

Apple is preparing to combine iOS and Mac applications as one

Next year, Apple may begin to bundle iOS and macOS applications into one, allowing developers to create an application that runs on two platforms.

Bloomberg newspaper said Apple is planning for developers to create applications that can adjust for each platform that it runs, ie support both the touch on the iPhone and iPad, and support mouse and like trackpad on a Mac.

Although the plan is still a plan, it looks like the combination of this application will become reality next year. If so, Apple will announce in June at the Worldwide Developers Conference and then introduce it in the spring, when new iOS and macOS versions are released.

Although Apple is not the first to try to connect the platforms they have, this step is still very important. While Mac has very good applications, iOS is a more dynamic and diverse ecosystem. When allowing such a two-platform application, Apple can help make updates faster and bring more new applications to the Mac.



Will save more time for developers but do not know what users will see

The big question is how it works. It is unclear whether this is the macOS that will simulate iOS or the developer will have to code 2 applications separately. The closer the two platforms are, the easier it is for the developer, but it is also a great risk for the user if the interface used on this platform looks inappropriate because it is used for another platform.

Microsoft has also tried to do the same with Universal Windows Platform applications, allowing developers to create applications that run on both Windows, Windows Phone, Xbox, HoloLens and even Surface Hub. This also has certain limitations when there are always platforms that developers don't care about with other platforms. Google also shares the same path when trying to bring Android apps to Chrome OS.

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