The virtual side of IoT 4/4 Apps

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Learning Goals

- What are Apps in the context of IoT?
- What are the typical components of an app?
- How do Web Apps and Progressive Web Apps differ from so-called native apps?





Apps

- Apps are small applications that can be installed on connected devices via network connectivity
- The term was introduced with Apple's App Store for the iPhone
- Apps can be installed and removed, and they are not crucial for the operation of the host device

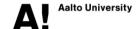




Components of an App

- User Interface (typically graphical)
- Logic / computation
- Data storage
- Communications

- Enabling you to use it
- What it does and how
- Long term memory of the app
- Cloud/local connectivity





WebApp vs Native App

- Native App
 - Coded in system-specific language (Swift/iOS, Kotlin/Android) in O/S specific IDE
 - Fast performance on the hardware
- WebApp
 - JavaScript (ECMAScript/TypeScript)
 - Works on any O/S, and also on desktop browsers
 - Speeds are approaching that of native apps (WA=web assembly)



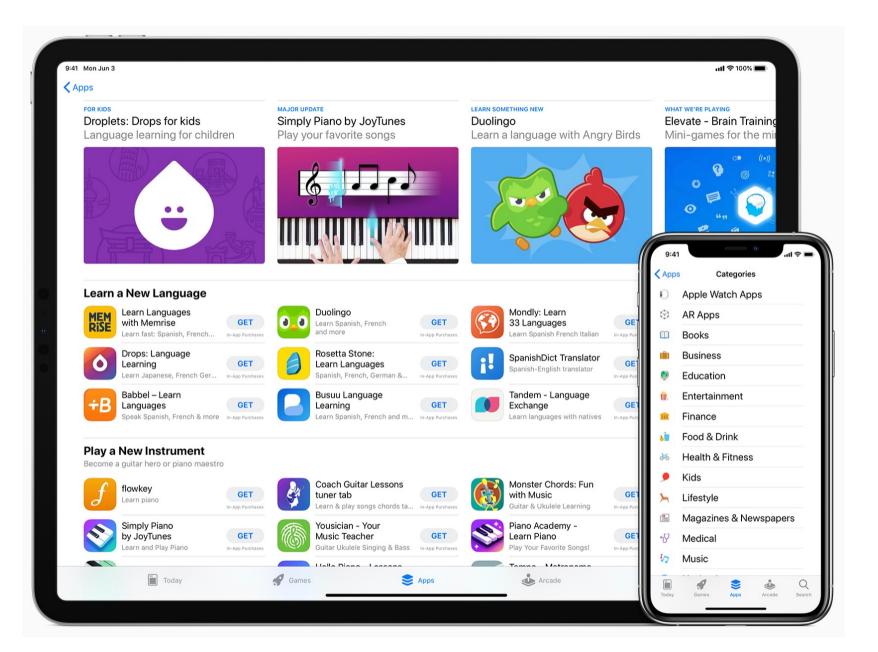


WebApp vs Native App

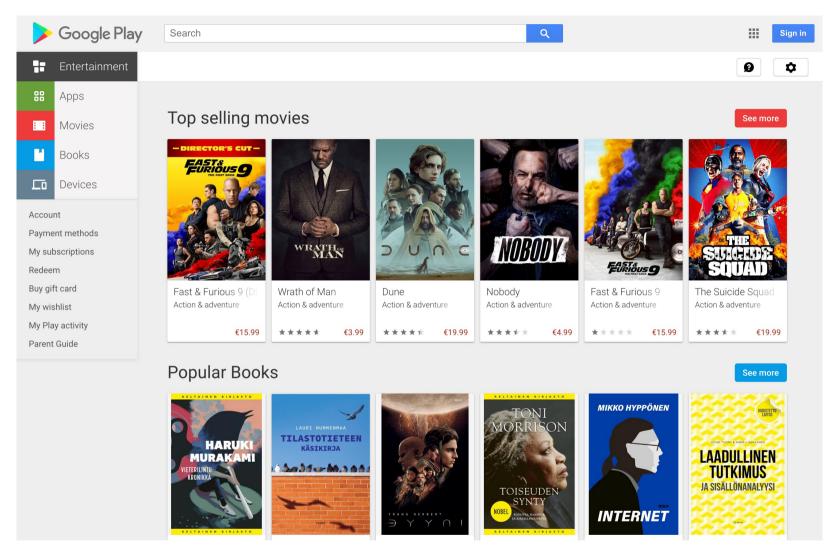
- Native App
 - Available on App stores
- WebApp
 - Available on App stores (if wrapped properly as PWA)
 - Available also as web links















WebApp vs. Progressive Web App





