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BSIT-3E

My Daily Used Applications:



Twitch is an American video live-streaming service that focuses on video game live streaming, including broadcasts of esports competitions, in addition to offering music broadcasts, creative content, and "in real life" streams.

Impact:

Watching livestreams of my favorite pro players help me to improve my gameplays in different games and they also inspire me to livestream on the same platform to showcase my skills.

Average use: 2-3 hours a day

Programming languages used: Go, C/C++, TypeScript, Python, Java/Kotlin, ObjectiveC/Swift



is a social media and social networking service owned by American technology conglomerate Meta. Created in 2004 by Mark Zuckerberg with four other Harvard College students and roommates Eduardo Saverin, Andrew McCollum, Dustin Moskovitz, and Chris Hughes, its name derives from the face book directories often given to American university students. Membership

Impact:

Facebook keeps me updated to the latest news and happenings, also it allows me to keep up with what my relatives and friends are up to these days. It is my primary go-to social media platform in sharing glimpse of my daily life to them.

Average use: 2-3 hours a day

Programming languages used: Hack, PHP, Erlang, Java, C++, Rust, JS, Python



is a short-form video hosting service owned by Chinese internet company ByteDance. It hosts user-submitted videos, which can range in duration from three seconds to 60 minutes. It can be accessed with a smart phone app or the web.

Impact:

It is my go-to platform when I'm feeling bored and it somehow never fails to entertain me and cater some of my curiosity.

Average use: 4 hours a day

Programming languages used: Swift, Java, C, C+, Kotlin, Golang, and Python



Instagram

is an American photo and video sharing social networking service owned by Meta Platforms. It allows users to upload media that can be edited with filters, be organized by hashtags, and be associated with a location via geographical tagging.

Impact

It is the social media platform I use in sharing my best photos and most favorite moments. I also go to Instagram for project inspirations from time to time.

Average use: 2 hours a day

Programming languages used: Python, React Native, PHP



Music

YouTube Music is a music streaming service developed by the American video platform YouTube, a subsidiary of Google. The service is designed with a user interface that allows users to explore songs

and music videos on YouTube based on genres, playlists, and recommendations.

Impact

I mainly use this music streaming service only because it is included in my YouTube Premium plan. I don't like the way it recommends music but it is what I mainly use when I want to listen to music.

Average use: 3 hours a day

Programming languages used: Python, C++, Java, Go, JavaScript