**Emerging Technologies IoT, Augmented Reality, Virtual Reality**

**April 2022 Examination**

**Q1. As more and more new technologies get into play; risks will get more concentrated into a common network. The attacks like DDoS can be targeted to any company of any size. So, all companies thinking of innovative technologies deployment must take security very seriously and from the start and at each stage/level. Describe the difference among IoT, AR and VR technologies. Explain the security and privacy concerns related with these technologies and the solution to resolve them. (10 Marks)**

**Ans 1.**

**Introduction**

The 21st century is the time while technology is developing a significant extra effect on humanity not only as it's the time but also because it is the need of this time. Like cinemas we're watching, games we are gambling on are developing an extensive effect on us. That is in which augmented and virtual truth comes into play. Humans played outside games, explored theatres, and watched dramas on stage in advance times. Moreover, they did something they did with completeness, like all of the five senses exploring a specific event, which can be why people Its Half solved only

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**Q2. India is now getting ready for emerging technologies such as 5G, artificial intelligence, block chain, augmented reality, virtual reality, machine learning & deep learning, natural language processing and robotics. These are going to play a crucial role in the government and industry alike, whether it is planning or decision-making; accelerating development or analyzing deployment, problem solving or product development; discovering new trends or drawing out unknown correlations. With taking example of any company of your own choice, explain the adoption process of Virtual Reality and its paybacks in India. What are the factors which affect the quality and usability of a virtual reality applications? Explain briefly. (10 Marks)**

**Ans 2.**

**Introduction**

One of the first-class examples of an Indian company is the Defence studies and development organization, DRDO. Here there are multiple approaches in which these techniques are accomplished. The fighter planes are furnished with digital truth cameras to get a clear vision of the enemy. 3D imaging allows them to become aware of the 360° view of the drones and the launchers, which offers them accurate views. It facilitates them to identify and make required

**Q3. Understanding VR technology and how it can "create emotional-physical responses" is vital, as it allows students to conceptualize how businesses can apply these tools in new ways, such as increasing brand engagement with customers.**

**a. Describe the applications and limitations of AR and VR in education sector on the basis of use cases. (5 Marks)**

**b. With providing some real statistical data from authorized resources, explain how investing in Internet of Things (IoT) systems could level up revenue in pharmaceutical industry. (5 Marks)**

**Ans 3(a)**

**Introduction**

There is a way known as the touch and experience method in teaching. In these criteria, augmented truth and the digital fact is a blessing. The second purpose is the pandemic when schools and universities are closed. Instructors use this era to normalize students' experiences,

**Ans 3(b)**

**Introduction**

Before the net of factors, IoT was there; we had minimum facilities like conventional check-ups and pharmacy offerings, which is way extra steeply-priced. The generation shifted and bent toward technology, now centers known as telemedicine and telecommunication.