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DEVELOPMENT OF NEW TECHNOLOGIES IN IT SPHERE: VIRTUAL REALITY

Virtual reality is a world created by technical means, transmitted to a person through his senses: sight, hearing, smell, touch, and others. Virtual reality simulates both impact and response to the impact. To create a convincing complex of sensations of reality, a computer synthesis of the properties and reactions of virtual reality is performed in real time [4] .

Some researchers have high hopes for virtual reality. The technology is just that cool. VR is a technology that could fundamentally change the entertainment industry, but it could also apply to other applications as well. Hospital surgeries, corporate videoconferencing, or military simulations are others areas that seem to be natural fits [3].

The aim of our work is to familiarize with Virtual Reality technology, study the opinions of high-ranking people in the IT field about this technology, study the predictions for VR. To achieve the aim, need to study the history of Virtual Reality, as well as get acquainted with the statistical assumptions about this technology.

With potentially unlimited opportunities, industry experts began throwing out huge growth estimates. International Data Corporation believes the global market for virtual and augmented reality will grow from $14 billion this year to $143 billion in 2020. That's a tenfold increase for the entire industry in just three years.

The author of some article believe that the current industry forecasts are too optimistic, but that VR will eventually succeed in reaching the mainstream. Once high-quality, wireless headsets reach the $200-ish mass-market price point, affordable for Christmas presents, we'll begin to see price elasticity kick in. The

decrease in costs will be offset by a significant increase in demand, which will spur interest in the advertising, software, and content needed to build out the VR ecosystem.

The biggest public cheerleader of VR is Mark Zuckerberg, who purchased Oculus for $2 billion for Facebook. "We're working on VR because I think it's the next major computing and communication platform after phones," he said in 2016. "We'll have the power to share our full sensory and emotional experience with people wherever we'd like" [1] .

We agree with Jesse Joudrey, (Chief Executive Officer at VRChat), in 2016 VR has barely begun to affect the world. It's like the first iPhone. There are a small number of people that are extremely excited about it, but it's true power (for the iPhone it was the app store) still hasn't been created. More innovation will be required before VR becomes the huge success that it can be. But already we're seeing the potential to be influential in every industry including education, transportation, architecture, medicine and a number of entertainment industries. Even this year people see momentum in these industries and it's no longer a question of whether VR will change them, but how much change it will create.

A lot of people felt that since gamers were likely to be the first people to experience VR that gaming would be the largest segment of VR consumption, but so far other experiences are proving most compelling. There is a lot of interest in immersive photos and videos that allow someone to feel as if they've travelled somewhere else on earth. Business is using VR for visualizing places and things that have yet to be built. I think the most important space however, is that of Social VR. When you share an online VR space with other people, like you do in VRChat, it's a more immersive communication medium than any phone or monitor screen can provide [2].

Besides talking, you can move around, gesture with your hands, go bowling, hang out, dance, sing karaoke, etc. Besides mere communication, VR allows play. This is an important part of socializing that has never been communicated before.

For example Andy Etemadi considers, from newspaper to radio to TV to computers, the evolution of communication has now brought us VR. While it can't be guaranteed as a medium forever, it is the next step in consuming media. Virtual reality allows media consumers to submerge the senses, drowning out the rest of the world, eliminating distractions and magnifying the experience [3].

At the moment there are already quite a lot of interesting applications in which VR is used. Starting from a large variety of different games, editors and more global applications, such as VRChat and Facebook Spaces

In conclusion, technology VR has not yet had time to show all its positive aspects, on this and has not yet gained its full power. So, as the world's giants in this industry are investing huge amounts of money in this technology, we can assume that very soon each of us will be at least partially connected with the virtual reality. After all, the world does not stand still, and new technologies come to replace old standards.

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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.