



Week 1 / 10: Intro to iOS & openFrameworks

Wednesday Jan 9, 2013

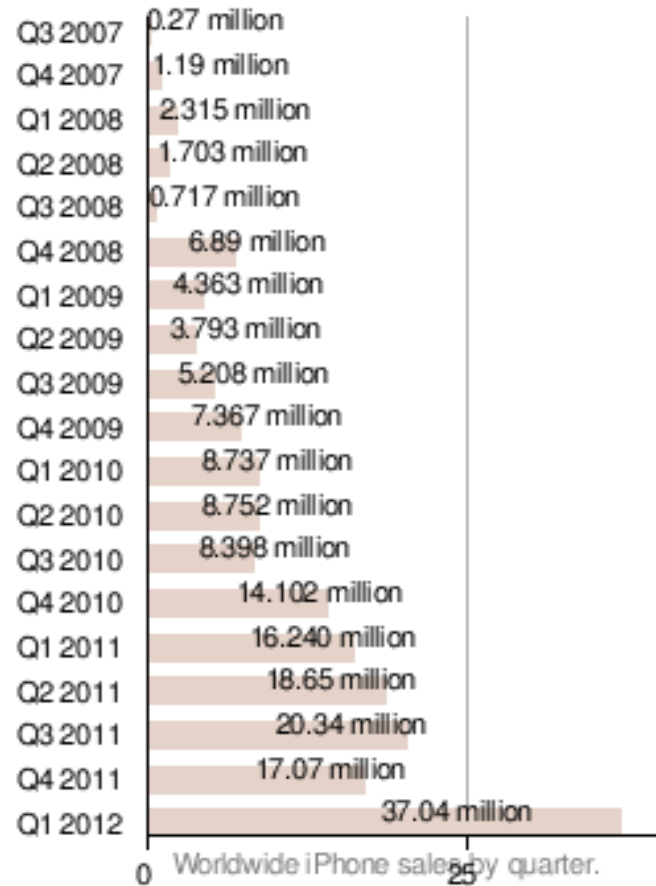
Parag K Mital | <http://pkmital.com>

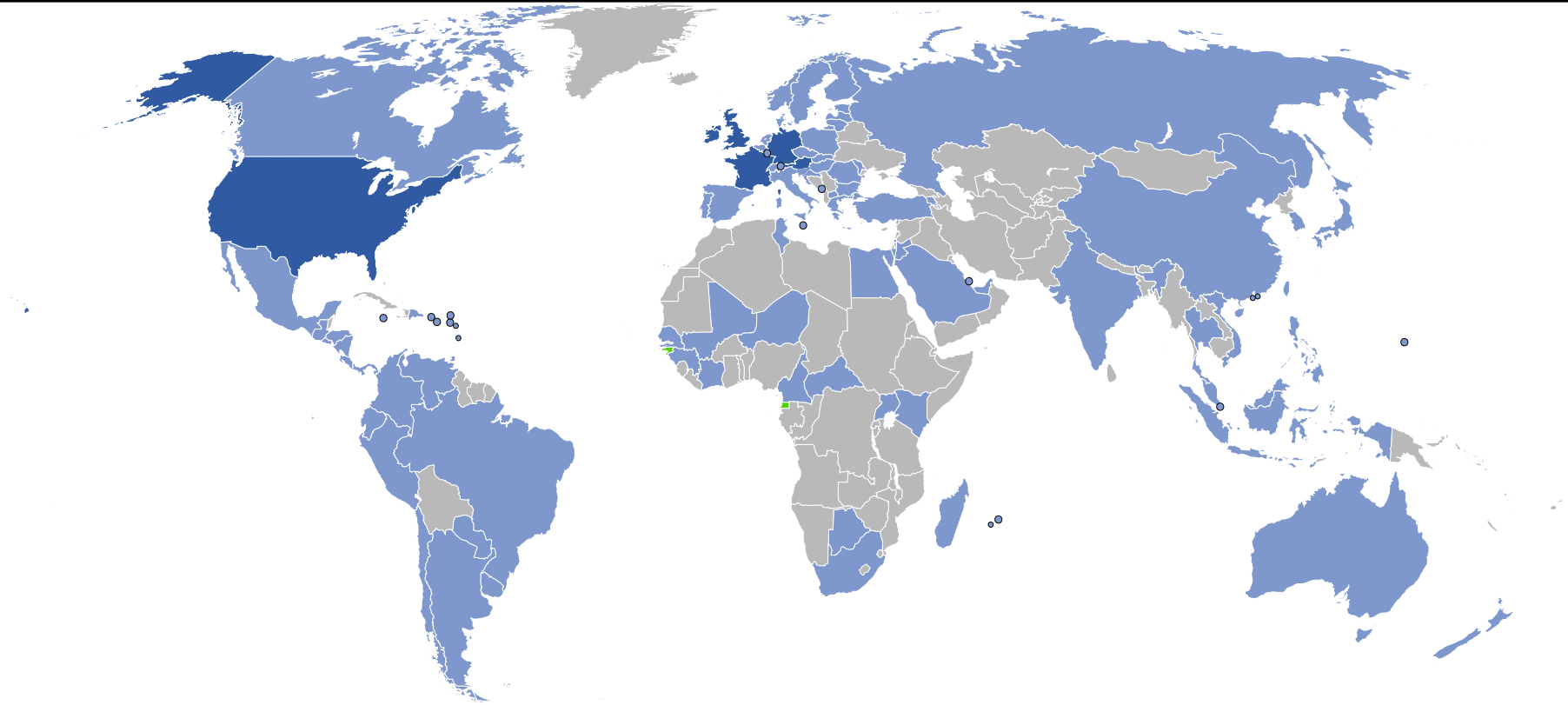
Snow Leopard + Xcode 3.2.6 + iOS 3,4
Snow Leopard + Xcode 4.2 + iOS 3,4,5
(Mountain) Lion + Xcode 4.5.2 + iOS 4,5,6

<http://developer.apple.com>

iPhone

1. it is a ubiquitous device

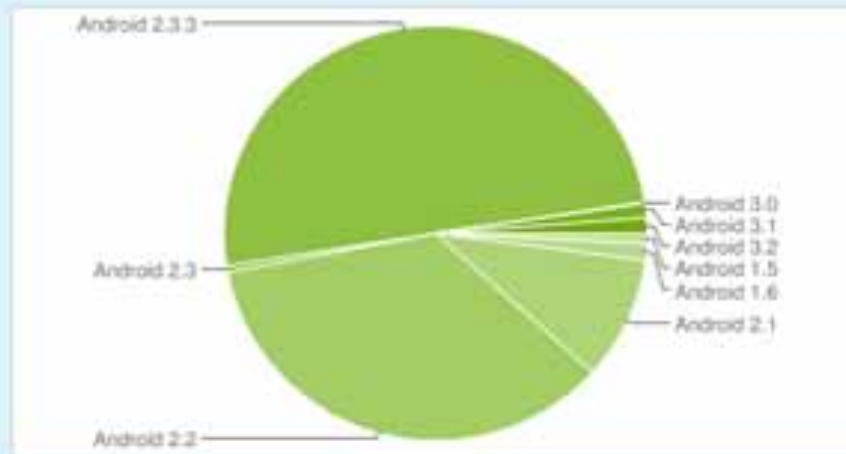




2. the OS and hardware are unified

Current Distribution

The following pie chart and table is based on the number of Android devices that have accessed Android Market within a 14-day period ending on the data collection date noted below.



Platform	Codename	API Level	Distribution
Android 1.5	Cupcake	3	0.8%
Android 1.6	Donut	4	1.3%
Android 2.1	Eclair	7	9.6%
Android 2.2	Froyo	8	35.3%
Android 2.3 - Android 2.3.2	Gingerbread	9	0.5%
Android 2.3.3 - Android 2.3.7		10	50.1%
Android 3.0	Honeycomb	11	0.1%
Android 3.1		12	1.1%
Android 3.2		13	1.2%

Data collected during a 14-day period ending on December 1, 2011.

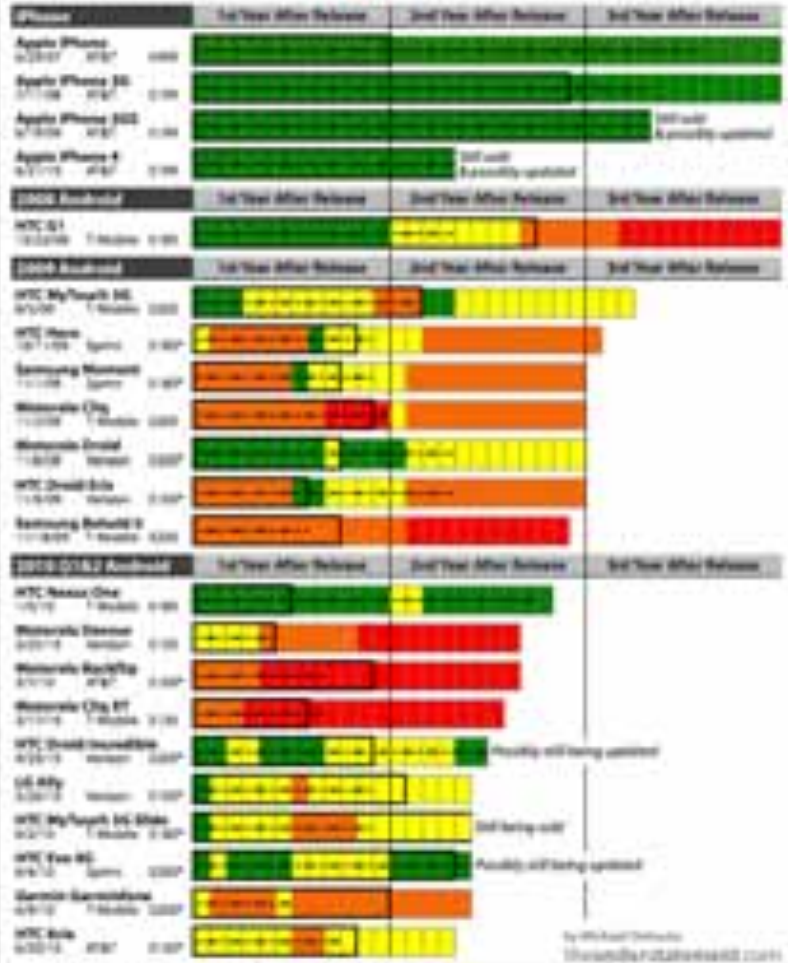
ANDROID & IPHONE UPDATE HISTORY

Included every iPhone & Android model shipped in the US before July 2010

Date as of the end of October 2011



Activity for sale
 Getting support updates
 Getting support updates
 Getting support updates
 (Note: The text in the image is partially obscured and difficult to read)



* Other 2G and 3G models (2008 and MyTouch 3G Slide & Samsung) are not shown.

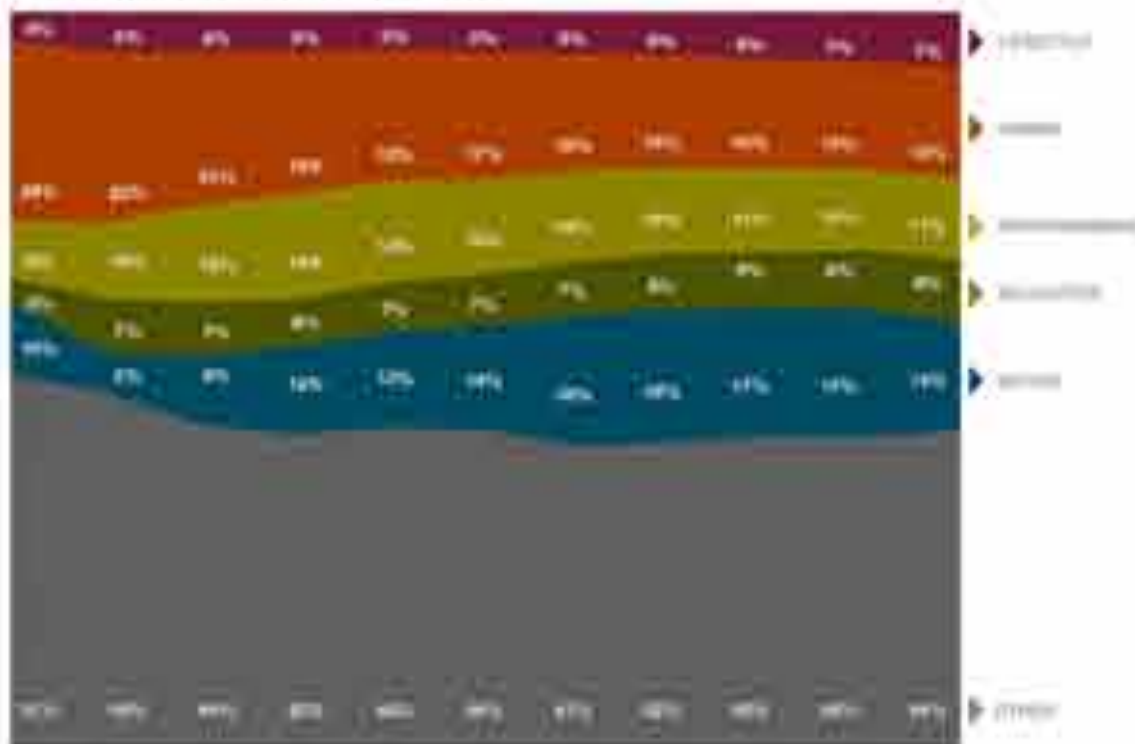
By Michael O'Connell
 @michaeloconnell
 Copyright 2011

3. it's a tiny mobile computer

- 3.5” capacitive multi-touch touchscreen, 360×480 px at 6.3 px/mm, 160 ppi, HVGA
- Proximity sensor and ambient light sensor
- 3 axis accelerometer (SDK)
- Assisted GPS (SDK)
- 2/3.2 Mpx digital camera
- PowerVR MBX 3D Graphics Accelerator (new version of old dreamcast hardware)
- Faster, more powerful and more memory than both PSP and nintendo DS
- 3g and/or WiFi internet access
- Bluetooth communication
- And it’s a phone.....isn’t it?
- Original iPhone, iTouch and iPhone 3G – OpenGL ES 1.1
- iPhone 3GS, iPhone 4 and new iTouch – OpenGL ES 2

4. apps

CATEGORY DISTRIBUTION OVER TIME



1st@Book.com/500kapp

MAY 2011

MAY 2011 LIVE APP PRICES

\$ 3.64

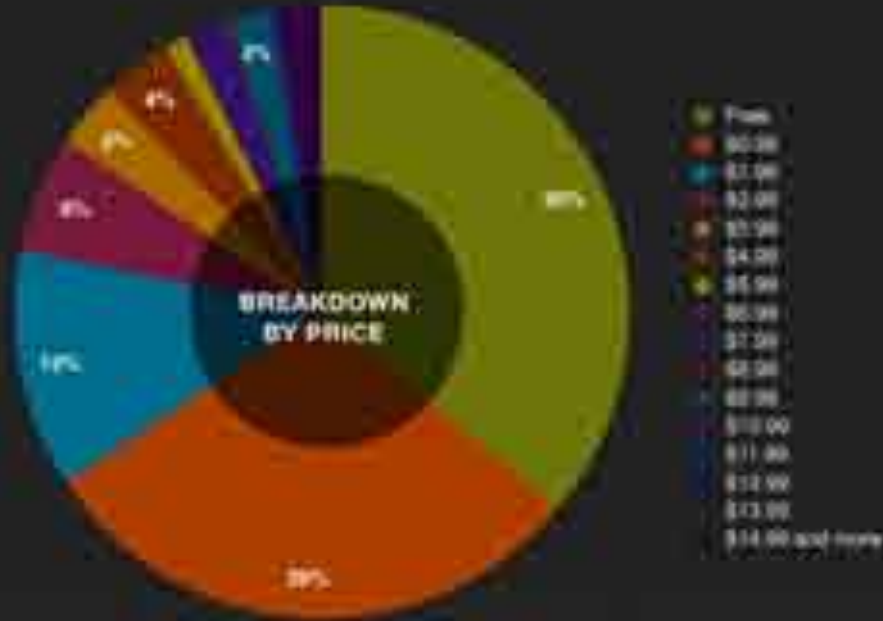
IS THE AVERAGE PRICE
FOR PAID APPS

147,966

TOTAL FREE APPS

244,720

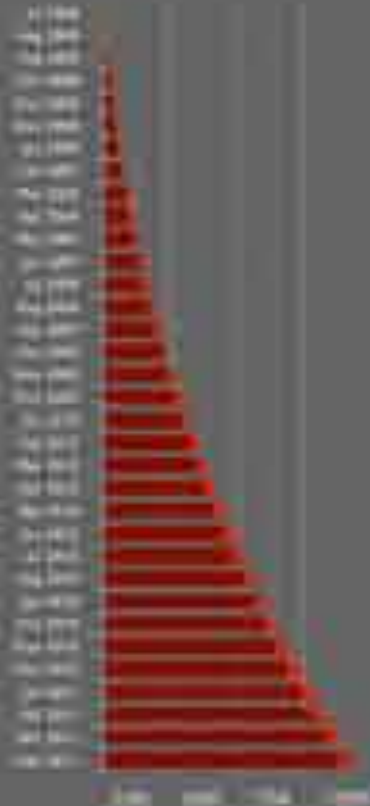
TOTAL PAID APPS



147apps.com/500k-apps

MAY 2011

NUMBER OF DEVELOPERS / MONTH OVER MONTH



CHANGE IN AVERAGE APP PRICE (FOR PAID APPS) OVER TIME



\$ 891,982.24

VALUE OF ALL LIVE APPS

4.6

AVERAGE NUMBER OF APPS PER DEVELOPER



100 Apps Book: 1000+ iOS Apps

MAY 2011

BY THE YEAR

500 million app downloads

BY THE YEAR

1 billion app downloads

NOVEMBER 4, 2009

100,000

APPS

"App" was awarded the honor of being 2010's "Word of the Year" by the American Dialect Society



1000000 2009 50000000

MAY 2011

Xcode

openFrameworks