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For several years, Apple enthusiasts have been asking each other the question: Does it exist? Does Apple really make a cell phone? Rumors came and went, but Apple, the company known for its secrecy about product development, said nothing. Over the past six months, these rumors have begun to take their own lives as industry analysts have joined the bad prediction that Apple will produce the phone sometime in the first half of 2007. In mid-November, news broke that Apple had placed an order with Hon Hai Precision Industry, Co., a longtime Taiwanese manufacturing partner, for 12 million units of the new device believed to have fabled the iPhone [Forbes]. This news sent the rumor mill into overdrive, but Apple and Steve Jobs, the company's chief executive officer, again said nothing. Analysts have begun publishing cost forecasts, features and when the phone will be available, and many of them claim to have inside information. Given Apple's extraordinary experience with the iPod and its recent innovations in desktop and laptop design, expectations have been very high, perhaps impossible so. On January 9, at Apple's annual product showcase Macworld Expo, Jobs finally revealed the already legendary phone and it goes beyond what anyone expected. The work briefly deceived its audience through its Macworld Expo keynote address, announcing three new Apple products: a widescreen iPod, a mobile phone and an Internet communicator. Each ad drew thunderous applause from the crowd, but what Jobs then revealed was that these three products were actually all part of one device - the Apple iPhone. Touted as a revolutionary cell phone, the iPhone can make calls, play music, browse the internet, edit photos, play movies and text messages, among many other options. While many iPhone features can be found on other devices, it seems that the iPhone is unique in that it seamlessly mixes these capabilities together, as well as the mix throws innovation. The work showed many of the iPhone features to the audience. One sequence began with a call from Phil Schiller, Apple's senior vice president of Worldwide Product Marketing. Jobs responded to the call on his iPhone, added Schiller to his address book, and when Schiller asked for a photo, Jobs emailed him - all while continuing the call. Later Jobs demonstrated the phone's ability to integrate multiple apps using an integrated Google Maps app that knew its location and introducing a Starbucks search. Every Starbucks location in San Francisco appeared on screen. Work chose one and a few minutes later he was on the phone with Starbucks, ordering 4,000 lattes before suddenly hanging up. In order to seamlessly integrate internet, phone, media and messaging features, the iPhone uses excellent, innovative technology. Unlike traditional smartphones, which have small, finger spasm keyboards, the iPhone has only one button at home. Instead, its 3.5-inch resolution, the color screen, which occupies most of the face of your phone, will double as a multi-cast screen. Different controls are displayed on the screen based on what you do. If you type a text message or e-mail message, a keyboard appears at the bottom of the screen, which you can easily type and send to someone from the address book. Multi-touch technology also has an automatic corrective function that makes unintentional taps and corrects spelling errors. Music and video volume and playback controls appear on the screen, and so on other apps. The iPhone's multi-touch interface also allows you to use the touchscreen innovatively. When viewing a photo or browsing the web, just make a compression motion with two fingers, and the photo or webpage zooms in. Expand two fingers and the screen will remain. Scrolling in any app is done simply by cleaning your finger up or down on the screen. An intriguing innovation on your phone is what Apple calls visual voice mail. You won't have to listen to all your voice mail messages if you don't want to. Instead, they will appear in a list similar to your e-mail inbox, and you can simply specify the voice mail you want to play. Apple also integrated three sensors into its phone. One of them is an accelerometer, and it feels when you turn the phone on its side, automatically moving the screen to landscape mode. This feature is incredibly useful for viewing panoramic photos, videos, or mixings through albums that you view based on their cover art. The second sensor detects ambient light and adjusts the brightness of the screen accordingly to save power. The third sensor turns off the screen when you bring your phone closer to your face, so you won't pick a number with your cheek while you're talking on your device. Like many Apple products, the iPhone is easily synced to a Mac or computer. Your phone has a reliable version of Apple's OSX operating system, and its apps and iPod connectors (located at the bottom of the phone) will be familiar to many Mac users. Use an iPod connector or dock to connect your phone to your COMPUTER, and your iPhone will automatically sync your address book, photos, movies, music, and bookmarks between your computer and phone. Now all this may sound great, but there are a few catches. First, the iPhone is not available until June - Apple needs to get FCC approval to allow the iPhone to start using the radio tape. Secondly, Apple has an exclusive contract with Cingular until 2009, so if you want an iPhone, you will have to be a Cingular customer. And thirdly, it is not cheap. The 4 GB iPhone will help you return \$499 with a two-year service plan, while an 8GB iPhone will cost \$599 with a two-year plan. However, compared to other high-end smartphones, you get a lot. It's basically a small, powerful computer in the palm of your hand, and of course it has apple's famous sleek, stylish, minimalist design. Here's a quick from iPhone other features: 802.11 b/g WiFi and Bluetooth 2.0 wireless capabilitiesQuad-band GSM and Cingular EDGE network3.5 inch high resolution display with 160 ppi (pixel per inch)2.0 megapixel digital cameraBattery life: 5 hours to talk/video/browse, 16 hours of audio playback11.6 mm thin, 4.8 ouncesIMAP and POP email support, with integrated Yahoo! e-mail clientText messages appear as instant messaging conversations, making tracking many posts much easierSpeaker and standard headphone jack So will iPhone change the cell phone industry forever? It depends on what you ask. Remember that very few people even use the iPhone. But given Jobs' impressive demonstration and Apple's latest results - more than 100 million iPods and 3 billion sold songs - it's hard to doubt that this is an extraordinary and important product. Apple shares rose 7 percent on the day of the announcement and appear headed for record prices. In other news, Cisco filed a lawsuit against Apple for violating the name of the Cisco brand iPhone. Apparently, Apple and Cisco were negotiating the apple product name for iPhone licensing, but they had not yet reached an agreement when Jobs announced the product at CES. Stay tuned to HowStuffWorks for the full article on how the iPhone works closer to its June release date. For more information about the iPhone and related topics, check out these links: Sources of millions of great apps available in the App Store are what unlocks the true power of iPhone and iPod touch. But for so many to choose, finding programs can sometimes be a challenge. Fortunately, Apple has structured the App Store to highlight great apps and help you find those that do just what you need. Read on to learn how to use the App Store on iOS devices like iPhone and iPad. Lifewire/Brooke Pelczynski this article covers devices running iOS 11 and iOS 12. Many of the ideas discussed here apply to earlier versions, but the exact layout and options in earlier versions may vary. The app's app home screen is today tab. The Today tab promotes the most important apps that Apple has chosen because of its quality or relevance to current events (for example, apps with Thanksgiving recipes for Thanksgiving week). You will also

find a daily game and a daily program on this screen. Both apps are selected by Apple and updated daily, but you can see older choices by scrolling down. Tap any of the recommended apps to learn more about them. The daily list is a smaller set of apps that appear in the theme, such as streaming video apps or photo apps. The tabs for games and apps found in the bottom menu bar are similar to the Today tabs, except that their focus is slightly different. Both of them have features Apple has downloaded apps and related app collections on various topics. The main difference, of course, is that on the Games tab there are only games, and programs contain all other types of Store. Tap any item on any tab to see more about it or download/buy it. The App Store app makes it easy to find apps you're looking for in two ways: search or browse. To search for an app: Tap the Search tab. Enter the name or type of app you're looking for (such as meditation, photography, or cost tracking). When you type text, the suggested results are displayed. If one matches what you're looking for, tap it. Otherwise, finish typing, and then tap Search on your keyboard to get all the results. If you want to discover new apps on your own, browsing the App Store is for you. To do this: Tap the Games or Apps tab. Both tabs contain variable sections of lists of single, highlighted programs, and related programs. Swipe up and down to browse apps. Swipe left and right to see the collections of related apps. Swipe to the bottom of the screen to see the categories in each section. Tap View all to see all categories. Tap the category to get apps in a similar layout, but all from the same category. To learn more about an app, tap it. The app's details screen contains a variety of useful information about the program, including: Get/buy: To download the app, tap this button (more about it in the next section). Free programs have a Get button, and paid apps have a button with a price. 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