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IOS. THE MOST POPULAR OS

In 2005, when Steve Jobs began planning the iPhone, he had a choice to either "shrink the Mac, which would be an epic feat of engineering, or enlarge the iPod". Jobs favored the former approach but pitted the Macintosh and iPod teams, led by Scott Forstall and Tony Fadell, respectively, against each other in an internal competition, with Forstall winning by creating the iPhone OS. The decision enabled the success of the iPhone as a platform for third-party developers: using a well-known desktop operating system as its basis allowed the many third-party Mac developers to write software for the iPhone with minimal retraining. Forstall was also responsible for creating a software development kit for programmers to build iPhone apps, as well as an App Store within iTunes [1].

For the first time no official name was given on its initial release so it simply called iPhone OS 1. This OS 1 was announced by Steve Jobs at January 9, 2007 within presentation of the first iPhone. It was really revolution OS the world hadn't ever seen. You could dial as simple phone, listen to music and take photos.

Originally unveiled in 2007 for the iPhone, iOS has been extended to support other Apple devices such as the iPod Touch (September 2007) and the iPad (January 2010). As of January 2017, Apple's App Store contains more than 2.2 million iOS applications, 1 million of which are native for iPads. These mobile apps have been downloaded collectively more than 130 billion times [2].

The devices iOS supports include the iPhone multimedia smartphone, the iPod Touch handheld PC which, in design, is similar to the iPhone, but has no cellular radio and other cell phone hardware, and the iPad tablet computer. All three devices function as digital audio and portable media players and Internet clients. The Apple TV, which ran iOS from the second generation of hardware onward, is a set-top box for streaming media from local sources and from certain internet services to a connected television set, and has no screen of its own.

Cocoa is Apple's native object-oriented application programming interface (API) for their operating system macOS. For iOS a similar API exists, named Cocoa Touch, which includes gesture recognition, animation, and a different set of graphical control elements. Apple has its own Human Interface Guidelines which include recommendations for developers. Typical for iOS can be noticed bubble shapes and blur screen you can see on the slide.

Objective-C is an object-oriented programming language which is similar to C. It adds Smalltalk-style messaging to the C programming language. It was the main programming language used by Apple for the OS X and iOS operating systems prior to the introduction of Swift.

iOS is the second most popular mobile operating system in the world, after Android. Sales of iPads in recent years are also behind Android, while, by web use iPads (using iOS) are still most popular.

Thus, Apple's strategy is to make bet on their actual users. It still remains the main competitor of the OS market leader - Android. Every year Apple presents new model of iPhone and new iOS versions with interesting innovative features.

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COMPUTER TRAINING AND ARTIFICIAL INTELLIGENCE

Computers, or rather algorithms, based on continuously growing computing power, plays chess and checkers better than people. They are very good at flying planes and driving cars. They were able to pass the Turing test, convincing the judges of their "humanity". Each year the power of computers is doubled and they can do more and more things to replace people in many areas. Nowadays there are tons of algorithms for computer training. I'll talk about the two most famous - Neural Networks and the Genetic Algorithm.

Artificial neural networks are computing systems inspired by the biological neural networks that constitute animal brains. Such systems "learn" tasks by considering examples, generally without task-specific programming. For example, in image recognition, they might learn to identify images that contain cats by analyzing example images that have been manually labeled as "cat" or "no cat" and using the results to identify cats in other images. They do this without any a priori knowledge about cats, e.g., that they have fur, tails, whiskers and cat-like faces. Instead, they evolve their own set of relevant characteristics from the learning material that they process.