



How iOS development technologies evolved historically?

#	Milestone	Details
1	Early Days (2007-2008)	
-	iPhone SDK 1.0	The initial version of the iPhone SDK, which introduced the basic tools for developing iPhone apps.
-	Objective-C and Cocoa Touch	Apple's primary programming languages and frameworks for iOS development at the time.
2	The Rise of iOS 3.x-4.x (2009-2011)	
-	iOS 3.0	Introduced a new virtual keyboard, multitasking capabilities, and app icons.
-	Xcode 3.1	Upgraded the integrated development environment with improved code completion, debugging, and project management.
-	iOS 4.0	Featured a new multitasking system, notification center, and the introduction of Safari's private browsing mode.
3	The Post-Steve Jobs Era (2011-2015)	
-	iOS 5.0	Introduced iCloud syncing, iMessage, and dictation.
-	Xcode 4.6	Further improved code completion, debugging, and project management.
-	iOS 7.0	Featured a radical redesign of the iOS user interface, with flat design elements and animations.
-	Swift Programming Language	Introduced a new language for building iOS apps, designed to be more concise and safe.



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4	The Apple Watch and Core ML Era (2015-2020)	
-	Apple Watch SDK 1.0	Enabled developers to build watchOS apps.
-	iOS 9.0	Introduced the SiriKit framework, which enabled developers to integrate their apps with Siri's voice assistant.
-	Xcode 7.3	Enhanced code completion, debugging, and project management.
-	Core ML	A machine learning framework that allowed developers to build models for their iOS apps.
5	The Post-Steve Jobs Era 2.0 (2020-present)	
-	iOS 14.0	Featured a new design language, the introduction of a redesigned Calendar app, and improvements to multitasking.
-	Xcode 12.0	Introduced a rewritten Xcode user interface framework, improved code completion, debugging, and project management.
-	SwiftUI	A declarative user interface framework that allows developers to build user interfaces more easily.