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The most significant feature of any smart phone is the ever developing applications. They are what make us waste or save our time, depending on what type of applications you are using and what make smart phones smarter.

With the evolution of newer platforms, dedicated Custom Mobile Application Development Services and Mobile Application Development, things have changed to a great extent. Considering the end of last week, according to an analyst company Mobilewalla, Apple's Application Store now puts claim to 590,138 applications for iOS devices, while Google's Android Market grips a respectable 320,315 applications and Research in Motion's BlackBerry Application World holds 43,544 applications. Coming last in the list, Windows Marketplace is home to about 35,479 Windows Phone applications. Collectively, these would add up to just close to one million applications for all major mobile platforms. However, Mobilewalla asserts and claims around 2,000 applications are added each day. Their estimated figure as of today stands at 989,476. At this rate, the million-application milestone should be hit within a week.

It's difficult to realize that just 4 years ago, there were just a few cents of mobile applications in total. Apple's Application Store is about three and a half years old now. Doing some very rough math, more than 250,000 applications have been developed p.a. Isn't this absolutely mind-blowing and almost impossible to truly wrap your head around?

So when will Mobile Application Development begin to slow down? Developers are sustaining an unbeatable rate of 250,000 applications per year, especially with number of active developers, that are currently present today. But why is it good to have all of these mobile applications anyway?

What I am really trying to decipher is when application developers will begin to focus on quality rather than quantity. Gradually, this rate of development has to slow down, at least a wee. Would it not be better to have one million useful great applications rather than several million poorly-coded and barely functional applications? I would prefer to pay \$10 for one useful application that does everything I need it to than to pay \$0.99 for multiple applications that perform a single action.

Developers are likely to never completely run short of ideas for developing new applications or additions to existing apps. But just ideas are not always going to work and devs will have to concentrate on making Smart Phone Applications more capable.

What do you think, ladies and gentlemen? One million applications is a great achievement. But will Mobile Application Development rate lower down for the sake of more quality applications? Or Should it? Or do you feel more comfort in extremely large numbers?

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SPA works across multiple development platforms to design and a [Mobile Application Development](#) for multiple screen sizes and browsers. SPA team, process, discipline and research ensures clients closer to their consumers across multiple channels of interaction.

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