





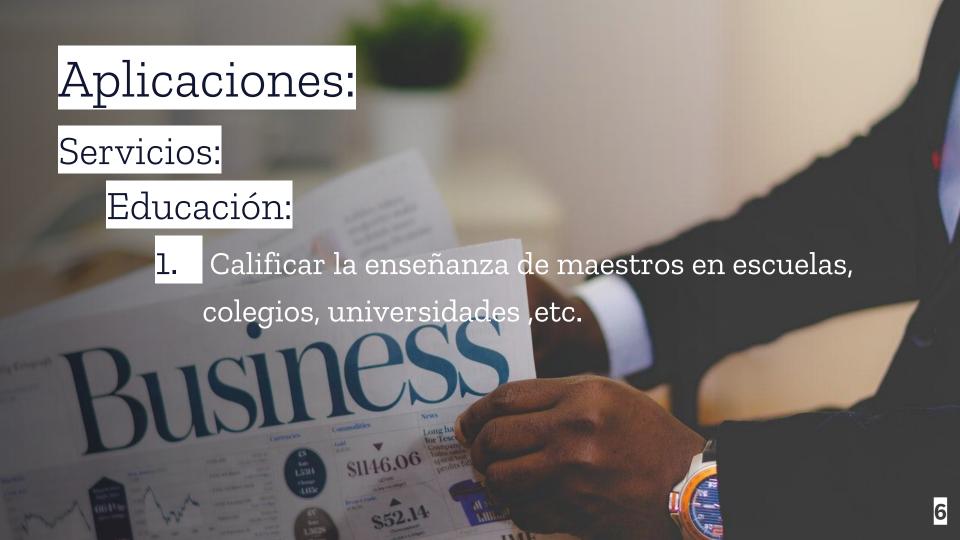
View Trip















# Aplicaciones:

Ranking de personas:

Influyentes (4 - 5 estrellas)

Su comportamiento es aceptado socialmente y se consideran ciudadanos ejemplares, por lo que logran obtener mayores beneficios.

## Aplicaciones:

Ranking de personas:

Promedio (2.5 - 3.9 estrellas)

Su comportamiento normal, con altos y bajos; este grupo asociará a la mayoría de personas.

## Aplicaciones:

#### Ranking de personas:

No deseables (1 - 2.4 estrellas)

Su comportamiento no es aceptado socialmente y se consideran malos ciudadanos y/o personas no deseables.









## Manejo del Usuario

```
ValuesController.cs → X
 NearController.cs
                       User.cs
                              BlackMirrorApi.Controllers.ValuesController
[Route("api/[controller]")]
public class ValuesController : Controller
    IFirebaseClient client;
    public ValuesController()
        IFirebaseConfig config = new FirebaseConfig
            AuthSecret = "xAHhzYXgJnoTX0RMMp3pnIQtFupbHhCqldI6lWIn",
            BasePath = "https://blackmirrordb.firebaseio.com/"
        };
        client = new FirebaseClient(config);
```

```
User.cs - X ValuesController.cs
BlackMirrorApi
                   NearController.cs
BlackMirrorApi

    SlackMirrorApi.Controllers

            using System.Ling;
            using System. Threading. Tasks;
           □namespace BlackMirrorApi.Controllers
                 public class User
                     public string Name { get; set; }
                     public string Image { get; set; }
                     public double Rating { get; set; }
                     public int NRates { get; set; }
                     public Location LastLocation { get; set; }
                 public class Location
                     public double Lat { get; set; }
                     public double Long { get; set; }
                     public double Alt { get; set; }
```

```
// GET api/values
[HttpGet]
public async Task<IDictionary<string, User>> GetObjectsAsync()
   FirebaseResponse response = await client.GetAsync("user/");
   IDictionary<string, User> users = response.ResultAs<IDictionary<string, User>>();
   return users;
// GET api/values/5
[HttpGet("{id}")]
public async Task<User> GetAsync(string id)
   FirebaseResponse response = await client.GetAsync("user/" + id);
   return response.ResultAs<User>();
// POST api/values
[HttpPost]
public async Task<Key> PostAsync([FromBody]User user)
   PushResponse response = await client.PushAsync("user/", user);
    return new Key(response.Result.name);
// PUT api/values/5
[HttpPut("{id}")]
public async Task<User> PutAsync(String id, [FromBody]User user)
   FirebaseResponse response = await client.UpdateAsync("user/" + id, user);
   return response.ResultAs<User>();
```

### Obtener usuarios cercanos

```
NearController.cs ≠ X User.cs
BlackMirrorApi
                                                      ValuesController.cs
BlackMirrorApi

    SlackMirrorApi.Controllers.NearController

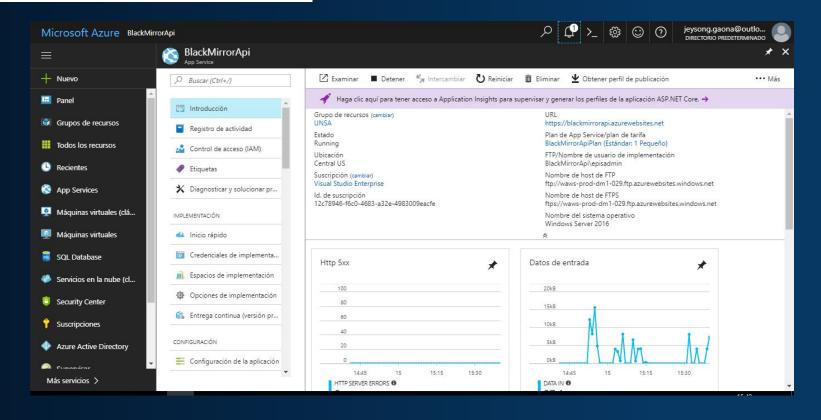
    PutAsync(String id, RateObj.

                  [Produces("application/json")]
                  [Route("api/Near")]
                  public class NearController : Controller
                      IFirebaseClient client;
                      public NearController()
                          IFirebaseConfig config = new FirebaseConfig
                              AuthSecret = "xAHhzYXgJnoTX0RMMp3pnIQtFupbHhCqldI6lWIn",
                              BasePath = "https://blackmirrordb.firebaseio.com/"
                          client = new FirebaseClient(config);
```

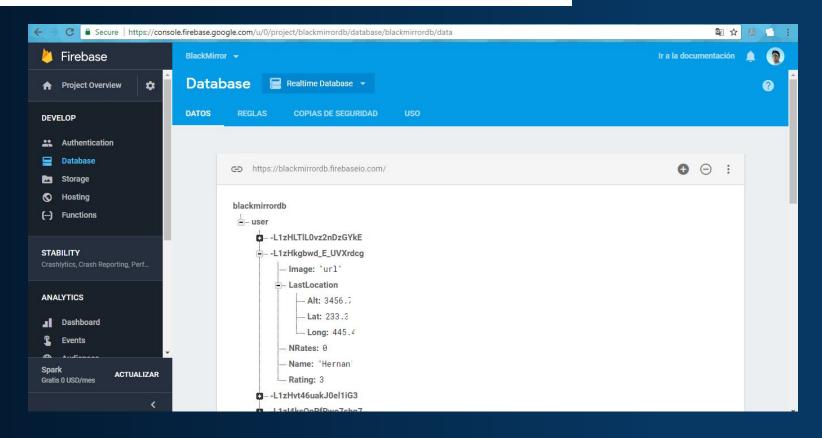
```
public static double DistanceTo(Location loc1, Location loc2)
   double lat1 = loc1.Lat;
   double lon1 = loc1.Long;
   double lat2 = loc2.Lat;
   double lon2 = loc2.Long;
   double rlat1 = Math.PI * lat1 / 180;
   double rlat2 = Math.PI * lat2 / 180;
   double theta = lon1 - lon2;
   double rtheta = Math.PI * theta / 180;
   double dist =
       Math.Sin(rlat1) * Math.Sin(rlat2) + Math.Cos(rlat1) *
       Math.Cos(rlat2) * Math.Cos(rtheta);
   dist = Math.Acos(dist);
   dist = dist * 180 / Math.PI;
   dist = dist * 60 * 1.1515;
   return dist * 1.609344 * 1000;
```

```
// PUT api/near/#
[HttpPut("{id}")]
public async Task<User> PutAsync(String id, [FromBody]RateObj rate)
   FirebaseResponse response = await client.GetAsync("user/" + id);
   User user = response.ResultAs<User>();
   user.Rating = Math.Round((user.Rating * user.NRates + rate.Rate) / (user.NRates + 1.0), 1);
   user.NRates = user.NRates + 1;
   FirebaseResponse response2 = await client.UpdateAsync("user/" + id, user);
   return response2.ResultAs<User>();
```

### API en AZURE



### Base de Datos en Firebase



## Conclusiones

Black Mirror es una aplicación que está enfocada a:

- 1. Smart Education
- 2. Smart Health
- 3. Smart Governance



### Referencias

- Peis, E., Morales del Castillo, J. M., & Delgado López, J. A. (2008). Sistemas de Recomendación Semánticos. Un análisis del estado de la cuestión.
- VARGAS, Washington Adrián Velásquez.
   Algoritmo de recomendación sensible a
   contexto de elementos educativos reutilizables
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   Revista Tecnológica-ESPOL, 2017, vol. 30, no 1.

