

Market share by category

Category	Source	Date	Linux based	Mac and other Unix	In-house	Windows	Other
Desktop, laptop, netbook	Net Applications[38]	Aug-14	1.67% (Ubuntu, etc.)	6.74% (OS X)		91.58% (7, 8, XP, Vista)	
Smartphone, tablet, handheld game console	StatCounter Global Stats[39]	Mar-14	46.26% (Android)	33.09% (iOS)		1.78% (WP8, RT)	18.87%
Server (web)	W3Techs [40]	Jan-14	34.62% (Debian, CentOS, RHEL)	32.48% (BSD, HP-UX, AIX, Solaris)		32.90% (W2K3, W2K8)	
Supercomputer	TOP500 [37]	Nov-13	96.4% (Custom)	2.4% (UNIX)		0.4%	0.8%
Mainframe	Gartner [35]	Dec-08	28% (SLES, RHEL)				72% (z/OS)
Gaming console	Nintendo, Sony, Microsoft, Ouya[41]	Jun-13	0% (SteamOS, Android)	29.6% (PS3)	40.9% (Wii)	29.5% (Xbox)	
Embedded	UBM Electronics [42]	Mar-12	29.44% (Android, Other)	4.29% (QNX)	13.5%	11.65% (WCE 7)	41.1%
Real time	NewTechPress[43]	Nov-11	19.3% (Android)		20.1%	35.8% (XPE, WCE)	24.8%