

# A DATA DRIVEN EXPLORATION OF APPLE'S IPHONE IMPACTS IN INDIA

PROJECT DEVELOPMENT PHASE

# No.Of Functional Features Included In The Solution:

- Splash, Water, and Dust Resistant <sup>3</sup> Rated IP68 (maximum depth of 6 meters up to 30 minutes) under IEC standard 60529.
- Chip. A15 Bionic chip. ...
- Camera. Dual-camera system. ...
- Video Recording. 4K video recording at 24 fps, 25 fps, 30 fps, or 60 fps. ...
- TrueDepth Camera. 12MP camera. ...
- Face ID. ...
- Apple Pay. ...
- Apple Card.

# Code- Layout ,Readability,And Reusability:

- **Koder** is a code editor for iPad and iPhone. It does have many features including syntax highlighting, snippet manager, tabbed editing, find and replace code, editor theme, remote and local files connections, and many more.
- **Swift** is a programming language created by Apple to build apps for all their operating systems, including iOS, iPadOS, macOS, tvOS, and watchOS. When we talk about developing native apps for iOS, we mean programming them in Swift.

# Utilization Of Algorithms, Dynamic Programming Optimal Memory Utilization:

- LZFSE is Apple's proprietary compression algorithm, matching the compression ratio of zlib level 5, but with much higher energy efficiency and speed (between 2x and 3x) for both encode and decode operations.

# Debugging & Traceability:

- If you landed at this article then it's possible that you're dealing with one of the most annoying things you can face as a developer: having to investigate an issue reported by your users that **nobody** seems to be able to reproduce internally.
- *Debugging Profiles* are relatively unknown in the iOS community (possibly because the types of problems that require them are themselves quite rare to come across), but they are my current favorite way of debugging performance-related issues.

# Exception Handling:

