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In the 9 short months since Apple's App Store was underway, iPhone and iPod touch users have downloaded apps from very useful to very relentless. Today, the Cupertino boys celebrated 1,000,000,000 apps downloaded from the store. While websites selling apps were known to hard-core BlackBerry and Windows Mobile users, Apple has made the App Store a more user friendly and the touchscreen iPhone and iPod touch has fallen out to have complete gaming download devices and novelty apps like iBeer and many fart machines. Some games, such as Super Monkey Ball, take advantage of the spin devices to make the game more challenging. With the success of the App Store, we have seen that other mobile phone manufacturers and carriers offer similar central web locations that allow phone users to find free and paid apps. RIM recently debuted App World for its BlackBerry devices, Android owners can go to the Android Market and even Microsoft has to offer marketplace application center to Windows Mobile users. Each of these stores will be hard pressed to deliver the same number of downloads as Apple has done in such a short life span. Source: Apple SUBSCRIBE TO OUR NEWSLETTER! After two and a half years (or so) the existence of Apple's iOS App Store has seen 10 billion downloads. To celebrate, Apple handed out one \$10,000 iTunes gift card. People were enrolled in the drawing by downloading the app from the App Store or visiting Apple's website between January 6 and the 10 billionth time the app was downloaded. Competition on the page; this marks a major milestone for Apple and storefront launched a few years ago to go along with Apple's iPhone SDK. In March 2008, Apple CEO Steve Jobs, along with iPhone 2.0 software, publicly demonstrated for the first time the then new App Store, which we called an app we wrote for the delivery of apps to iPhone. And deliver it. It took nine months to reach a billion downloads and just over a year to reach \$2 billion. All the time, Apple has collected a good percentage of revenue from each app sold. Many developers did quite a penny in the App Store, too. Flixter's films, the fifth most downloaded free iPhone and the third most downloaded free iPad app, were created by Jeffrey Grossman, a sophomore at Carnegie Mellon University. In 2008, Flixter acquired an app from Grossman for an undisclosed amount. Grossman also received an advisory position at Flixter during his training. Not bad for a student. It wasn't all about the App Store it was nice. Everyone remembers the 2009 Google Voice debacle, in which Apple rejected Google's official app from showing up in the App Store. The move has inspired the FCC to examine Apple's vague app approval process, which has often been criticized. Last September, Apple finally announced the approval/refusal process by issuing App Store Review Guidelines. In November, the official Google app finally reconsidered apple's store. It goes he says the app store has been a huge success for Apple and its wide range of apps is probably one of the biggest things that stand between the iPhone and its competitors. But that's about to change. Android Market is rapidly gaining on the ground. In December 2010, AndroLib reported that Android Market has more than 200,000 apps. The report came just two months after Google announced it had 100,000 apps on its market. PC World writer Daniel Ionescu has projected that the Android market could overtake Apple's iOS App Store by spring if growth continues at the same pace. Something tells me Apple isn't too worried about it. After all, it has just opened the App Store for Mac and will soon be able to provide Verizon customers with all their app needs. Watch the Apple iOS App Popular Slide Show For All Pc World. Note: When you buy something after clicking links in our articles, we can earn a small commission. For more details, please read our affiliate links policy. (Pocket-lint) - Apple has set up a special website with a countdown (or countdown, preferred) to, stunningly, 10 million download apps from app Store. In, if you nab a 10 billionth app then you'll get a \$10,000 iTunes voucher. We know \$10 billion would be more apt, but Apple isn't that generous. As of today, nearly 10 billion apps have been downloaded from the App Store worldwide, read the statement on the site. Best VPN 2020: 10 of the best VPN deals in the US and UK SAs almost as amazing as the apps themselves. That's why we want to thank you. Download the 10 billion app, and you can win a US\$10,000 iTunes gift card. Visit the App Store to download what could be your best app. So there you have it, what you are waiting for - get a download. If you're not sure which apps to go, check out our App of the Day feature for some suggestions. We in Pocket-lint we had a calculator out and it seems that the ticker is increasing at a rate of about 21,350 applications per minute. So we estimate (if it stays at the same speed) that 10 billion will land around 9:43am on Saturday, January 22. The pocket cover was never really listened to in mathematics, so we could be wrong. Make your own sums and make your own predictions and tell us what comments below are using. It says Paul Larikin. Apple's App Store for iPhone and iPod Touch is served with a one billion app, just nine months after opening the store. Last night, Apple celebrated the milestone on its website and thanked customers for their support. The lucky App Store patron who downloaded the billion-dollar app will win a barrel of Apple's booty from the company. Apple also took the opportunity to brag about its success in the mobile ad market and to drive large amounts of mobile net traffic. Apple's official countdown began two weeks ago, down from its billion-dollar app that served. The company has not yet announced who downloaded the billion-dollar app. This person will win \$10,000 in Credit, 17-inch MacBook Pro, 32GB iPod touch, and Apple Time Capsule. UPDATE: Apple has just revealed that the winner of its billion-dollar app download contest is Connor Mulcahey from Weston, Connecticut. The 13-year-old downloaded the billion-dollar Bump app, a tool to swap information such as contact details and photos. More than 37 million devices use Apple's mobile operating system: more than 21 million iPhones and more than 15 million iPod touch (with about 35,000 apps available in store) according to the company. In addition to driving the success of the App Store, these devices have also helped Apple control 50 percent of the mobile ad market and drive the most mobile Internet traffic to the United States, according to the latest market reports. AdMob's research shows that iPhone and iPod touch make up about 50 percent of requests for mobile ads in the U.S., followed by Research In Motion with 22 percent and Windows Mobile with 11 percent. All over the world, Apple's hands go door-to-neck with Nokia when it comes to the traffic generated by smartphones. AdMob's data shows that Apple's devices drive the most traffic worldwide, up 38 percent. Despite the overall success of The App's App store, it is not flawless. This week, the company was criticised after the release and instillation of the request, which was handled by a number of offensive and unethical (read the full story). Apple's choice to approve apps in its store also has a history of banned apps, which makes many developers unhappy with the company's decision. Follow Daniel on Twitter @danielionescu Note: When you buy something after clicking links in our articles, we can earn a small commission. For more details, please read our affiliate links policy. Details.

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