MOBILE PHONES

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Анотація У статті наведено позитивний та негативний вплив мобільних телефонів, історію їх виникнення та дано кілька порад користувачам.

Ключові слова: мобільний телефон, негативні ефекти, історія винекнення.

Abstract The article describes the positive and negative effects of mobile phones, the history of their origin and some tips for users.

Keywords: mobile phone, negative effects, history of the origin.

We are living in the era of gadgets and smartphones, and communication has never been so easy as nowadays. With social media, we are always connected to our friends and millions of other people no matter where we are. All we need is a smartphone with an internet connection.

Mobile phones have become a part of our daily lives and besides communication we have available a vast variety of apps that can make our daily life much easier. Though the cost of app development is rising, the number of apps in app stores is increasing. Some of these apps had been optimized for mobile apps store, so that we can find them easier. With only our mobile devices, we can read books, listen to music, take pictures, watch videos, play games, create and edit documents, get a medical opinion, and much more.

Cell phones are the perfect way to stay in touch with others and provide the user with a sense of security. In the case of emergency, having a cell phone can allow help to reach you quickly and could possibly save lives. The importance of cell phones goes beyond the ability to make or receive phone calls.

Of course, mobile phones has negative effects on our lives. They are:

- Waste of time;
- Addiction;
- Distraction;
- Affecting social skills.

According to Dr. Kaufer, before smartphones all interactions were face-to-face, and there's a richness of communication that gets lost when you have a conversation on the phone or through texting. Because smartphones and other devices give information and entertainment rapidly, they can make us less patient with real conversation with people in our lives.

Such popularity is a result of current needs. We have to be alert all the time, find out about the latest news, get messages in time and have access points wherever we go. Unfortunately, smart phones often steal a lot of our personal time. Children start crying when mothers ask them to put the phone aside and play outside. They consider it is boring, it will be better to lie on the couch and play favourite games. Teenagers are crazy about improving their photos via Lightroom and VSCO filters. There is no longer place for real faces and emotions.

Over the years starting from 1973, cell phones have changed. Apple's iPhone debuted in 2007. Steve Jobs's idea to replace a keyboard and mouse with a touchscreen changed everything. The way the world computed and communicated would never be the same. Early iPhone sales were stunning. Over 6 million units of the first model were sold.

Our relationship with the web changed at that time. A desire for greater connectivity was growing. From 2009 to 2010, Android started catching up with Apple. Android's share of the worldwide smartphone market rose from less than less than 5% in 2009 to 13.8% in the first half of 2010 and reached 24.5% in the second half to become the second most popular smartphone platform in the world. Shipments of Android-based smartphones jumped 561% from 2009 to 2010 to more than 55 million units in 2010. Developer communities cropped up around Android in 2010: the Android Open Source Project (AOSP). Android's dominance was cemented by a long period of growth. The number of project commits per month doubled from 2010-2017. By 2017, there were 5,188 combined years of estimated development in the project.

The cell phone has changed and developed so rapidly in the past decade that it seems as though almost anything you can imagine is possible for the future. According to Jones, the convergence of all our tech gadgets into one mobile device will continue to advance. He anticipates that the majority of the hardware

and the software can be moved to 'the cloud' and the product will mainly be comprised of the input and the display.

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"Kaufer%20said.,interaction%20can%20lead%20to%20depression – негативні і позитивні ефекти із сторони збереження здоров'я

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