

**From:** Gleb Khmyznikov [REDACTED]  
**Sent:** 22 June 2022 11:10  
**To:** BrowsersAndCloud  
**Subject:** Submission for CMA Mobile browsers and cloud gaming

Good day.

I'm the Lead Frontend developer from Hostme LLC, a cloud based web service for restaurant management. PWA and Web enthusiast, mentor and open source contributor.

Our service and client web applications have heavily relied on Web technologies since 2015. Starting from 2018, web applications were widely supported in major browsers engines like Firefox, Chromium and Safari.

But then, Apple actively slows down innovations in Safari to protect their native apps from fair competition with web apps. Apple ignores the PWA term and tries to pretend it doesn't exist. Many web APIs are just not supported in Safari, and this gap is getting bigger and bigger every year.

As you know, the Safari engine is only one allowed web engine on iOS/iPadOS, web applications are in the gray area of the Apple App Store. In this situation, web developers basically are hostages in the Apple mobile ecosystem. Technologies are limited, options to maneuver too. In the end, most of the time we can't deliver the best and modern experience to our customers in Safari.

Microsoft, Google and even Meta do many great things for the web, especially in the last few years when pandemics hit the world. Making new capable and widely accessible web applications was a key to connect people and hold together in those hard times.

I have a clear vision that we should push Apple to fair competition, stop monopoly on technological stack, allow developers and users to choose. iOS/iPadOS must have support for alternative browser engines, and the App Store must have support for web applications.