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History of Smartphone Operation Systems

I decided to dig myself into the history of smartphones, and nowadays leading Operation systems. Tried to find relevant articles, but I ended up on the Wikipedia, reading nearly the whole smartphone page, so my first article is here:

<http://en.wikipedia.org/wiki/Smartphone> (Its kind a long, so just the history part).

But it's still only one, so I decided to read articles about the leading smartphone operation systems: the Android and the IOS. I looked for a good comparison (means that the writer agrees with me that Android is the better), and I found this:

<http://www.dreambloggers.com/comparison-ios-5-vs-android-4-0-what-is-your-call/>

Many people think (and I always disagree loudly) that in a year or two will be a 3rd mayor os in the market, the new Windows Phone, so my last article is about the mobile operation system of Microsoft:

<http://www.stuff.co.nz/technology/gadgets/4258114/Review-Windows-Phone-7> (not the best article, but didn't find better one which wasn't 50 pages long.)

Wikipedia Smartphone history article

Early years

The first smartphone was the [IBM Simon](#); it was designed in 1992 and shown as a concept product^[5] that year at [COMDEX](#), the computer industry trade show held in [Las Vegas](#), Nevada. It was released to the public in 1993 and sold by [BellSouth](#). Besides being a mobile phone, it also contained a calendar, address book, world clock, calculator, note pad, e-mail client, the ability to send and receive [faxes](#), and games. It had no physical buttons, instead customers used a [touchscreen](#) to select telephone numbers with a finger or create faxes and memos with an optional stylus. Text was entered with a unique on-screen "predictive" keyboard. By today's standards, the Simon would be a fairly low-end product, lacking a camera and the ability to download third-party applications. However, its feature set at the time was highly advanced.

The [Nokia Communicator](#) line was the first of Nokia's smartphones starting with the [Nokia 9000](#), released in 1996. This distinctive palmtop computer style smartphone was the result of a collaborative effort of an early successful and costly [personal digital assistant](#) (PDA) by [Hewlett-Packard](#) combined with Nokia's best-selling phone around that time, and early prototype models had the two devices fixed via a hinge. The Communicators are characterized by a [clamshell design](#), with a feature phone display, keyboard and user interface on top of the phone, and a physical QWERTY keyboard, high-resolution display of at least 640×200 pixels and PDA user interface under the flip-top. The software was based on the [GEOS V3.0](#) operating system, featuring email communication and text-based web browsing. In 1998, it was followed by [Nokia 9110](#), and in 2000 by [Nokia 9110i](#), with improved web browsing capability.

In 1997 the term 'smartphone' was used for the first time when [Ericsson](#) unveiled the concept phone GS88,^{[6][7]} the first device labelled as 'smartphone'.^[8]

Symbian

In 2000, the touchscreen [Ericsson R380 Smartphone](#) was released.^[9] It was the first device to use an open operating system, the [Symbian OS](#).^[10] It was the first device marketed as a 'smartphone'.^[11] It combined the functions of a mobile phone and a [personal digital assistant](#) (PDA).^[12] In December 1999 the magazine [Popular Science](#) appointed the Ericsson R380 Smartphone to one of the most important advances in science and technology.^[13] It was a groundbreaking device since it was as small and light as a normal mobile phone.^[14] In 2002 it was followed up by [P800](#).^[15]

Also in 2000, the [Nokia 9210 communicator](#) was introduced, which was the first color screen model from the [Nokia Communicator](#) line. It was a true smartphone with an open operating system, the [Symbian OS](#). It was followed by the [9500](#) Communicator, which also was Nokia's first cameraphone and first [Wi-Fi](#) phone. The [9300](#) Communicator was smaller, and the latest [E90](#) Communicator includes [GPS](#). The Nokia Communicator model is remarkable for also having been the most costly phone model sold by a major brand for almost the full life of the model series, costing easily 20% and sometimes 40% more than the next most expensive smartphone by any major producer.

In 2007 Nokia launched the [Nokia N95](#) which integrated a wide range of multimedia features into a consumer-oriented smartphone: GPS, a 5 megapixel camera with [autofocus](#) and LED flash, 3G and [Wi-Fi](#) connectivity and [TV-out](#). In the next few years these features would become standard

on high-end smartphones. The [Nokia 6110 Navigator](#) is a Symbian based dedicated [GPS phone](#) introduced in June 2007.

In 2010 Nokia released the [Nokia N8](#) smartphone with a [stylus-free](#) capacitive touchscreen, the first device to use the new [Symbian^3 OS](#).^[16] It featured a 12 [megapixel](#) camera with [Xenon](#) flash capable of recording [HD video](#) in [720p](#), described by Mobile Burn as the best camera in a phone,^[17] and satellite navigation that Mobile Choice described as the best on any phone.^[18] It also featured a front-facing [VGA](#) camera for videoconferencing.

Symbian was the number one smartphone platform by market share from 1996 until 2011 when it dropped to second place behind Google's [Android OS](#). In February 2011, Nokia announced that it would replace Symbian with [Windows Phone](#) as the operating system on all of its future smartphones.^[19] This transition was completed in October 2011, when Nokia announced its first line of Windows Phone 7.5 smartphones, [Lumia 710](#) and [800](#).^[20]

Palm, Windows, and BlackBerry

In the late 1990s the vast majority of mobile phones had only basic phone features and many people who needed functionality beyond that also carried [PDA](#) and/or [pager](#) type devices running early versions of operating systems such as [Palm OS](#), [BlackBerry OS](#) or [Windows CE/Pocket PC](#).^[1] Later versions of these systems started integrating cell phone capabilities with their PDA and messaging features and support of third-party applications. Today, high-end devices running these systems are often branded smartphones.

In early 2001, [Palm, Inc.](#) introduced the [Kyocera 6035](#), the first smartphone to be deployed in widespread use in the United States. This device combined the features of a [personal digital assistant](#) (PDA) with a wireless phone that operated on the [Verizon Wireless](#) network. For example, a user could select a name from the PDA [contact list](#), and the device would dial that contact's phone number. The device also supported limited web browsing.^[21] The device received a very positive reception from technology publications, but the product line never became widespread outside North America.^[22]

In 2001 Microsoft announced its [Windows CE](#) Pocket PC OS would be offered as "Microsoft Windows Powered Smartphone 2002."^[23] Microsoft originally defined its [Windows Smartphone](#) products as lacking a touchscreen and offering a lower screen resolution compared to its sibling Pocket PC devices.

In early 2002 [Handspring](#) released the [Palm OS Treo](#) smartphone, utilizing a full keyboard that combined wireless web browsing, email, calendar, and contact organizer with mobile third-party applications that could be downloaded or synced with a computer.^[24]

In 2002 [RIM](#) released their first [BlackBerry](#) devices with integrated phone functionality and shifted the positioning of their products from 2-way pagers to email-capable mobile phones. The [BlackBerry line](#) evolved into the first smartphone optimized for wireless email use and had achieved a total customer base of about 32 million subscribers by December 2009.^[25]

In February 2011 Nokia announced a plan to make Microsoft [Windows Phone](#) its operating system of choice for all smartphones.^[26]

iPhone

In 2007, [Apple Inc.](#) introduced its first [iPhone](#). It was initially costly, priced at \$499 for the cheaper of two models on top of a two year contract. The first mobile phone to use a [multi-touch](#) interface, the iPhone was notable for its use of a large touchscreen for direct finger input as its main means of interaction, instead of having a [stylus](#), keyboard, and/or keypad, which were the typical input methods for other smartphones at the time. The iPhone featured a web browser that [Ars Technica](#) then described as "far superior" to anything offered by that of its competitors.^[27] Initially lacking the capability to install native applications beyond the ones built-in to its OS, at [WWDC](#) in June 2007 Apple announced that the iPhone would support [third-party](#) "web 2.0 applications" running in its web browser that share the look and feel of the iPhone interface.^[28] As a result of the iPhone's initial inability to install third-party native applications, some reviewers did not consider the originally released device to accurately fit the definition of a smartphone "by conventional terms."^[29] A process called [jailbreaking](#) emerged quickly to provide unofficial third-party native applications.

In July 2008, Apple introduced its second generation [iPhone](#) with a lower list price starting at \$199 and 3G support. Released with it, Apple also created the [App Store](#), adding the capability for any [iPhone](#) or [iPod Touch](#) to officially execute additional native applications (both free and paid) installed directly over a [Wi-Fi](#) or cellular network, without the more typical process at the time of requiring a PC for installation. Applications could additionally be browsed through and downloaded directly via the [iTunes](#) software client on [Macintosh](#) and [Windows](#) PCs, rather than by searching through multiple sites across the Internet. Featuring over 500 applications at launch,^[30] Apple's App Store was immediately very popular,^[31] quickly growing to become a huge success^{[32][33]} and inspiring other smartphone makers to [copy its model](#).^[34]

In June of 2010, Apple introduced iOS 4, which included APIs to allow third-party applications to multitask,^[35] and the [iPhone 4](#), which included a 960×640 pixel display with a pixel density of 326 [pixels per inch](#) (ppi), a 5 [megapixel](#) camera with [LED](#) flash capable of recording [HD video](#) in [720p](#) at 30 [frames per second](#), a front-facing [VGA](#) camera for videoconferencing, a 1 [GHz](#) processor, and other improvements.^[36] In early 2011 the iPhone 4 became available through [Verizon Wireless](#), ending [AT&T](#)'s exclusivity of the handset in the U.S.,^{[37][38][39]} and allowing the handset's 3G connection to be used as a wireless [Wi-Fi hotspot](#) for the first time, to up to 5 other devices.^[40] Software updates subsequently added this capability to other iPhones running iOS 4.^{[41][42]}

The [iPhone 4S](#) was announced on October 4, 2011, improving upon the iPhone 4 with a dual core [A5](#) processor, an 8 megapixel camera capable of recording [1080p](#) video at 30 frames per second, [World phone](#) capability allowing it to work on both GSM & CDMA networks, and the [Siri](#) automated voice assistant.^[43] On October 10th, Apple announced that over one million iPhone 4Ss had been pre-ordered within the first 24 hours of it being on sale, beating the 600,000 device record set by the iPhone 4,^{[44][45]} despite the iPhone 4S failing to impress some critics at the announcement^{[46][47]} due to their expectations of an "iPhone 5" with rumored drastic changes compared to the iPhone 4 such as a new case design and larger screen.^[48] Along with the iPhone 4S Apple also released [iOS 5](#) and [iCloud](#), untethering iOS devices from Macintosh or Windows PCs for device activation, backup, and synchronization,^[49] along with additional new and improved features.^[50]

Android

The [Android](#) operating system for smartphones was released in 2008. Android is an [open-source](#) platform backed by [Google](#), along with major hardware and software developers (such as [Intel](#), [HTC](#), [ARM](#), [Motorola](#) and [Samsung](#), to name a few), that form the [Open Handset Alliance](#).^[51] The first phone to use [Android](#) was the [HTC Dream](#), branded for distribution by [T-Mobile](#) as the G1. The software suite included on the phone consists of integration with Google's proprietary applications, such as Maps, Calendar, and Gmail, and a full HTML web browser. Android supports the execution of native applications and a pre-emptive multitasking capability (in the form of services). Third-party apps are available via the [Android Market](#) (released October 2008), including both free and paid apps.

In January 2010, Google launched the [Nexus One](#) smartphone using its Android OS. Although Android has multi-touch abilities, Google initially removed that feature from the Nexus One,^[52] but it was added through a firmware update on February 2, 2010.^[53]

Concerning the [Xperia Play](#) smartphone, an analyst at CCS Insight said in March 2011 that "Console wars are moving to the mobile platform".^[54] In the same month, the [HTC EVO 3D](#) was announced by [HTC Corporation](#), which can produce 3D effects with no need for special glasses ([autostereoscopy](#)).^[55] The HTC EVO 3D was officially released on June 24, 2011.^[56]

[edit]Others

The [Bada](#) operating system for smartphones was announced by Samsung on 10 November 2009.^[57]^[58] The first Bada-based phone was the [Samsung Wave S8500](#), released on June 1, 2010,^[59]^[60] which sold one million handsets in its first 4 weeks on the market.^[61]

Samsung shipped 3.5 million phones running Bada in Q1 of 2011.^[62] This rose to 4.5 million phones in Q2 of 2011.^[63]

Wikipedia Smartphone history article

Early years

I thought the windows mobile was the 1st smartphone, but I clearly knew it wrong. The IBM invented the whole thing with the IBM Simon back in 1992. Besides it was a mobile phone, it had a calendar, address book, email client and games. And it came with a touchscreen, so it was a high-end epoch-making product.

The next hardware called to smartphone was the Nokia Communicator in 1996 developed by Nokia and Hewlett-Packard together. It had numerous descendants such as the Nokia 9110.

The interesting is that the word 'Smartphone' is not connected to these companies. It was the Ericson who invented the term.

Symbian

The 1st smartphone using the open source Symbian Operation System was the Ericson R380, but after that, this system was used mostly by the Nokia. They built more than a dozen phones to this os,

but they could keep up with IOS and Android, and they stopped the development in 2010. And Nokia decided to replace the Symbian with the more promising brand new Windows Phone in 2011.

Palm, Windows, Blackberry

In the Late 1990s a few company realized there is a customer layer what needs functionality beyond the simple phones, and PDA-s, and they all developed their own smartphones, with own operation systems. The Palm OS, Blackberry OS and the Pocket PC all had the PDA and the wireless phone functions in one device, which made them extremely useful and popular.

The Palm never become popular outside the States, and after apple entered the market, they lost their market share. The Microsoft shut down the Pocket PC, and made the Windows Phone as mayor phone operation system of them. The Canadian Blackberry owned by RIM still has decent market share all across the world.

iPhone

In 2007 Apple entered to the mobile phone market with its first iPhone models. These phones were the 1st smartphones earned popularity across the ordinary people. The reasons are simple. It has a large touchscreen with simple but modern design, and a fast operation system with superior web browser. The first iPhone did not allow installing 3rd party softwares, so most of the reviews considered the product irrelevant. But apple got the message, and with releasing the 2nd iPhone apple started the App Store too (with over 500 downloadable applications), and with that move they become very popular. But still the IOS was a closed system with many restrictions, such as no real multitasking or copy-paste. Apple said these are no need functions, then released these in the later IOS versions step by step. The iPhone 3 and 4 always got faster hardware, with better and better software and Apple became the biggest smartphone manufacturer in the world.

Android

The Android open-source operation system from Google was released in 2008. Few of the biggest hardware manufacturers started to develop phones immediately with this new operation system. The Open Handset Alliance became very fast the biggest phone seller in the world. For 2011 the Android outshined the Apple's IOS, and became the superior Mobile Operation System.

Others

In 2009 Samsung announced their own operation system called Bada. They sold over 5 million Bada powered devices in the first half of 2011.

Vocabulary

smartphone /¹ smɑrt ɪ fəʊn/ – okostelefon: a device that combines a cell phone with a hand-held computer, typically offering Internet access, data storage, e-mail capability, etc.

touchscreen /¹ tʌtʃ ɪ skrin/ – érintőképernyő: a touch-sensitive display screen: touching different portions of the screen with a finger will cause the computer to take actions determined by a program.

predictive /prɪ¹ dɪktɪv/ - prediktív: used or useful for predicting or foretelling the future

PDA personal digital assistant – digitális személyi asszisztens: a hand-held computer, often pen based, that provides especially organizational software, as an appointment calendar, and communications hardware, as a fax modem.

OS operating system – operációs rendszer: the collection of software that directs a computer's operations, controlling and scheduling the execution of other programs, and managing storage, input/output, and communication resources.

GPS Global Positioning System – Globális Helymeghatározó Rendszer: a global system of U.S. navigational satellites developed to provide precise positional and velocity data and global time synchronization for air, sea, and land travel.

open-source /¹ ɒpən¹ sɔrs, -¹ sɔrs/ - nyílt forráskódú: pertaining to or denoting software whose sourcecode is available free of charge to the public to use, copy, modify, sublicense, or distribute.

GSM Global System for Mobile Communications – Mobil kommunikáció globális szabványa: One of the major standards for digital cellular communications, in use in over 60 countries and serving over one billion subscribers. The GSM standard is currently used in the 900 MHz, 1800 MHz and 1900 MHz bands.

Wi-Fi /¹ waɪ ɪ faɪ/ - Vezeték nélküli kommunikációs szabvány: a brand name certifying that a device or other product is compatible with a set of broadband wireless networking standards.

multitasking /¹ mʌl ti¹ tæs kɪŋ, -¹ tɑ skɪŋ, ɪ mʌl taɪ-/ - feladatmegosztás: the concurrent or interleaved execution of two or more jobs by a single CPU.

Comparison – iOS 5 vs Android 4.0! What Is Your Call?

Apple and Google, two of the most famous names in the world of technology and internet. There aren't much factors where Google and Apple come face to face but definitely there are a few. And the few consists of the mobile operating system. Google and Apple both offer mobile operating system and are much famous for that.

While Apple uses its iOS for only Apple devices, Google allows many other companies to use it([Samsung](#), [HTC](#) to name a few). Maybe that's the reason of the growth of Android. But with Apple devices' sales increasing and it becoming the top smart phone manufacturer, it is usual that iOS popularity would increase as well. On the other hand, the almost unbeatable growth of Android is growing day by day, thanks to all the top mobile manufacturers which are using Android as their OSes.

Apple and Google both are almost ready with their latest mobile operating systems which would be launching very soon. Google is coming up with Android 4.0(Ice Cream Sandwich) and Apple is coming up with iOS5. This post actually focuses on these two upcoming mobile operating system. Which would be the winner? I am not anyone to decide it but I can definitely place my opinion. Read on!

Operating System for Smartphones

Mainly, both these operating systems are made up for smartphones and then for any other type. So, I decided to choose which one is the better in smartphones by seeing the current features.

Apple iOS 5 comes with many new features as well as with many improved features. The features of Apple iOS5 which impressed me the most are:-

- Notification Center
- iMessage
- Reminders
- Twitter Special Integrated App
- Improved Camera Features
- Improved Photo Viewer
- Updating Without PC
- Many more features

On the other hand, Android 4.0 is also coming with some good stuff. Here are the features which impressed me the most:-

- Improved Multi-tasking features
- Better User Interface
- App Switching Made Easy
- Open Source
- Android SDK Kit
- Face Detection for security
- Many more features

Even though the numbers of features I liked were more in numbers for Apple iOS5 but still I liked Android features more than iOS's. So, I would like to award this round to Android 4.0.

Winner – Android 4.0

Operating System for Tablets

Before Android 4.0 was announced, the only minus point(in my opinion) with Android was that except Android 3.0(Honeycomb), no other version of Android actually supported tablets so the users were not much comfortable while using tablets with Android 2.3(Gingerbread) or below. Apple iOS, with offering an operating system which was comfortable with smartphones as well as tablets (iPad) took a little lead over Android.

This time, Android has included the feature which they actually wanted to from so long. The Incorporated OS which means Android 4.0 will run of both the smartphones as well as tablets with more comfort and ease. The features would be same as given in the above section with a little tweaking to make it better for tablet users.

Both the operating systems are offering Incorporated OS with the same features as given in the above section so I will go with the above result.

Winner – Android 4.0

Security

Security is something without which all the operating systems would suffer. If they are unable to give the user protection, then it would be a huge minus point for them. Keeping that in mind, both the operating systems have worked to add more and more security features. The new versions would be full of security fixes and almost all the bugs that were found in previous versions would be fixed so that the user experience turns out to be better.

Android has added a special feature which is Face Recognition which would be totally accepted and welcomed by the Android fans. This would totally prevent people from accessing the Android device without the permission of the actual owner of the phone/tablet. On the other hand, sadly, Apple iOS5 doesn't has any special security features or it hasn't announced any yet.

With both of them coming with security fixes, only one came up with a special feature for security. That is Android.

Winner – Android 4.0

Availability

If you are impressed by any of the operating system and want to buy any one of them, you need to know which phones or gadgets are using the operating system. With the current news, Apple has already announced the gadgets iOS5 is compatible with (all of them being Apple devices):

- iPhone 3GS
- iPhone 4
- iPhone 5
- iPod Touch 3G
- iPod Touch 4G
- iPad
- iPad 2

On the other hand, Google hasn't announced any compatible phone but according to the reports, the first Android 4.0 phone will be launched by Google itself. Apple iOS5 would launch with Apple iPhone5 in September or October but definitely this fall. Google Android 4.0 launch date isn't

specified yet. Many say it will launch in September and many rumors are saying that it would launch in the beginning of November or December. What ever the release date be, the wait is on!

As we have clear information about Apple, Google's information is not quite clear so...

Winner – Apple iOS5

Verdict

On the whole, I think both the operating systems are good enough to attract many people but with all the features, security and all, I would go with Android 4.0 as the better operating system. Remember, it's just my choice.

Comparison – iOS 5 vs Android 4.0! What Is Your Call?

The biggest difference between the two operation systems, that the IOS only available to Apple devices, while the Android is free to use for any hardware manufacturers. Google and Apple are both nearly ready with theirs new versions of systems; the IOS 5 and the Android 4. Let's see which one is the better.

Operating System for Smartphones

Let's see the new smartphone features of the new versions. The IOS has more, but Android has more useful features, so this round goes for Android.

Operating System for Tablets

Before Android 4 it was clear that the Google system isn't the best for tablets. Yes, they developed the Android 3 for tablets, but with that they separated the Android for two sides. Now with version 4 this problem is solved too. The new android is designed to run smoothly on tablets and phones too, while the IOS did not change since the version 4, so Android won this too.

Security

Nowadays security of operation systems is inevitable question. Both side made lot of bugfixes, and added many features to make their systems more secure. But Google installed a very unique security system to Android. We haven't seen this in smartphones or tablets yet. In the version 4 we will be able to unlock our device with our face. That's right facial recognition for login. Unfortunately Apple did not bring any new security features, so this round goes for Android too.

Availability

Operation systems are one point, but to use them, you will need hardware too. Apple has already announced the phones which will get the new version, but Google is behind in this. We haven't even got an announce date for Android, so this round definitely goes for IOS.

Verdict

Both operation systems are very good, nobody admits that. Reading back, it's obvious, I vote for the new Android, but I know many people decide with the IOS.

Vocabulary

feature /¹fi:tʃər/ – funkció: a prominent or conspicuous part or characteristic

bug /bʌg/ - hiba: an error or fault, as in a machine or system, esp. in a computer or computer program

tablet /¹tæbɪt/ – táblagép: a small, thin, portable computer having an LCD screen onto which data can be input with a stylus or the fingertips

compatible /kəm¹pætəbəl/ – kompatibilis: capable of being connected to another device without the use of special equipment or software.

technology /tek¹nɒlədʒi/ – technológia: the branch of knowledge that deals with the creation and use of technical means and their interrelation with life, society, and the environment, drawing upon such subjects as industrial arts, engineering, applied science, and pure science.

Review: Windows Phone 7

Microsoft has come back from the dead in smartphones with a slick, fast new phone platform that will prove a worthy challenger to Apple's iPhone and Google's Android platforms.

Analysts have said Windows Phone 7 is Microsoft's last chance to grab a significant piece of the smartphone pie and, thankfully, it's seized that chance with both hands. There are several glaring omissions, including browser support for online video formats, tethering, copy-paste, Mac support and proper multi-tasking, but many of these should be added in future updates.

The first of a series of Windows Phone 7 devices go on sale today. I tested Samsung's Omnia 7 but have tried to keep this review more generally focused on the platform itself.

Look and Feel

Windows Mobile 6.5 was clunky, slow and felt like a desktop operating system shoe-horned into a mobile phone. To Microsoft's credit, it has completely re-engineered its user interface (UI) to create a slick, intuitive platform that can hold its own against Android and iPhone.

I'm a big fan of the live tile icons and "hubs" layout, which groups the phone's functions in a logical, intuitive way: people, pictures, music & video, games, marketplace (apps) and office.

You can pin pretty much anything as "tiles" to the main screen and these are constantly updated with new information such as weather, the latest photos you've taken with your camera or, if you've pinned a contact to your home screen, their latest social network updates.

It would have been tempting for Microsoft to copy the 4x4 grid of icons layout pioneered by the iPhone and copied by Android, but instead Microsoft has actually raised the bar with something original.

And while Android is extremely fragmented, with each phone maker putting their own spin and overlays on the UI, Microsoft's licensing rules stipulate that the interface should be the same across the various devices. This means manufacturers will be forced to differentiate their handsets mainly through hardware and manufacturers like HTC won't be able to work their UI wizardry, but it should create some desired consistency for users and developers.

Text is incredibly sharp and crisp on Windows Phone 7 and I'm particularly impressed with how emails and documents are rendered on the platform. The menu layout is also pleasing to the eye with big bold headings that can be scrolled through by swiping horizontally.

Features

The tight integration with social networking sites, particularly Facebook, is one of my favourite things about the new platform.

Once you've synced all of your contacts and images from Facebook, Windows Live, Gmail, etc, these are seamlessly integrated into the phone's UI. For instance, your Facebook albums, along with the latest pictures published by friends, automatically show up in the "pictures" hub, while the "people" hub allows you to quickly view friends' latest Facebook status updates and Windows Live posts.

Drilling down into individual contacts lets you see all of their personal details and posts pulled from their various online accounts. You also get your own tile on the homescreen where you can post updates to multiple services simultaneously.

But there's no tight Twitter integration and there also isn't a stand-alone Facebook app for Windows Phone 7, which some users may prefer over having Facebook blended in throughout the phone.

There are also several obvious features that are missing from Windows Phone 7, such as the lack of support in the web browser for Adobe Flash, HTML5 video and even Microsoft's own online video format, Silverlight. It's also impossible to tether the phone to your laptop to use it as a portable internet connection and, inexplicably, there's no copy-paste.

An FM radio and Zune music player is built in and tunes can be synced up to the device using the provided Zune desktop software. Sadly, if you're on a Mac, you'll have to wait a while for Microsoft to release a Mac version of its desktop software. There is also no way to buy music for the device directly from Microsoft as the company has yet to launch its Zune Pass all-you-can-eat service or music store in Australia.

I was somewhat disappointed with the camera built into Samsung's Omnia 7 - the shots appeared crystal clear when lining them up on the screen but the images that are spat out look drab and grainy. But on the plus side, the camera is speedy and sharing photos and videos on social media is an absolute breeze thanks to the tight social network integration.

Performance and Web Browsing

The responsiveness of the software and speed of navigating the menus came as a big surprise. There was no lag in switching between applications and pages.

Many of the menu options are hidden away to preserve aesthetics, so you'll have to get used to holding down your finger on items to bring down a menu of options. It takes some getting used to but I like how the operating system gets out of your way and doesn't bombard you with loads of options.

All Windows Phone 7 devices have a dedicated search button, as with many Android phones. This is a useful time saver.

The web browsing experience is adequate, with support for gestures such as pinching to zoom, but I found it to be not as smooth or speedy as browsing on the iPhone 4 and Android phones. The lack of support in the browser for Flash, HTML5 video and Microsoft's own video format, Silverlight, is bizarre.

Multi-tasking is available in a limited sense - core apps, such as the Zune music player, can stay open in the background allowing you to continue using the phone while listening to tunes. Third-party apps, when closed, retain their state from when you were last using them allowing you to pick up where you left off when you re-open them. But it's disappointing that Microsoft didn't learn from Apple's mistakes and allow for full multi-tasking from the get-go.

The on-screen keyboard Microsoft has designed for Windows Phone 7 deserves special mention, as it's easily among the best I've tried.

Apps and XBOX Live

None of the apps created for Windows Mobile 6.5 will work on the new platform, so Microsoft has an uphill battle to woo app developers who are already stretched making software for iPhone, Android and BlackBerry.

The Marketplace is understandably fairly sparse right now but there's still a good smattering of apps and games to download. Local companies such as Australia Post, eBay, Foxtel, Telstra and Eagle Boys Pizza have already released apps and, given Microsoft's well-established relationships with developers, I expect its app store will be populated with apps before long.

Most apps allow you to "try before you buy", which I found to be a nice touch, and purchasing apps is painless and involves keying in your credit card.

Microsoft has watched as gaming on the iPhone has gone gangbusters and has rightfully decided that integrating Xbox Live into Windows Phone 7 would give it a unique selling point. Gamers can tie the phone to their Live profile and can earn gamer points and achievements by playing games on the phone. These range from casual games like Bejewelled to mobile versions of Halo and Crackdown.

I was also very impressed with the built-in Office app, which includes cut-down versions of Word, Excel and PowerPoint. This and the strong email client will make Windows Phone 7 very attractive to business users who feel BlackBerry has fallen behind in the touchscreen smartphone wars.

Microsoft's Bing Maps and Bing Search (both text and voice) are integrated into the platform but I must say, I much prefer the mobile version of Google Maps. Perhaps it's because I've been using an Android phone for so long.

Summary

With fierce competition in the smartphone market right now, Microsoft had to get Windows Phone 7 right or risk being relegated to the mobile waste basket. Thankfully, the company has come up with a stellar revamp of its mobile platform that, while lacking some obvious elements, offers a beautiful user interface, tight social network integration and solid built-in features.

- Sydney Morning Herald

Review: Windows Phone 7

The Windows Phone is the last chance of Microsoft to get back to the smartphone market, after they literally killed the Windows Mobile. The 1st WinPhone7 mobile, the Samsung Omnia go on sale today. In this review I will focus to the operation system in generally, and not the device.

Look and Feel

On the contrary of the old Windows Mobile 6.5 the new system is fully designed to use with fingers, intuitive, fast and clean. This OS is clearly engineered to be a challenger of Android and IOS. The new look consist of titles and colourful squares, which show the most recent events of our actions: pictures, calls, anything. The Windows Phone has a great advantage against Android: fragmentation.

The Microsoft doesn't allow the hardware manufacturers to install their own UIs, but with this move they are able to keep their phone's software always up to date.

Features

The newest version of Winphone OS has a solid social networking integration too. Your friends from Facebook, Windows Live, Gmail, Twitter are all synced and integrated to the phone's UI. You can send Facebook and Windows Live status updates without dedicated app, but for example cant sent twitter, what is kind of odd. But not the twitter is the only missing feature. No support for flash, html5, or even for the Microsoft's own Silverlight. There isn't a copy-paste method implemented either.

Performance and Web Browsing

The speed and responsiveness of the OS is impressive, no lags or hiccups. The web-browsing is also adequate, but not as fast as an iPhone or the top Android phones and the lack of Flash and HTML5 or the Silverlight are bizarre at least. Real multi-tasking isn't available but a limited version is implemented here too. A few apps can run in background such as music player. Other apps will save their state when opens another software, and retain their state when it's needed. Apple made the same mistake, unfortunate that the Microsoft did not learn from their mistake.

The keyboard for Windows Phone 7 is the best touch keyboard on the market.

Apps and XBOX Live

The Windows Phone 7 is a brand new OS, so there are no apps yet. Microsoft will need to convince the developers to start making softwares to their platform, what could be hard. The Marketplace is nearly empty, but Microsoft has good relationships with lot of developers, so we can expect lot of apps soon.

Microsoft saw what a huge business is the gaming on IOS, so they decided to integrate the Xbox Live to the OS. Gamers can connect their phones directly to the Xbox systems, so they can get achievements playing games on the phones.

The official Office app is very impressing too; a bit simplified version of the original, and can read and edit the files of it.

Microsoft's Bing Maps and Search are also integrated as the Google maps and Search to the Android. Unfortunately the Android is much better in this.

Summary

The competition in the smartphone market is extremely strong right now, but Microsoft invented something new. The UI of the Windows Phone 7 is intuitive and has a great potential, but lacking lot of elements.

- Sydney Morning Herald

Vocabulary

interface /ɪnˈtɜːfɪs/ – felület: a common boundary or interconnection between systems, equipment, concepts, or human beings.

layout /ˈleɪˌaʊt/ – elrendezés: a plan or sketch, as of an advertisement or a page of a newspaper or magazine, indicating the arrangement and relationship of the parts, as of type and artwork.

fragmented /ˈfrægməntɪd/ – töredezett: existing or functioning as though broken into separate parts; disorganized;

integration /ˌɪntɪˈɡreɪʃən/ – integráció: an act or instance of combining into an integral whole.

software /ˈsɒftˌweər/ – program: the programs used to direct the operation of a computer, as well as documentation giving instructions on how to use them