



*Málaga, December 2014*

## Executive Summary

**TITLE:** **D3.2.1: Evaluate the frameworks for developing application with Android, Symbian, Windows Phone 7, iPhone/iPod devices and identify their suitability for implementing metaheuristics.**

**PAPERS RELATED:**

- Javier Matos and Enrique Alba, Benchmarking Metaheuristics on Portable Devices (unpublished)

**ABSTRACT:**

This document evaluate the different Operative Systems available for mobile platforms with the goal of selecting the best one to implement metaheuristics. Since the human resources to do the development in the context of this project are rather limited, we should select a platform with enough learning resources and a future projection. For this reason, our main conclusion is that the best platform is Android, since 85 % of the mobile devices in the world implement this Operative System. Regarding the frameworks to develop in such platform, we think that Eclipse+ADT plug-in, first, and Android Studio, since October 2014, are the best IDEs.

**GOALS:**

1. Determining the best Operative System for the implementation of metaheuristics in mobile devices.

**CONCLUSIONS:**

1. We analyzed different mobile operative systems to determine the best one to implement metaheuristic algorithms on them.
2. The main mobile platforms in use today are iOS (11 %) and Android (85 %).
3. We think Android is the best one due to two main reasons: it is widespread with a 85 % of market penetration and there are a large amount of free resources to develop in this platform.

**RELATION WITH PAST DELIVERABLES:**

**OTHERS:** D3.2.2

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