BYTE QUEST

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Byte Quest is the article published by the CSE dept of Vasavi College of Engineering regarding the latest innovative Technologies and Software that have been emerged in the competitive world. The motto of this article is to update the people regarding the improvement in technology. The article is designed by the active participation of students under the guidance of faculty coordinators.

🕐 Good, bad or indifferent if you are not investing in new technology, you are going to be left behind.

-Philip Green

🕐 Once a new technology rolls over you, if you're not part of the steamroller, you're part of the road.

-Stewart Brand

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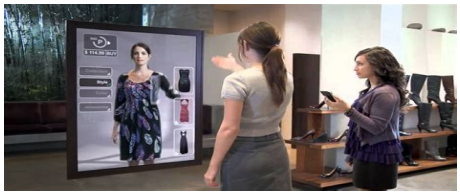
VIRTUAL SHOPPING

Mobile and e-commerce technologies have already transformed the retail industry from its store-centric approach to the ability to connect with shoppers anytime, anywhere. As we look ahead to the technologies that will bring the next wave of possibilities for retail, autonomous vehicles and 3D printing are sure to have a huge impact. But the technology I think will most start to come into its own in 2016 is virtual reality.VR today is where smartphones were before the release of the iPhone in 2007. We just saw the release of Oculus Rift, and yet to come this year are releases of Sony's PlayStation VR and HTC's Vive.

Also, as Forbes has reported, start-up Magic Leap is in the course of raising Series C funding to commercialize its augmented reality technology. While gamers are tipped to be the earliest adopters of VR, I believe immersive video will drive widespread consumer interest in VR. Retail will play a part in this.



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BLACK ROCK MALWARE

ThreatFabric, a security firm, first alerted about a new malware, BlackRock. The malware is stealing crucial information about your bank account such as passwords, credit card details from various apps apart from online banking apps.The malware is based on the leaked source code of the 'Xeres' banking malware, which is derived from 'LokiBot' banking malware. BlackRock can target more apps than previous malware. When the malware is first launched on the device, it appears as a fake notification pop-up and disappears from the app drawer. The malware then asks for accessibility permissions.

Once the accessibility is granted, the app grants itself the rest of the administrator permissions to function without any hindrance. The malware uses the smartphone's accessibility feature and Android DPC (Device Policy Controller) for permissions.

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AR IN EDUCATION

Augmented reality can be defined as that technology that allows adding virtual elements to a real image that is visualized through an electronic device. For this, markers or codes are usually used so that, when focused on an adapted device, it projects a virtual image onto a real image, thus creating a transformed reality. Augmented reality in education is part of what are called emerging pedagogies.

These teaching techniques are defined as those pedagogical ideas that arise around Information Technologies and that propose new educational approaches based on collaboration, interaction, creativity and innovation. The objective of augmented reality in education is to build environments with a high degree of participation and interactivity, in which the student is able to build, design, modify, experiment and become much more actively involved in the learning process.

Augmented reality for science subjects like mathematics, biology, physics or chemistry can be a very useful tool on a practical level. For example, imagine a biology class in which cells can be visualized through markers placed on images or text.

For its part, augmented reality in subjects such as history, linguistic or geography is oriented towards a more theoretical application, offering extra information about the authors, places, monuments or historical events. For example, a bookmark on a literary work that offers extra information and images of its author.

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