Escuela Superior de Computo

Tarea 27-29: Realidad Virtual, Análisis Forense, Código QR-Barras

Application Development for Mobile Devices

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3CM14

Profesor: Cifuentes Álvarez Alejandro Sigfrido

Fecha de entrega: 01 de junio del 2021

Tarea 27 – Realidad Virtual

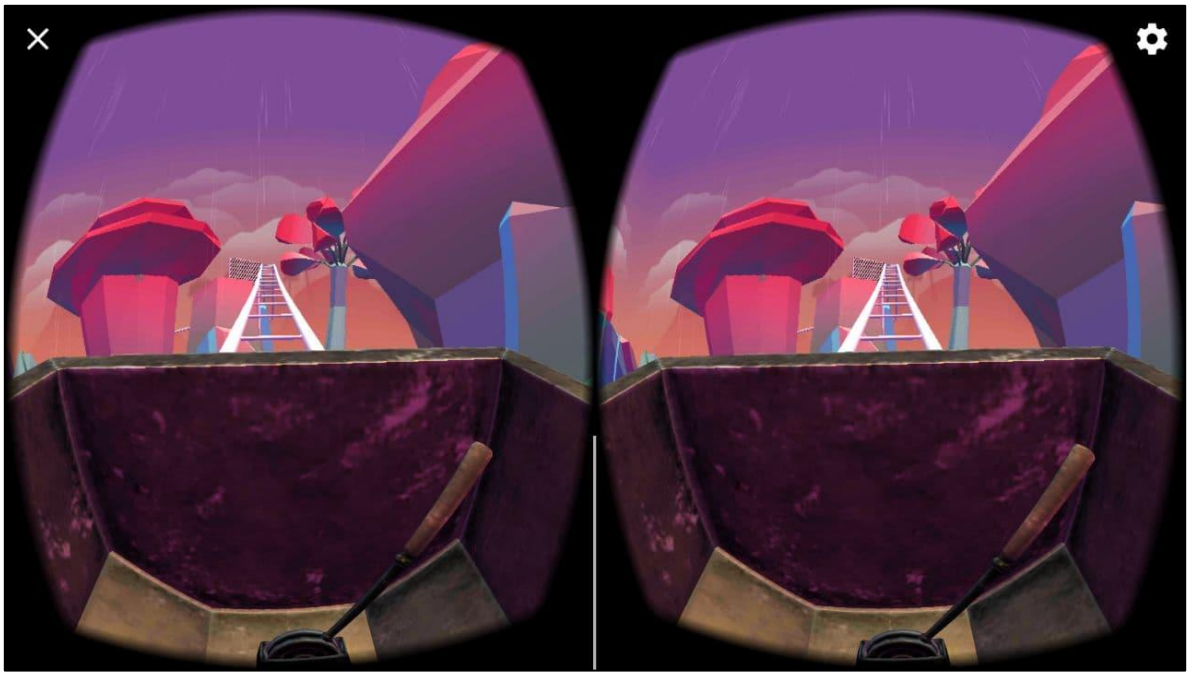


Figura 1. Ejemplo 1, aplicación de Roller Coaster VR de la Play Store.

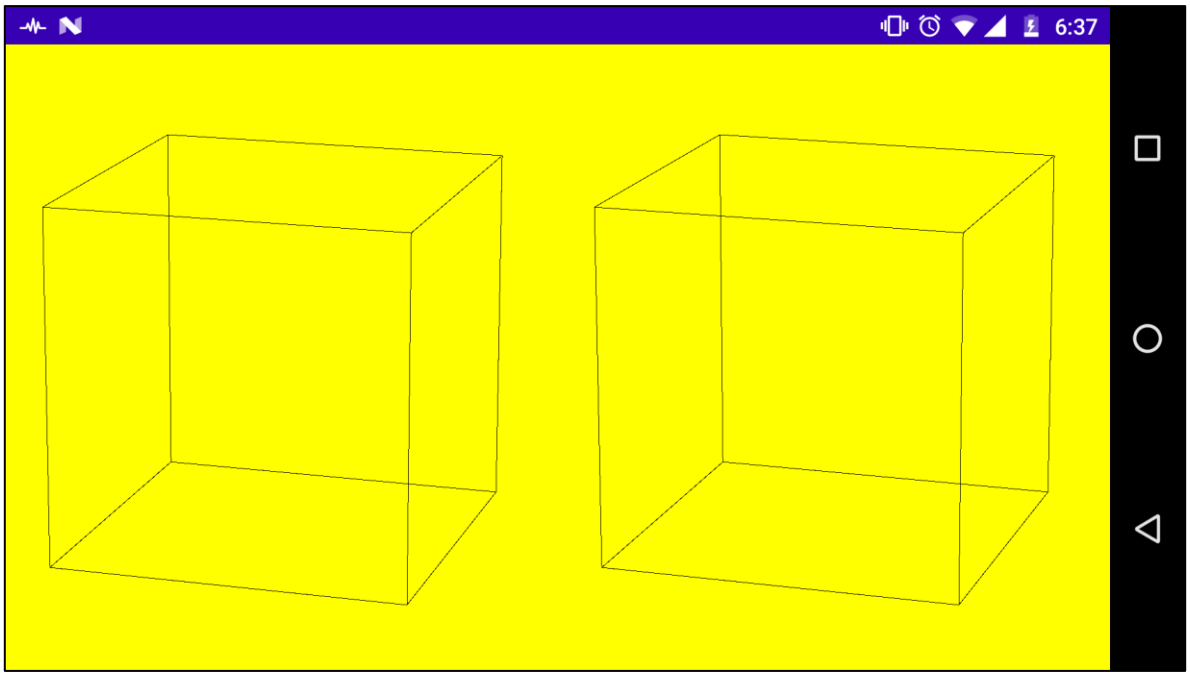


Figura 2. Ejemplo 2, aplicación de Cubo realizado en Canvas.

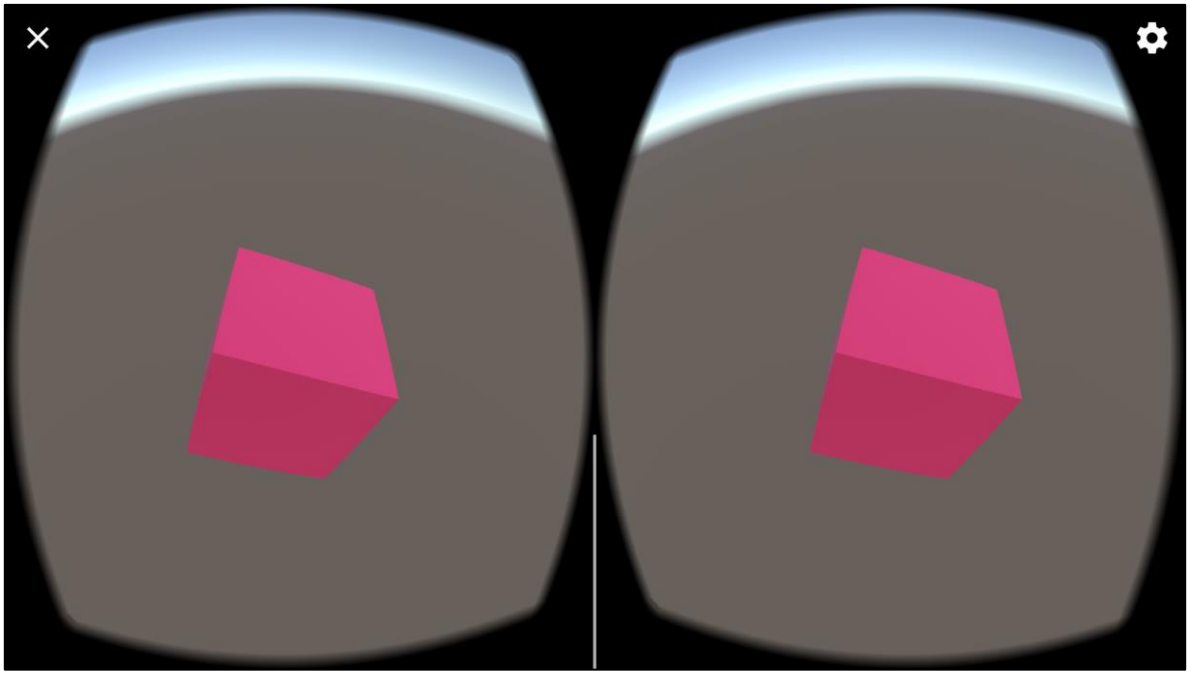


Figura 3. Ejemplo 3, aplicación de Cubo 3D con Unity.

Figura 4. Ejemplo 4, reproducción de video VR.

Tarea 28 – Análisis Forense

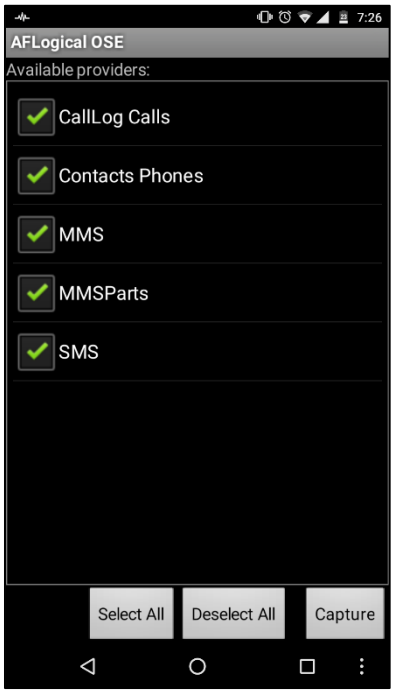


Figura 5. Ejemplo 1, ventana principal de AFLogical.

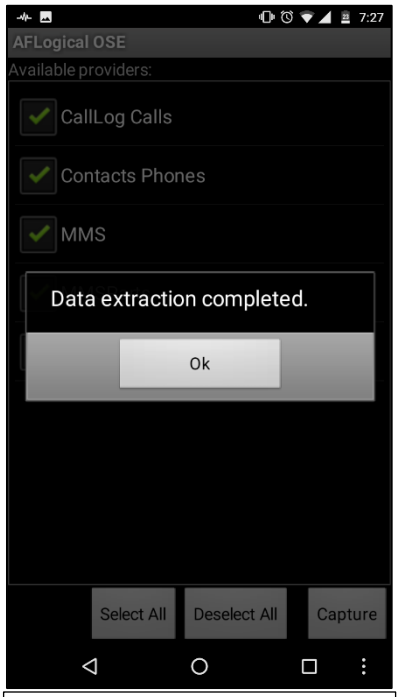


Figura 6. Ejemplo 1, extracción de datos completada.

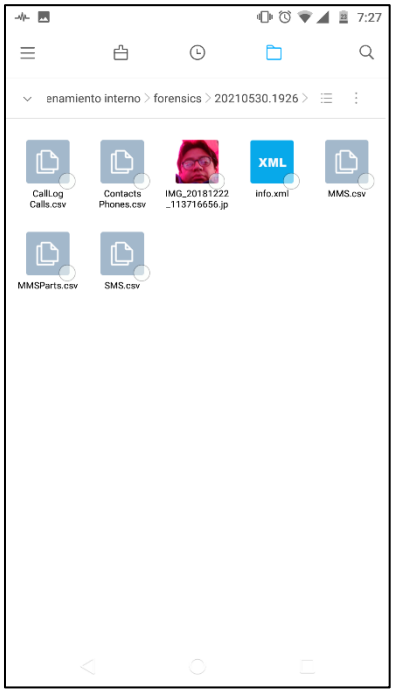


Figura 7. Ejemplo 1, datos generados en carpeta

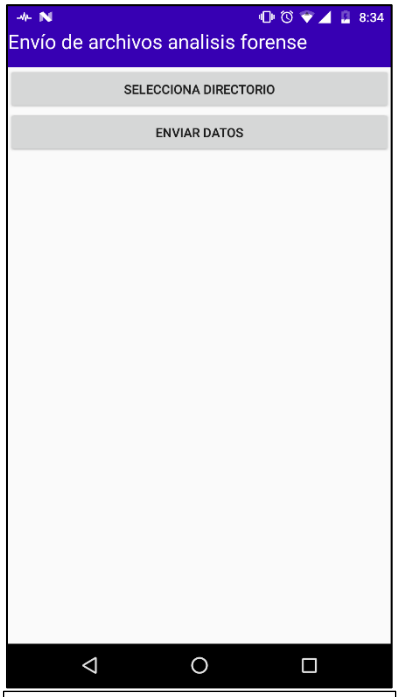


Figura 8. Ejercicio 1, ventana principal para compartir archivos.

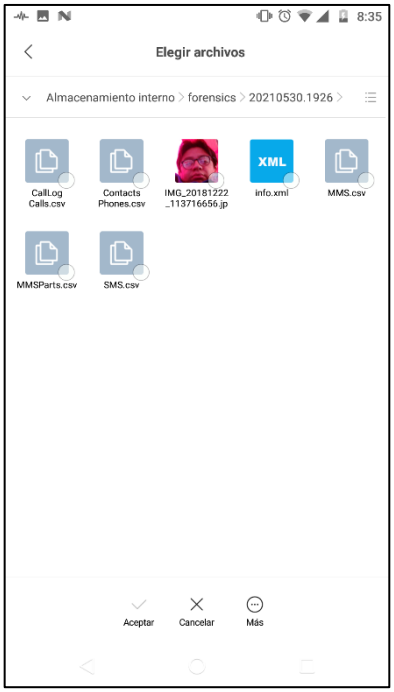


Figura 9. Ejercicio 1, selección de los archivos.

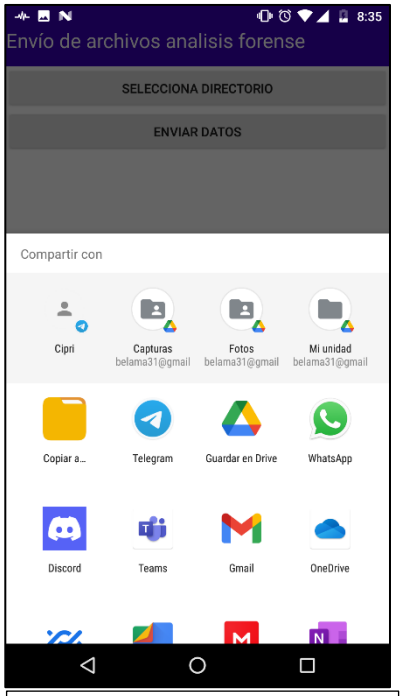
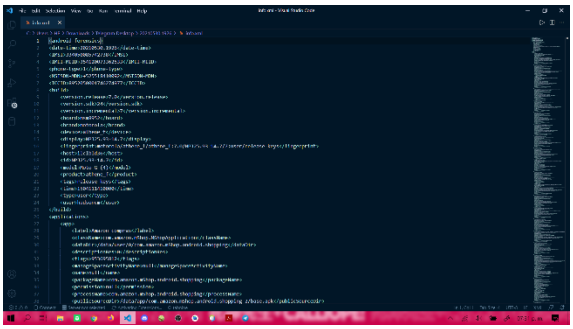
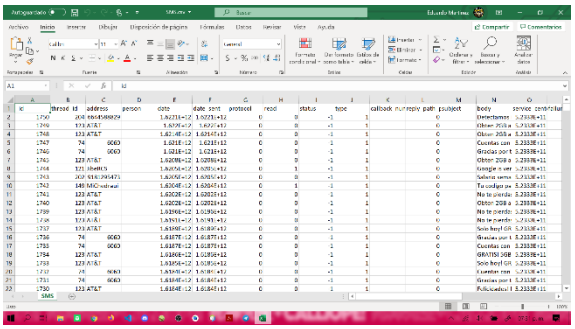
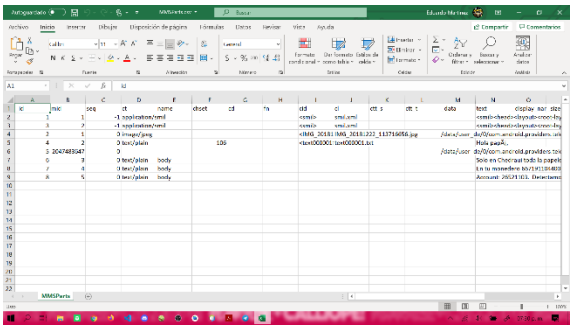


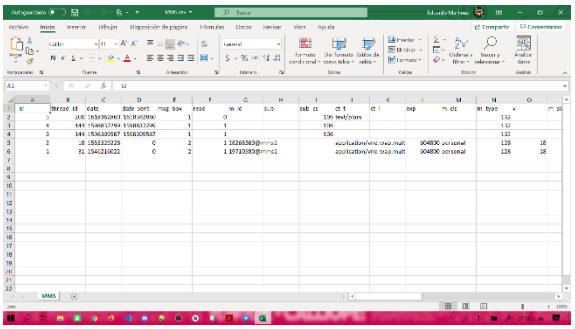
Figura 10. Ejercicio 1, ventana de "Compartir" para envío de los archivos.

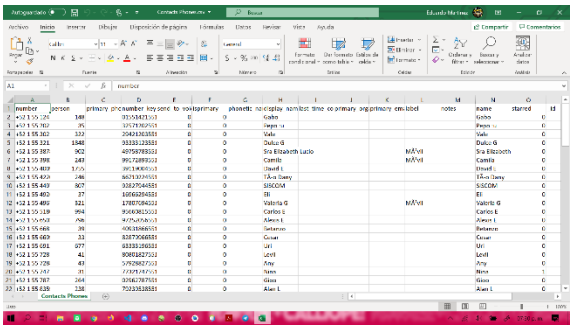
Archivos generados por el análisis

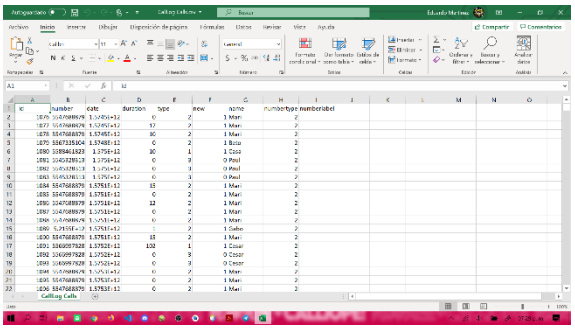












Tarea 29 – Código QR, Barras

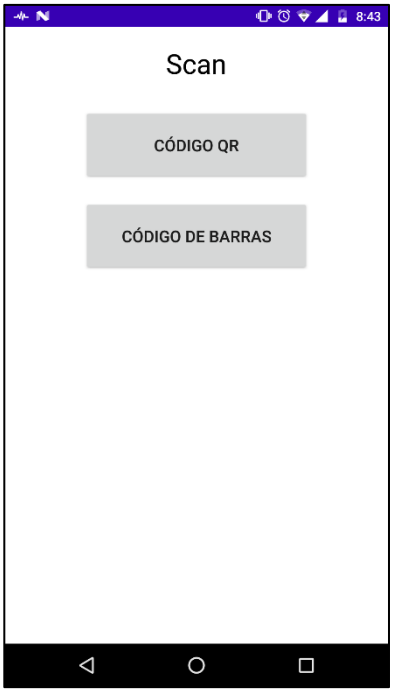


Figura 11. Ejemplo 1, ventana principal de la aplicación, opciones para escaneo de QR y código de barras.

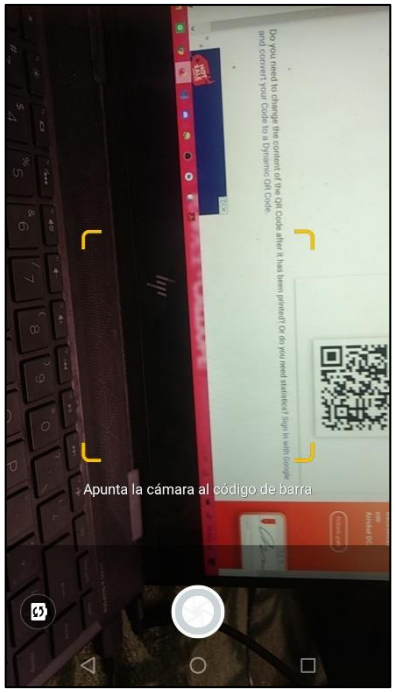


Figura 12. Ejemplo 1, ventana del escáner de códigos.

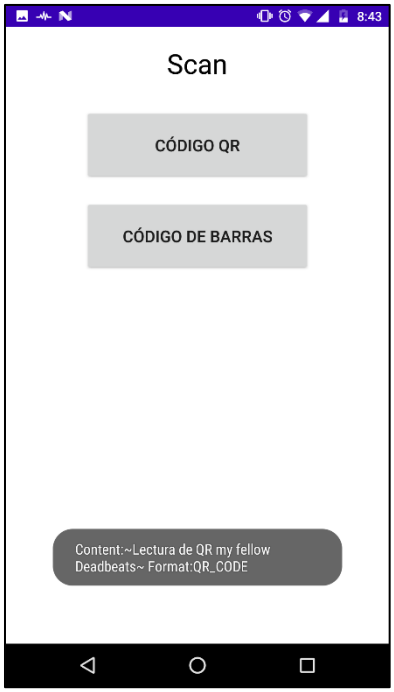


Figura 13. Ejemplo 1, resultado de lectura de QR.

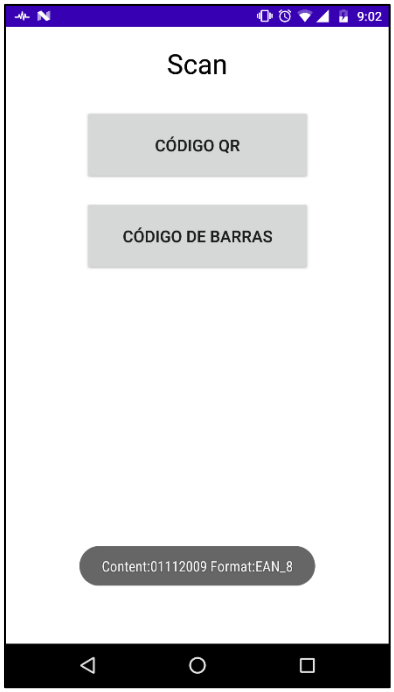


Figura 14. Ejemplo 1, resultado de lectura de código de barras.