

## **The history of Android**

**Vinnitsia national technical university**

### **Анотація**

Операційна система Андроїд стала однією з найкращих операційних систем у світі. Дана система розроблялася та удосконалювалася роками, та продовжує свій шлях на сьогоднішній день.

Нові можливості дають людям більше свободи і допомагають у повсякденному житті.

### **Ключові слова**

Андроїд, телефон, операційна система, оновлення, покращення, можливості.

### **Abstract**

Android OS has become one of the best OSs in the whole world. The system has been developing and improving for years and continues its way nowadays. The new opportunities give people more freedom and they are helped in everyday life.

### **Keywords**

Android, phone, OS, update, improving, opportunities.

Android didn't just happen. The origins of the world's dominant mobile operating system can be traced right back to the beginning of the previous decade, through the work of founder Andy Rubin, and Google, which was eager to establish itself as a major player in the mobile future.

### **Android, Inc.**

Android, Inc. was a standalone software company with no product to sell for two years. During most of this time, Rubin basically funded the company himself. With a small team of software engineers and a plan to make the next generation of smartphone software, the company focused on an open-source evolution of many of the ideas that started at Danger.

By focusing on the best web-connected experience they could, and creating an environment any developer could build on, Android had a solid plan that investors quickly jumped on when it was finally pitched to them in 2005. While plenty of investors were looking to get in on this next-gen mobile experience, Google found itself in need of a smartphone company to compete with Microsoft and Blackberry. Page and Brin wanted more phones with Google as the default search engine, and an open platform like Android offered a great way to accomplish exactly that.

### **Android Early Days**

As the first Android phones started to trickle out, led by the T-Mobile-branded, HTC-made, Google-backed G1, the first clues were starting to appear that Android was going to be a very big deal indeed.

The T-Mobile G1 (or HTC Dream outside of the United States) changed everything when it comes to mobile. Like the Palm Treo, or original iPhone, without the G1 the way we do all the things we do on our smartphones would be different — and likely not nearly as good — without it.

Not because the G1 had great hardware, or awesome specs or things like an advanced camera or amazing screen. The hardware was chunky, mostly because of the sliding and swiveling Sidekick-esque keyboard, and the shape included a chin on the bottom that you either loved or hated. Physical buttons for Android navigation — menu, home and back — as well as answering calls and a clickable

trackball were tough to get used to for many, but worked well and were a required part of navigating through Android Cupcake.

The G1, being the first consumer device ever to run Android, unleashed the beast that is Google upon the face of mobile technology.

The G1 was released with little fanfare, and only in a select few 3G markets from T-Mobile in the US. Worldwide was also an odd release, with the phone being marketed and sold as the HTC Dream, with HTC having a bit more control over things than with "Google-branded" G1s. This was a forerunner of things to come with Android phones, where the open-source operating system was given away with a few rules in place for vendors who wanted access to Google's services and application store. This was also the beginning of "fragmentation," as not all models were updated to Android 1.6.

### **Enter Bugdroid**

Today the green Android robot, officially "Bugdroid," is the public face of the Android brand. But that wasn't always the case. The first Android robot designs were considerably wackier, coming from Dan Morrill, then a member of the Android team involved with developer relations.

### **Android Improving**

As Android hit its stride on phones, a new tablet release brought the OS onto bigger screens, and a new design language took its look and feel to the next level.

Android 3.0 went by the codename "Honeycomb." (Or, to many Android followers, "the version of which we do not speak.").

Android tablets to this point mostly had been large displays with a phone's operating system hacked onto them. And perhaps that isn't really all that different than what we have today. But back then it just didn't feel right.

This prototype tablet and the operating system it was to launch were meant to change that. A new "holographic" design language (more Blade Runner than Holo, perhaps). New notifications. Things were different. And we quickly began to wonder how well any of this would translate to phones once Honeycomb reached its full release.

And so we ended up with the Motorola Xoom. We might not have known it at the time, but its bizarre name was a harbinger of things to come. The tablet initially shipped with 3G data and not LTE — but Motorola would retrofit tablets if they were mailed back in. Adobe Flash wasn't supported at launch. Nor was the microSD card slot.

### **Android goes wearable**

In the year before we actually got an official Google-sanctioned Android wearable, the idea of Google making a smartwatch wasn't just possible or likely, it was kind of obvious. Although the unannounced Apple Watch was still more than a year away from being available, Samsung had managed to ship the first mass-market Android watch, the Galaxy Gear in the fall of 2013. And others like Pebble had already proved the potential of the concept.

Given Google's track record with Android on phones and tablets, many industry watchers expected the company to adopt a similar strategy for wearables. Maybe you'd have a Nexus watch to kick things off, then manufacturers would be free to go wild with their own ideas. Diversity (or if you prefer, fragmentation) would ensue, and market share would soar.

When Android Wear eventually arrived, though, the reality was much different. In essence, every watch was a Nexus watch, and it was clear that Google intended to control the user experience and software of these wearables much more closely than it had phones or tablets.

**Відомості про автора**

*Слободянюк Владислав Сергійович, студент факультету комп'ютерних систем та автоматизації групи 2СІ-15б, Вінницький національний технічний університет, м. Вінниця, [vladik67@gmail.com](mailto:vladik67@gmail.com)*

Slobodianiuk Vladyslav Serhiovych, student of faculty for computer systems and automation group 2Si-15b, Vinnytsia National Technical University, Vinnytsia city, [vladik67@gmail.com](mailto:vladik67@gmail.com)

**Відомості про наукового керівника**

*Степанова Ірина Сергіївна, кандидат філологічних наук, доцент, Вінницький національний технічний університет, м. Вінниця*

Stepanova Iryna Sergiivna, candidate of philological sciences, associate Professor, Vinnytsia National Technical University, Vinnytsia city