel, Developers can use a framework or library to delegate brunt, noncreative and repetitive work, freeing up their time and energy to create the actual website or application.

