

From [REDACTED]

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To: BrowsersAndCloud

Subject: App Store, Browsers and Cloud

Issues as a App developer (for both Google & Apple) I have personally seen:

1. As you know, Apple does not allow ANY third party browser engines to run on iOS, all "browsers" on iOS are Apples browser with a new theme/look. But the actual core to the browser is 100% Apple's. So if Apple decides to not support X feature, then NO browsers on iOS can support X feature. Apple has deliberately held back many features that could allow web browser apps to compete with apps in the the app store. All other browser engines in the market support features to allow many types of apps developed using web technologies to actually work like a native app. At this point, Apple either deliberately delays for many years, never implements, or frequently breaks things. The number of items Apple has held back to limit competition is massive. Even simple things like working full screen support, the ability to install an icon to launch the web app (which all other browsers have supported for years on all other platforms) working local storage, etc. Since Apple doesn't allow this, it blocks virtually all types of competition to there store via the web, costs developers money to have to make a custom version just for iOS and creates other costs that are not present on every other platform.

Unfortunately this has created a second issue, because the Safari browser team doesn't have to compete on iOS, Safari is actually the worst browser in the market (see site wpt.fyi) which causes all developers to have to cater down because iOS does have significant market share that we can't just "ignore" it. This creates a lot of extra work for people who aren't even targeting iOS primarily but need or want cross-device compatibility. Finally, because Apple's updates to the browser are tied to OS updates, this creates many times where an security or information exploit is available on iOS for many weeks (to months) and affects all browsers because all browsers on iOS are using the same engine. If we were allowed to run a different browser engine, then people could switch to the other browser until Apple decided to push a new iOS version.

Recommendation: Allow 3rd party browsers to have the exact same rights and privileges as Safari & other Native apps does on iOS. Do to the way Apple has treated other governments, you might also have to add to something like this -- 3rd party browsers are allowed to easily add launching icons for PWA's, be set to be the global default web app, and access any and all functionality any native application has access to.

2. Recently, they have decided to remove older applications. If you haven't updated your app in X months (I think it is 30), your app will now be removed. However, this does NOT appear to apply to any of Apple's own apps. They have several apps that are older than this. This is completely unfair that they are not applying the rules the same to everyone including themselves. This type of behavior is very

much in line with how they behave with everyone one. Rules for thee, not for me.

Recommendation: All "Store" rules should be the exact same for everyone, including Apple, no exceptions. Any exceptions means that rule is null and void.

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