

Mobile phone applications

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History of the Smartphone

- The first mass market smartphone was the iPhone, introduced by Steve Jobs in January 2007, it was based on Apples iOS operating system and a full version of their Safari Browser
- Samsung joined with the first Galaxy in 2009 which was based on the Google Android Platform
- At first smartphones were locked into the network that you bought them from, so you couldn't easily change from say Vodafone to Cellnet, nor load software not approved by Apple or Google. This was seen as a challenge by hackers who quickly developed 'Jailbreaks' that got around this.
- Apple and Google countered this by making it easy to swap networks and Sim cards and making it very easy and cheap to develop software and get it approved by themselves and then into their respective stores, the Mobile App industry was born.



What is a Mobile App?

- Mobile Apps are software designed to run on a Smartphone or Tablet.
- There are 3 funding methods
 - Completely Free
 - Advertising funded
 - Paid-for
- Most Paid-for Apps have a free version with less functionality or Adverts, consequently it is very rare that you need to buy an App.
- If you do have to pay, or there are in-App purchases e.g. Parking apps, then the purchase goes through the normal phone store (Apple store or Google Play) or is charged to the Credit Card you have associated with the App.

Are they safe and how do you install them?

- YES, technically they are safe because from the very beginning, both Apple and Google (Android) made it impossible to load an App onto a smartphone that they hadn't reviewed in detail and approved. Of course beware of how you use them and be conscious of what might happen if you lose your phone.
- Consequently you can only get Apps from the relevant store, look for App Store on Apple phones and the Google Play store on Android.
- From the store you can search for an App and click to install it. Apps will automatically install updates as they come along.



iPhone App Store



Android Play Store

Apps and Data

- Apps, particularly those which use video, can use a LOT OF DATA.
- To avoid using all of your monthly data allowance, you should consider only using these when you are connected to a WiFi network, even if it's a Hotspot rather than your 3G, 4G or 5G data connection.

What are the most popular and useful apps?

Social media

- WhatsApp
- Facebook
- Instagram
- X or Twitter

Video calling

- Facetime
- Skype
- Zoom

Notes

- Evernote
- Apple notes

What are the most popular and useful apps?

Maps

- Apple Maps
- Google maps

Travel

- Greater Anglia
- Trainline
- Shipfinder
- Flightradar

Parking

- Ringo (Most places)
- MiPermit (Stowmarket)
- NCP (Ipswich station)
- PayByPhone (Ipswich hospital)

What are the most popular and useful apps?

Location Utilities

- Find my iPhone (Apple)
- Find my device (Android)
- Tile

Shopping

- Amazon
- eBay
- Tesco
- Stocard
- Apple and Google Wallet

Banking

- PayPal
- NatWest

Weather

- Met office
- Accuweather
- Live lightning

Health

- NHS app

What are the most popular and useful apps?

News

- Sky News
- BBC News
- CNN News

Entertainment

- BBC Sounds
- BBC iPlayer
- ITVx
- Kindle
- Sky Go
- Amazon Prime

Utilities

- Kypass (passwords)