

How a smartphone application is working (Abstract)

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In this research paper, the cell phone apps that make our lives easier on a daily basis will be explained. Thoughts are given on how such an app can work, because they have much more behind them than just a graphic interface that we can tap on with our fingers or possibly other tools.

From implementation to release it can take a very long time, you should be able to plan well. Only a planned work could quickly and successfully lead to the goal, to the finished application. Programming smartphone apps can be quite complicated, but also quite simple. A foundation of knowledge should exist, otherwise you should spend more time on it to get into.

What a smartphone application has to be able to do is left to the requirements of the customer or your own will, if you want to develop your own app. Pretty much everything you want can be covered with one app over a large area. Be it a game app, a useful application to use it as a marketing tool for customers, there should be no limits to what a smartphone app should be able to do. Simply meet customer requirements.

Apps are developed on various programming tools; the operating system to be used will then provide the answer to which programming language the application should ultimately be programmed in. With Apple operating systems this runs out on Swift or Objective-C. With Android systems, you can translate pretty much all programming languages to the Android-based operating system with Xamarin.

The required knowledge and resources are: Previous knowledge of a programming language, which is advantageous in order to save a lot of time; Money to buy the programs and licenses you need; Time for the application to go through all the steps without any problems and for any errors that may arise to be corrected.

There are several common requirements for almost any app to get published. The ability to run, the copyright, the content restrictions (protection of minors), data protection, transparency, advertising, quality and also the individual guidelines play a major role. Because these have to be fulfilled, otherwise you won't be able to publish it. The data protection regulations vary depending on the country where the app is marketed, so you should deal with the regulations of the respective country.

The costs of developing an application vary greatly, whether you develop the app yourself or give it to an external company for development. For external companies, the costs can range from 1,500 euros to more than 12,000 euros. If you develop yourself on a few hundred euros.