Project Report Format

1. INTRODUCTION

Genesis of iPhone[edit]

The idea of an Apple phone came from Jean-Marie Hullot, a software engineer from NextStep, and later, MacOS.[1] Initially, making an Apple phone was not favored by CEO Steve Jobs, but eventually Hullot was able to convince him. The first team was created in Paris; however, it was not until a few years later that he took the project more seriously: the French engineers were asked to work back in the US, but Hullot declined and resigned from Apple with his team.[2] Another engineer, Henri Lamiraux,[3] became the new head of the project with Scott Forstall,[4] to develop the iPhone software.[5]

Initial development[edit]

Initially, the iPhone started from a conflict between Steve Jobs and his brother-in-law working at Microsoft,[6] then convinced by a French high-level engineer,[7] Jean-Marie Hullot, working for Apple France[8] to do so. The project within Apple Inc. for developing the iPhone began with a request in 2004 from CEO Steve Jobs to the company's hardware engineer Tony Fadell, software engineer Scott Forstall and design engineer Sir Jonathan Ive[9] to work on the highly confidential "Project Purple".[10][11]

While pitting two teams of engineers led by Fadell and Forstall, Jobs decided to investigate the use of touchscreen devices and tablet computers (which later came to fruition with the iPad).[12][13][14][15] Jobs ended up pushing for a touch-screen device that many have noted has similarities to Apple's previous touch-screen portable device, the Newton MessagePad.[16][17][18][19] Like the MessagePad, the iPhone is nearly all screen. Its form factor is credited to Apple's Chief Design Officer, Jonathan Ive.[14][20]

Jobs expressed his belief that tablet PCs and traditional PDAs were not good choices as high-demand markets for Apple to enter, despite receiving many requests for Apple to create another PDA. In 2002, after the iPod launched, Jobs realized that the overlap of mobile phones and music players would force Apple to get into the mobile phone business. After seeing millions of Americans carrying separate BlackBerrys, phones, and Apple's iPod MP3 players; he felt eventually consumers would prefer just one device.[21]

Jobs also saw that as cell phones and mobile devices would keep amassing more features, they will be challenging the iPod's dominance as a music player. To protect the iPod new product line, which by the start of 2007 was responsible for 48% of all of Apple's revenue,[22] Jobs decided he would need to venture into the wireless world.[21] So at that time, instead of focusing on a follow-up to their Newton PDA, Jobs had Apple focus on the iPod. Jobs also had Apple develop the iTunes software, which can be used to synchronize content with iPod devices. iTunes had been released in January 2001.[23][24][25][26]

Several enabling technologies made the iPhone possible. These included lithium-ion batteries that were small and powerful enough to power a mobile computer for a reasonable amount of time; multi-touch screens; energy-efficient but powerful CPUs, such as those using the ARM architecture; mobile phone networks; and web browsers.[27] Apple approached glass manufacturer Corning in 2005 to investigate the possibility of a thin, flexible, and transparent material that could avoid the problem of metal keys scratching up phone screens. Corning reactivated some old research material that had not yet found an application to produce Gorilla Glass.[27]

2. LITERATURE SURVEY

In this study, we are present overall the objectives of IPhone are to explain (a) the feature of IPhone, (b) the service of IPhone, (c) the customer's satisfaction, and (d) the behavior intention

The Performance of IPhone

The Performance of IPhone is the highlight for a buyer to choose the phone with their lifestyle that important about a decision for overall when customer looking for product and service. According to Chen and Yang (2012, customer can select the performance of the product, including product, price, networks, system, and design, etc. To support consider decision-making when customers purchase a product or service. In our research concern by four sentences:

- **IPhone made by excellent materials that make user can use its effectively.**
- ***…show more content…***
- **I felt satisfied with the features of the IPhone.**
- **I felt satisfied with ease of use of IPhone.**
- **I felt satisfied with the online support and iService.**
- **I felt satisfied with the options of IPhone.**

The behavior intention

As report by Nyadzayo and Khajehzadeh (2016), when the company develop their product and maintain their quality, then the customer will be loyalty and know more about the product and the company. In addition, customer who has good experience of the performance of product and service they will be more loyalty. In definition, loyalty is faithfulness to commit for long or short term that the vision in the organization for product and service to maintain high quality and development in the future. A study by Kim, Wong, Chang, and Park (2016), customers can make suggestions to other people. In our research concern by five sentences:

- **I would like to purchase another product from the same brand.**
- **I would to suggest IPhone to someone who asks my opinion.**
- **I have positive opinion to say about IPhone to everyone.**
- **I would to pick IPhone, if I had to choose again.**
- **I would like plan to purchase new version of IPhone.**

3. IDEATION & PROPOSED SOLUTION

"In a world where business is more interested in 'best practice' rather than different practice, is it any wonder that products and services, companies and organizations are all beginning to look the same?" the three authors rhetorically ask in ?What If!'s classic book on creativity and innovation, Sticky Wisdom. How to Start a Creative Revolution at Work. They've got a vital point there. So, let's see how we can help you stand apart in your work by learning three new methods—namely, Re-Expression, Revolution, and Random Links. These can help you soar above the humdrum and make users go 'Wow!' – not because you'll have done the 'done thing' but because you'll have done the right thing, by going beyond.

As a designer, thinking creatively and coming up with new ideas go with the territory. Especially to those who have little understanding of how design 'works', we tend to get held in the kind of esteem where they see us as wellsprings of creativity, producing great output but still in a similar way to those doing other roles. It's our job, right? Being considered bottomless supplies of cool ideas might seem flattering, but we know the reality involved in a creative career. Coming up with ideas that are *truly* groundbreaking can be difficult. We often end up thinking like our competitors. Thinking about things in a *completely* new way is downright hard, in fact. The reason lies in human nature—we're wired to fit new information and challenges into our *existing* assumptions about the world, rather than *challenge* those assumptions and habits. Getting to a place where you can devise truly innovative ideas takes rising up and out of your normal way of thinking. Don't worry; this involves quite a bit of fun and no out-of-body experiences.

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Why is Innovative Thinking Difficult?

In everyday life, we need to be able to make sense of the world very quickly, without thinking too much about all the various stimuli that we encounter. To do that, we fit new information into mental categories known as schemas. The concept of schemas first appeared in the field of

psychology, thanks to the developmental psychology pioneer Jean Piaget. That was in the 1920s, and it has since become a widely recognised term in psychology. You could say that schemas are like our own private theory about how the world works. We need schemas so we don't have to question everyday assumptions such as the facts that an orange tastes sweet and that we have to stop walking when the traffic light turns red. However, when we set out to challenge our schemas in order to be innovative, they can become rigid.
Consequently, **overlooking information that might challenge how we think about the world comes all too easily to us**. So, when we want to be creative and think new thoughts, **we need strategies to challenge our habitual ways of thinking**.

Before we explore these, let's examine more about how schemas work. Understanding schemas will help you challenge your own, and you may well learn more about yourself in the process.

How Schemas Work

Schemas allow us to make sense of the world, and speedily so; but they can also mean that we overlook alternatives that don't fit into our ways of thinking.

We humans have schemas for everything we have encountered before, from different types of birds to different types of behavior. If I am walking by the ocean and I hear a bird screeching loudly, I don't have to examine it more closely to realize that the bird is a seagull. Other information in my 'seagull schema' tells me that it is white, grey, and black and has an orange beak. I don't have to take a closer look at it to know that.

Schemas serve an important function because they allow us to decode the world about us without having to examine everything. Without schemas, even our everyday environment would quickly become a very overwhelming place. The 'help' they provide comes at a cost, though. One downside to schemas is that they can be difficult to change; another is that they make us overlook information that does not fit into the schema. If the seagull I heard happened to be blue, I might not even notice. A well-known example of schemas that can become problematic is stereotypes. When we meet someone who looks or dresses a certain way, we immediately have a range of expectations for how we think that person is going to think and behave. Something as simple as whether a person is using an Apple MacBook or a Windows PC makes us have different expectations of that person. Some of our expectations will be correct and others incorrect, but research has shown that we are more likely to notice the things about the person that *fit* into our existing schemas, and overlook things that do not (see, for example, Bem, 1981). That means that we miss out on new and surprising information. It also has the sad tendency to help an unwary mind write off a person or something based on a single, often superficial, characteristic.

Schemas can lead to stereotypes. Something as simple as whether you use a MacBook or a PC will lead people to assume things about who you are and what you do. Not all MacBook users are creative types or ardently progressive in their politics; likewise, not all PC users are unswerving traditionalists.

Schemas are rigid, but—of course—they can and do change. Sometimes, changing how we think about things requires a conscious effort, and sometimes our surroundings will force us to change our old schemas. An extreme example of how the world around us can force us to change our schemas is if you continue to hear seagulls on your daily walks and one day you look up and detect that *three* of the seagulls are indeed bright blue. The first time you see blue seagulls, you will most likely not believe your own eyes and you'll keep your old schema while reassuring yourself that "seagulls are white, grey, and black". You'll also try to find a logical explanation such as the reflection from the sun. However, if you continue to meet blue seagulls day after day, you'll break your schema and create a new one. (You may also be checking the news reports to see if a nuclear power station had been having problems recently.) This kind of **detecting and learning** is not what we're after here. Instead, we're going to help you **detect, learn, *and invent*** blue seagulls – or whichever innovative product or service you aim to design.

If you sometimes find that your expectations of how something works—or how people behave—is limiting your ability to imagine new solutions and ideas, you can try one of the following three strategies to challenge that and rise above your usual way of thinking.

Strategies for Innovative Thinking

"There is a very simple law in operation here, the first law of creativity -the quality and uniqueness of stimulus in has a direct impact on the quality and uniqueness of ideas out."
—From Sticky Wisdom. How to Start a Creative Revolution at Work

When you want to challenge your usual way of thinking so as to come up with new ideas, having concrete tools will come in more than handy. The book *Sticky Wisdom. How to Start a Creative Revolution at Work,* from 2002, has become a classic in innovation literature and has some excellent suggestions for how to start thinking differently. So, without further ado, let's get down to discussing our three methods in full:

- Re-Expression
- Revolution
- Random Links
  The original idea behind all three was that they're things we should use in brainstorming sessions, with a team; happily, though, you can also use them on your own.

Re-Expression

The idea behind re-expression is that people in the same business or from the same background often use the same words to describe issues and ideas. When we use the same words many times, they become connected to a lot of associations or schemas. For example, let's say that your task is to come up with fresh new ideas for improving a fitness app and make it stand out against its competitors. If you think about the word **'fitness'**,you probably have many associations about what fitness is and how you achieve it, especially if you have done your background research properly. Your associations are probably not that different from your competitors'—who, not unpredictably, are also trying to come up with innovative solutions for a fitness app. You might think about fitness centers, fitness trackers, training programmes, and so on.

When we think about fitness, people from similar backgrounds and businesses tend to have similar associations.

Re-expression is a method to help you think about the challenge in a new and different way that is also different from what your competitors are thinking. This is where the fun really starts. Have you ever heard the phrase "can't see the wood for the trees"? It means being too close to something to be able to notice aspects of it or even its true identity. So, getting distance on your target subject is vital. The book suggests three ways you can do this:

1. **Re-express in different words.** Come up with as many related words or metaphors as possible for the issue (product or service) you are seeking to innovate. The word does not have to mean exactly the same thing; it can be something related (an example for 'fitness' could be 'endurance', 'play', 'health', 'repair', 'robustness', and 'strength'). Then think about what associations you have for each of the new words. Do some of them inspire your original issue? How? Why?
2. **Re-express in different senses.** Another method for bringing about new ways to think about an issue is to use different senses. You could **draw** it, **act** it out, or **build** it in Legos. Expressing it in different senses will allow you to see connections that were not previously obvious. Again, you should figure out *how* they inspire your original issue. As you're doing this, ask yourself *why* each connection links to the issue. For instance, if you've drawn a tree with powerful branches and a strong, intricate root system, you may discover that while fitness may mean 'motion' to many, there's no reason it can't involve 'nutrition' and 'settled in good soil (i.e., lifestyle habits)', too.
3. **Re-express from another perspective.** Try to think about how someone else, with different sensibilities from yours, would think about the issue. E.g., how would a 5-year-old think about fitness?—probably more like play and fun than exercise. And how would a person in a wheelchair think about fitness? Challenging? With envy? With nostalgia? This method is in line with 'Extreme Personas'. Your assumptions do not need to be an accurate reflection of how the other person *would* think. The main thing is that imagining another perspective will allow you to see the issue differently, and that's the key to the enterprise here.
You can download and print our Re-expression template to help you get started using the method:

Get Your Free Template For "Re-Expression"

Download free template

Revolution

The way we think about challenges, such as creating an innovative fitness app, is often limited by the rules or attributes we associate with the issue—e.g., how our schemas define fitness. Often, we're not even consciously aware of the rules and attributes we believe apply to an issue; consequently, challenging our assumptions is difficult. We find a classic, albeit extreme, illustration of that in history books. One reason Christopher Columbus had so much trouble getting financing for his trans-Atlantic voyage was down to the Spanish court's (along with pretty much everyone else in 1492's) assumption that it would waste three ships and the lives of those on board. Even though the decision makers humoured Columbus to an extent and put aside the notion that everyone would sail off the edge of the world, another assumption was in the way. Assuming the world *was* round, as Columbus professed, there was the 'astronomically vast' distance involved—'Why, everyone might starve!' must have been a predominant fear, therefore. While we can hardly blame the people of the day for clinging to their beliefs—namely, that exploring the unknown would involve doom-welcoming payback—from this, we *can* see how assumptions can block our visions and be so close to us that recognising them is tricky.

1. With the Revolution method, you start by **writing down as many rules or attributes as you can think of** about the issue you are working on. For fitness, rules could be: we move our bodies, and then we 'do' fitness; fitness takes place at dedicated places such as outdoors or in fitness centers; you do it to stay in shape, etc.
2. Once you have identified as many rules as you can think of, you can start challenging these rules by asking **'what if'** questions. E.g., what if you did *not* need to *go* to a dedicated place so

as to pursue fitness, but fitness *came* to *you*? One answer could be co-working places that include gyms and work-out sessions.

3. Go through all of the ‘what if’ questions. Can you come up with concrete ideas to answer them? Do they inspire other ideas?
   In a way, challenging a rule is the same as **creating a new obstruction** that you need to work around—because you have created a different rule that requires you to think about things in a new way. **The limitation requires you to think differently.**

   For your inspiration, you can download and print our Revolution template to help you get started using the method:

   Get Your Free Template For “Revolution”

Random Links

Random Links is a method that allows you to think more broadly about your challenge. It's also a means for stretching your imagination and reaching out at some exciting possibilities. The name pretty much says it all; even so, let's get the deluxe tour, just so we can be sure of exactly how we can apply it.

1. With Random Links, you **pick a random item and force a connection to the issue you are working on**. An example could be finding a connection between a case for glasses and fitness. Think about what attributes and associations you relate to a case for glasses: It is something you can bring with you; it can open and close; it protects something fragile; it fits in your hand, etc. It is okay to be abstract about what attributes your random item has.
2. Then you try to force a connection—i.e., what if you create a fitness app for people who are in some way fragile (e.g., those who are injured, sick, or feeling depressed) to help them feel better and get their strength back.

Within reason, this method can take you to some pricelessly awe-inspiring vantage points. It's also a great deal of fun, as you get to 'shoehorn' concepts over your issue at hand so as to see how well they might fit.

You can download and print our Random Links template to help you get started using the method:

Get Your Free Template For "Random Links"

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Get free UX design learning material every week

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© hermaion, CC0 1.0
Borrowing attributes from a random object—e.g., a case for glasses, will help you approach your challenge in a new way.

The Take Away

The way we think about new information or challenges is often limited by our schemas, or mental slots and shelves into which we categorize items. We tend to overlook new information and new opportunities in favor of making the world fit into the categories that we are used to—which can feel more comfortable but be terribly constraining. Three distinct methods allow you to challenge your usual way of thinking: Re-Expression, Revolution, and Random Links. You can use these when you need to think about an issue differently or to come up with new and innovative ideas. Exploration leads to innovation, and getting those powerful new insights in your future designs can pay massive dividends.

References & Where to Learn More

Dave Allan, Matt Kingdon, Kris Murrin, Daz Rudkin, *?What If!, Sticky Wisdom: How to Start a Creative Revolution at Work*, 2002

If you want to learn more about Schema Theory, you can read the classic paper:
David E. Rumelhart, 'Schemata: the building blocks of cognition'. In: R.J. Spiro et al. (eds) *Theoretical Issues in Reading Comprehension*, Hillsdale, NJ: Lawrence Erlbaum, 1980

Sandra L. Bem, 'Gender schema theory: A cognitive account of sex typing', *Psychological Review*, Vol 88(4), p 354-364, Jul 1981

Creativity: Methods to Design Better Products and

4. REQUIREMENT ANALYSI

4. With the Revolution method, you start by **writing down as many rules or attributes as you can think of** about the issue you are working on. For fitness, rules could be: we move our bodies, and then we 'do' fitness; fitness takes place at dedicated places such as outdoors or in fitness centers; you do it to stay in shape, etc.
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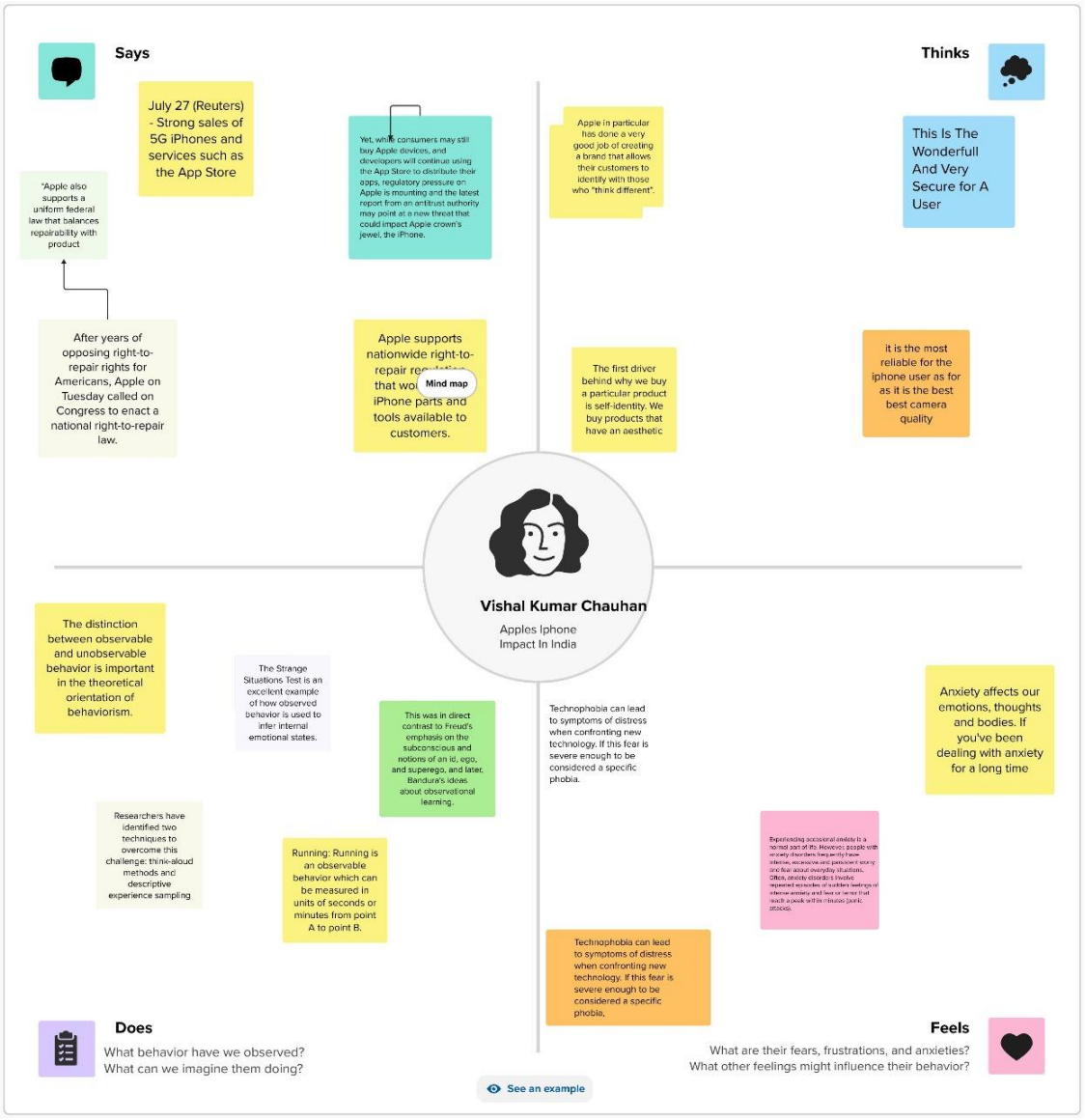
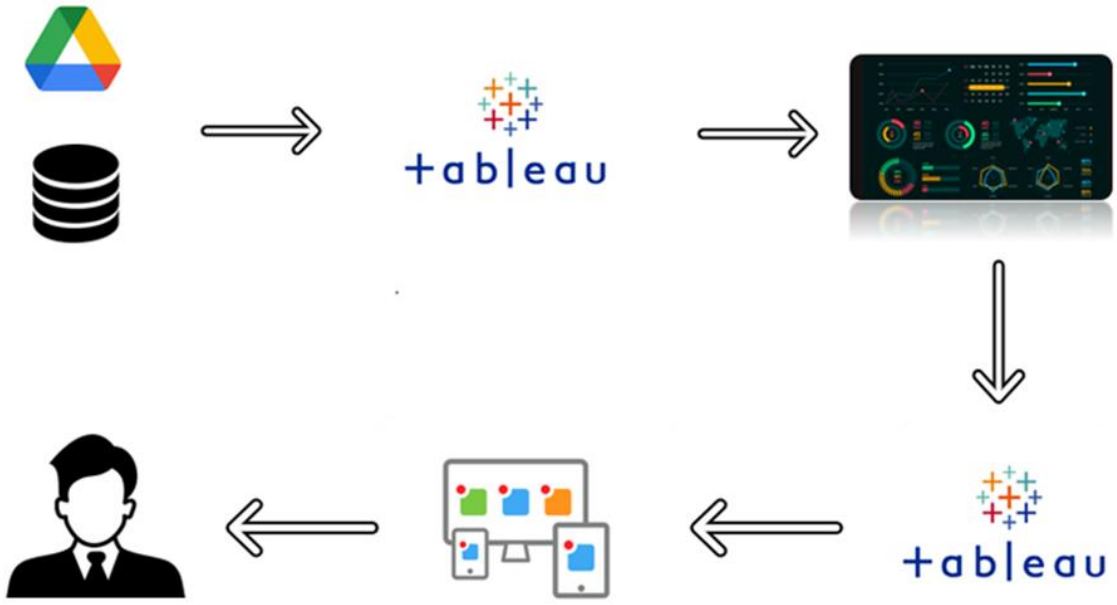
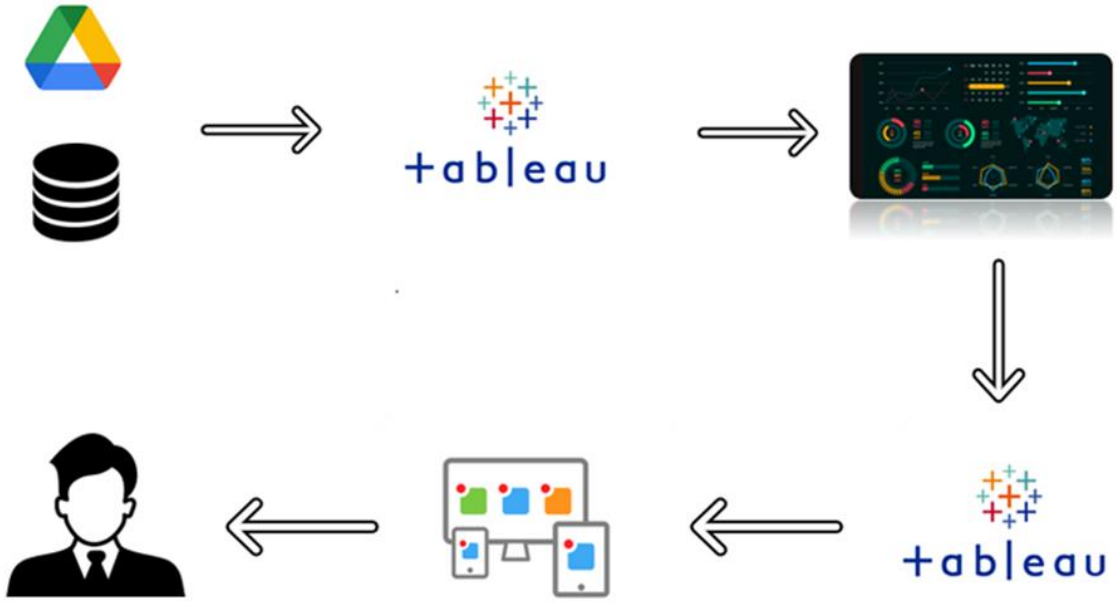
6. PROJECT DESIGN





7. PROJECT PLANNING & SCHEDULING



8. CODING & SOLUTIONING (Explain the features added in the project along with code)

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You can download and print our Re-expression template to help you get started using the method:

12. **PERFORMANCE TESTING**
    http://blogs.business2.com/apple/2007/08/why-did-apple-a.html.

4. **http://www.reuters.com**

5. **http://www.pocket-lint.co.uk/**

http://www.reuters.com/article/technologyNews/idUSl038246020071003

13. **ADVANTAGES & DISADVANTAGES**

#1 Better Performance

Compared to Android devices, Apple phones offer better performance. They are built to work faster and smoother. Even the old iPhone models work well and have smooth functioning.

With excellent internal storage, iPhones feel like a magical illustration. They have much higher internal storage and do not frequently hang, which keeps them performing flawlessly.

Furthermore, Apple is optimized to perform flawlessly with its limited devices. Unlike iPhones, Android devices are optimized via OEM, which sometimes does a poor job.

All Apple devices' production is controlled and monitored strictly, resulting in excellent performance designs. Also, the Qualcomm processor of Android is a bit slower than the smooth processor of iPhones.

These are some of the reasons that help iPhones have faster and better performance than Android devices.

#2 Easy to Use

Another advantage of the iPhone over Android is the ease of use. The simple interface of the iPhone allows you to easily reach your endpoint destination without getting confused.

Unlike Android, iOS does not offer much customization, which works in favor. New adopters of the iPhone can quickly understand how the phone functions. In addition, the simple UI of the iPhone makes the user habitual of the interface.

The home page of iOS devices has app icons in simple rows and columns. Users can easily organize the columns per their requirements, as everything is in front of them. Plus, the Settings are straightforward, offering you the same experience each time.

#3 Timely OS Update

When it comes to updates, the iPhone is better than Android, offering timely and instant updates to the users. Apple creators are very well aware of the capabilities of their devices. Whenever necessary, iOS releases an update and asks users to install it.

For every device, the update rolls on the same date, allowing each user access to the new features. But if you have an old Apple device, it might not get the latest updates. But it will still function smoothly.

On the other hand, Android rolls out updates according to their priority, and it doesn't sync with Google.

#4 Security and Privacy

One thing that iPhones are famous for is their privacy and security. It offers a range of security features, including facial recognition and finger authentication.

In addition, Apple stops apps from tracking your location and data. iPhones' iMessage and FaceTime video calling features are also end-to-end encrypted.

Apple's superior software and technological advancements allow it to protect its users from viruses and malware.

Recommended reading:

1. *Android is Better Than iPhone: 10 Reasons*
2. *Samsung Galaxy Z Flip 4 Review: Is It Worth Buying?*

#5 Third-party App Security

Before Apple releases any of its devices to the public, it ensures that the devices meet certain quality and security standards. That's why all Apple devices can offer third-party app security to users.

All the apps available in the Apple App store go through strict checking. So, users can rest assured that the app they have downloaded meets the quality and security.

#6 No Bloatware

Are you wondering why iOS is better than Android? It has no bloatware. Compared to Android, iPhones have fewer pre-installed apps, which allows the device to perform better.

Plus, users can remove certain pre-installed apps on iPhones to enhance their experience. But the pre-installed apps cannot be removed from Android devices.

iPhones are clear from the start: they don't have any data-siphoning apps or other sabotaging things.

#7 Family Sharing

The Family sharing feature also makes iPhone better than Android.

With family-sharing features, iPhone makes it easier for families to share content. In fact, the family sharing feature can also be used to purchase and store data across multiple iOS devices and Apple ID Accounts.

What's more? Well, family sharing comes with parental approval. So, there is no risk of kids downloading inappropriate or paid ads.

#8 The Apple Ecosystem

You can create a robust Apple ecosystem with products like AirPods, Apple Watch, HomePods, Apple T.V., Mac, and iPhone. It allows you to use the devices seamlessly. The software and hardware of Apple products let you make use of the Apple ecosystem.

The Apple ecosystem is so strong that no company or ecosystem has been able to offer such a smooth experience.

#9 Apple CarPlay

Apple's CarPlay feature is truly unbelievable. It is easier to use and understand. Plus, it functions smoothly and has a muscle memory, which makes it everyone's favorite.

Apple CarPlay gives you the power to organize icons properly. Also, you can record these icons to find your favorite program easily. With assistance from Siri, Apple CarPlay works better than ever.

#10 Retain Value

Not only Apple offers its products at a higher price, but these products also have a good resale value. Compared to Android products, iPhones, iPads, and other Apple products hold better value.

#11 Best Support

iOS is better than Android for its superior support. Sometimes, AppleCare can appear to be expensive, but Apple's local retail store offers the best service.

You can even purchase a new Apple phone in no time. Plus, the experts at the store are always ready to help you understand how the phone functions.

Bonus: Transfer Data to iPhone Easily

You may agree that iOS is better than Android and might want to jump on the Apple ship. But how will you transfer your data from your old phone to your iPhone?

Apple surely offers data transfer features from the old Android phone to the iPhone. But it only allows users to move data during iPhone setup. Also, the wireless transfer takes forever to finish.

Don't worry because you can use Wondershare MobileTrans to transfer data from Android to iPhone quickly. It's fantastic software with the ability for phone-to-phone and phone-to-computer data transfer. Wondershare

MobileTrans also allows you to back up and restore your phone data, including photos, videos, messages, and more.

DISVANTAGE

Physical health

Researchers have found credible evidence to back up my research about mobile devices affecting us they stated “ Mobile phones emit radio frequency Energy , a form of non ionizing electromagnetic radiation, which can be absorbed by tissues close to the phone. Scientists have reported adverse health effects of using mobile devices including changes in the brain activity, reaction times, and sleep patterns. The radiation from the cell phones can bring blood vessel walls to shrink, allowing potentially harmful substances in the blood to leak into the brain, and causing brain damage.

Researchers have found credible evidence about how mobile devices can affect your mental and physical health in such harmful ways. They explained how radio waves that are connected to our phone can cause harmful effects to the brain vessel and cause us to have problems such as facing anxiety while going out into the public and causing a person to feel alone at times because our technology is what makes us so social especially because of social media standards. A time anyone feels social is on the internet such as going on Instagram, Snapchat, Twitter, and Facebook.

Social media

Social media has become the world’s greatest App, it’s a place where everyone can release all of their emotions and their hobbies to the world, I’m not going to lie social media can be fun to have because you might feel useful to your followers and also to your likes and comments from people all over the world but in my opinion social media has become a wreck for most people such as not getting much likes and receiving much attention from others. Social media is

another way of damaging your brain and it causes a lot of people to feel insecure about themselves because of the way they look and how their lifestyle is. In my opinion our phones already affect our lives in a way that only our brains can understand. We sometimes feel different from others because of our society and how it can turn a good person bad by not meeting the same standards as others that are living a lie in this world.

Our social media reflects our life in a way that others can see your true self when you are on the internet. Seeing a person's profile can change your mind about them in a way that you already know the person that they are and how they think mentally, because people feel the pressure to keep up with a social life that is not themselves because they feel pressured by the world and what others might think about them.

Smartphones

Here are 12 ways, from an expert, that smartphones can be making your life worse.

- Smartphones contribute to sleep issues
- They can ruin romantic relationships
- They can have a negative Influence on parenting
- They're placing In- person communication and conflict.

The expert has given me credible evidence to support my research On how smartphones can be very effective towards a person's life. And these are very common reasons why smartphones can become worse sometime in the future such as facing conflicts on social media with followers or with a romantic partner. Social media doesn't just give us the opportunity to have freedom but it also gives us the chance to communicate with other people who are deemed and incapable to meet in person.

Negative effects of the smartphone

Cell phones have been around since the 1990's, cellular phones have been activated for years and now in this generation technology has become worsened since there

are apps being created. Everyone needs a good camera to take good videos on TikTok and good pics for Instagram. In addition, researchers say cell phones can bring long-term risks and may be higher for children than adults. Researchers say that there is no evidence to conclude that cell phones are dangerous or that they are safe! But in my opinion my research explains the heavy risk of having a smartphone

1

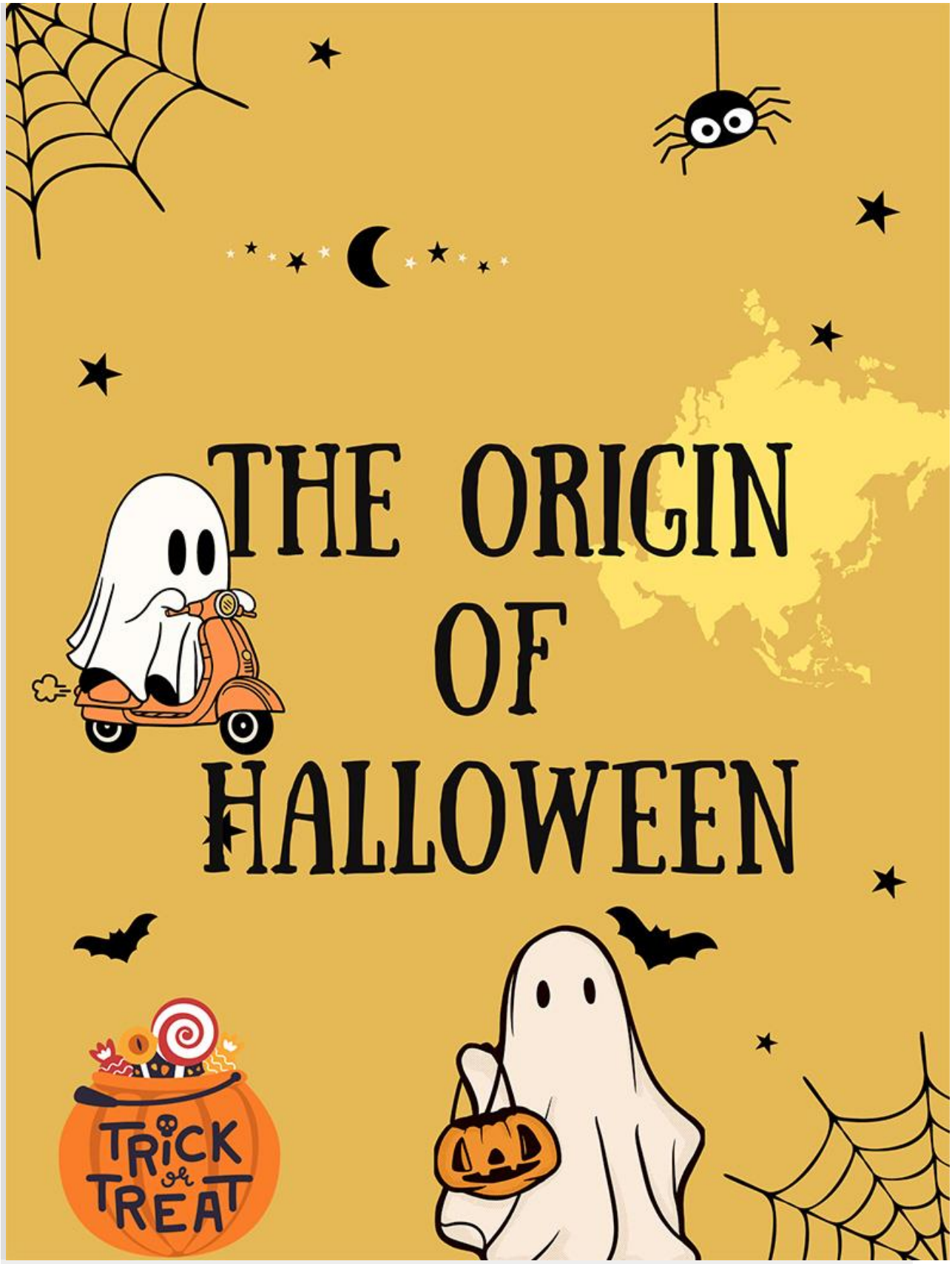
4

View Comments (1)

More in Features

Via Arté continues to showcase local artists' talents

Dia de Los Muertos: Origins and local celebrations



The origin of Halloween

14. CONCLUSION

15. In September 2023, Apple officially unveiled the highly anticipated iPhone 15 and iPhone 15 Plus, along with the iPhone 15 Pro and iPhone 15 Pro Max. These new models arrived with a slew of exciting features and design improvements.

16. ***New Colors and Design:***

17. The iPhone 15 series boasts an OLED Super Retina display with Dolby Vision compatibility. The screen's impressive brightness of 1,600 nits (reaching 2,000 nits in direct sunlight) surpasses the previous iPhone 14 by twofold.

18. Apple offers these new iPhones in five appealing colors: black, blue, green, yellow, and pink. The glass back features vibrant colors, strengthened by a dual-ion exchange process for durability, and polished with nanocrystalline particles for a lustrous finish. The textured matte finish sets it apart from glossy smartphones.

19. ***iPhone 15 Camera Upgrades:***

20. While the iPhone Pro series has traditionally held the camera crown, the iPhone 15 and iPhone 15 Plus elevate the regular iPhone's camera capabilities. These models now feature a 48MP main camera with a quad-pixel sensor and 100% Focus Pixels, a first for non-Pro iPhones. The main camera offers a new 24MP super-high-resolution default, and improvements extend to a 12MP telephoto lens and enhanced portrait, night, action

modes, and Live Photos. The front camera boasts autofocus and portrait lighting, with three zoom levels (0.5x, 1x, 2x) and an additional 2x telephoto option.

21. 
iPhone 15 Camera Upgrades

22. ***The A16 Bionic Chip***

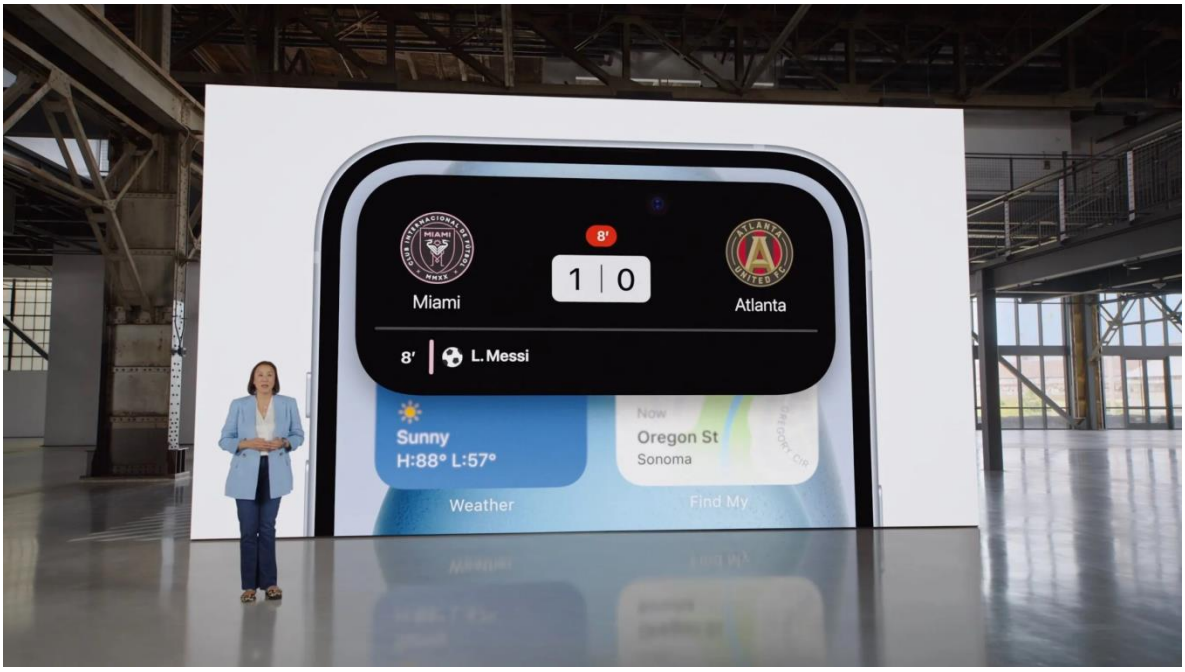
23. The A16 Bionic chip, introduced in the iPhone 14 Pro models, now powers the iPhone 15 and iPhone 15 Plus. Featuring a six-core CPU for faster, energy-efficient performance and a 5-core GPU providing 50% more memory bandwidth for smoother graphics, this chip ensures seamless multitasking and gaming experiences. The A16 Bionic chip also includes a neural engine capable of 15.8 trillion operations per second, handling tasks like facial recognition, natural language processing, and augmented reality.

24. 

The A16 Bionic Chip

25. ***USB-C, Dynamic Island, and Improved Connections***

26. The iPhone 15 models adopt a USB-C connector for faster-wired connections, aligning with the universal standard. Users can charge their AirPods or Apple Watch directly from their iPhone. Dynamic Island, previously exclusive to the iPhone 14 Pro, enhances notifications and Live Activities interaction. These iPhones also feature a second-generation Ultra Wideband chip, extending connectivity range and enhancing Find My precision. Lightning-fast 5G technology promises improved call quality and Voice Isolation to reduce background noise. The use of eSIM offers increased convenience and security.

27. 

USB-C, Dynamic Island, and Improved Connections

28. ***Satellite Safety Features***

29. Apple expands satellite safety features in the U.S. with a satellite-based roadside assistance service. iPhone 15 users can contact AAA for assistance in areas lacking cellular or Wi-Fi coverage. This complimentary service for the first two years ensures help is at hand when needed.

30. As Apple redefines the iPhone experience with the iPhone 15 series, the 6G market is gearing up for a revolution.

31. The ***6G market is poised to grow at a CAGR of 51.15%*** between 2022 and 2027, with a forecasted increase of USD 36,393.09 million. Key drivers include government and market investments, the demand for ultra-high-speed connectivity, and 6G adoption in smart cities.

32. FUTURE SCOPE

Being an iOS Developer]

.. because you gonna be part of world's largest Information Technology Company by revenue and world's second largest mobile phone manufacturer which is known to everyone with its royal brand name : **Apple**.

More than one billion Apple products are actively in use worldwide like iPod,iPhones,iPad,Mac,Apple watch,Apple TV,HomePod and what not.Apart from that Apple also runs several research and development programs like, soon they are planning to start producing Electric Cars and also they are into Solar Energy Production which they named as Apple Energy, moreover they are running various small projects which touches to healthcare services and wearable market.Company always stays ready to come with products with high quality and stylish designs.

33. APPENDIX

Source Code

GitHub & Project Demo Link

34. RESULTS

Output Screenshots