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With Box, you can safely store files in the cloud. You can also access information wherever you are at any time. This intuitive app syncs information from your desktop and phone. It is a handy tool when you are in meetings or away from your desk. With Box, you can share the necessary files with your colleagues or update documents from your mobile device. There's also the ability to view different types of files and enjoy full-screen quality. When you install Box, you get 10GB of cloud storage for free. You can add extra security to more sensitive files with file-level security controls. You can access your information and folders offline for added convenience. You can view documents and stored files using a real-time search tool. There is also an easy way to share large files with friends and colleagues. This is done through the link-sharing method. All you have to do is copy the automatically generated link and you're good to go. It's a versatile cloud storage program because you can save photos and videos too. The download speed is slow at times, but in most cases it depends on your network connection. Box is a secure, fast, and user-friendly system to manage important files wherever you are. If you have a phone, you have access to all your important information and folders at the touch of a button. Where can you run this program? This app requires Android version 5.0 and up. Is there a better alternative? No. Box is a reliable cloud storage system for Android phone users. DropBox works in a similar way, but with less space. Switching to cloud storage makes it easier to access files. Box is a safe and secure place to store your information. It's an effective tool and a top-notch folder management option while you're out of the office at any time. Should you download it? Yes. If you find yourself away from your desk and need critical information on the go, this is an effective system to use. Remind is a communication platform for teachers and students to talk to each other. Web software also has several useful features, such as sharing files and translating messages. This platform is designed for both offline and online teachers. As a teacher, you can send schedules, photos, files or even quizzes through messages to all studentsRemind acts as a social network for educational purposes. Professors can easily contact their students as well as their parents without having to request personal numbers or emails. The website can also tell you if all your students have received your message or if someone is missing it. Educators start by creating a class that can function as a group in certain social networks. this is where teachers message everyone in the classroom. The platform also allows you to send private messages to a student or his parents. Parents. makes educational resources such as Powerpoint lessons accessible to everyone. Parents can also see your messages. All documents, spreadsheets, and other files are available under the Files tab for everyone in the class to access. Integrated Platforms and Other Features Educational Platform also supports other resources to help you with class abilities. This includes a Google class that provide students with course jobs and their grades. You can also use a monkey quiz and review for exercise or after-school activities. Another way to recall can help you is the translation feature. You can translate any posts on the site into some of the most commonly used languages, such as Spanish, French and Korean. This can help you understand what your students can say. It also allows you to communicate with people who can only speak a particular language. Where can you run this program? The Remind website is available through any browser. You can also use a mobile phone app that is compatible with android 4.4 or better phones, as well as iOS 10.0 and up. Is there a better alternative? A good alternative to Remind is Twiducate. A social media app that provides a private platform for both teachers and students. The app is compatible with Google Docs and YouTube.Remind fulfills its goal of providing you and your students with a social media platform for effective messaging and sharing. It also goes beyond its function with integrating other websites and platforms such as Google Docs. You can also contact international students or teachers with Remind. The only limitation of the site is the 140-character limit, which is similar to Twitter, before it doubled the character limit. Should you download it? Yes, a free account provides teachers with the tools they need to communicate and provide resources to the class. Watch videos from the Internet from YouTube for Android.This is the official app that allows you to watch videos from the Internet directly on the Android device. YouTube works just like its web version: subscribe to channels, search videos, see recommended videos, share videos and that it also has voice search and instant search suggestions. You can also throw videos on tv, comment on videos, and also loved and disliked them and letting the world know how you feel about said video. Enjoy watching YouTube videos for Android. Check out Tom's Guide for more information android and Android Games.Also check out the forums for Android. Download Let your food and drink orders be delivered to your address with delivery.com for Android.delivery.com this is a free app for That will help you get food and drink orders to be delivered right on your door steps. Just sign up for the service and put in your address and then browse the app menu collection from your local restaurant and find beer and spirits too Then get them delivered to your house. You can also schedule a pickup truck or drop off, for example, for washing, dry cleaning and groceries. Earn delivery points each time and get payment options with Android Pay, PayPal, Venmo, Visa Checkout, as well as cash or credit card. Finally, you can choose push notifications for exclusive discounts and promotions. Download delivery.com and get orders delivered from restaurants and hassle groceries for free. Please check out Tom's Guide for more interesting apps and the latest tips on Android.And you can go visit Tom's Guide Forums for any concerns about your Android. Download This is a famous refrain: Apple releases a new product and half the world claims it is the best that ever, while others claim that it is the equivalent of fried beans. Apple calls the iPhone X the future of the smartphone, and after using it for a week - based on months of Android use - I can comfortably say that it is a really great phone. In fact, it's the best iPhone to date, and I've had a tremendous time with it, but it doesn't drastically change your mind about the iPhone as a product nor iOS as an ecosystem. That's not to say that Google and its hardware partners can't stand to learn a few things from the iPhone X. Let's cut the chase. Face ID is awesome. I turned off the fingerprint sensor on the Note 8 to see if the Samsung iris scanner (which is approaching the same level of security as Face ID) could, and it just couldn't. And while Samsung's facial recognition feature is actually faster than iris scanning, it's also much less secure. Here are the main differences: Face ID combines better iris scanning and facial recognition. It creates a three-dimensional face map, so it has more data planes to work than just an iris, and uses infrared to match the data stored in its safe enclave against the person standing in front of it. With the Galaxy S8 or Note 8, you have to choose one or the other; An iris scan that is much more fastidious and requires the phone to be close to the face to work (although it works perfectly in the dark); or facial recognition, which is faster and forgiving but uses a front-facing camera, making it fail more often in the dark. I'm admittedly skeptical of Apple's decision to remove the fingerprint sensor from the iPhone X - except for the aesthetics (and perhaps cost), what's the reason it's for not putting a TOUCH ID sensor on the back of the phone? - but the adjustment was relatively seamless. Face ID works faster and more consistently than the Note 8 iris scan. Reliability was close to ideal for me; Whether indoors or in the bright sun, screen as I take it out of my pocket, or I push it once to turn the display, lift it up a bit to me and it opens. I got into the habit of turning on the screen and swiping in one motion, and only a few times is it caught up with me. Face ID also has the added benefit of working when I wear gloves, which, as I recently discovered in a wave of cold Canadian days, is very helpful. None of Samsung's facial biometric solutions works reliably enough outside for my taste. In addition, the Face ID API uses the same biometric hooks as Touch ID, so apps like 1Password, which I open dozens of times a day, just work out of the box. Android doesn't have that luxury; Google has added a cross-platform fingerprint API to Marshmallow, but there is no equivalent to iris or facial recognition, so if I use a fingerprint sensor on the S8 or Note 8, I have to manually enter my not suitable for human consumption of the password every time. I've spent a lot of time trying to make the S8 and Note 8 combination biometrics work for me over the past months. Neither iris scanning nor facial recognition is consistent enough for me to use on my own (and remember you can only use one at a time), and the fingerprint sensor is very poorly placed. Face ID is about the same speed as Samsung facial recognition, but it's much more reliable. Smart Lock helps, especially if you are connected to a wearable or in a secure environment, either at home or in the workplace, but for safety reasons, it only works in a four-hour stay. Dissonance is enough to set me aside; You have to be so close to the screen and so intentional that every time it doesn't I just want to disable it completely. On the other hand though, I don't like having napkins to unlock your phone every time; Face ID should allow me to bypass the lock screen in general as Samsung's pressure-sensitive home button eases. Just tap the screen, authenticate, and let me in. Plus is that Apple has nailed biometrics on the iPhone X, and Android manufacturers will have to think about whether they can and should try to compete, or just stick to a tried-and-tested rear or side fingerprint sensor that works well for them so far. Apple calls the Gorilla Glass substrate covering the front and back of the iPhone X the most durable glass ever made in a smartphone, but it's still glass and it's still scratching. I haven't dropped my device yet, but judging by some tests, it's not indestructible either. However, I really like the overall design of the phone. It's a little shorter and wider than the Galaxy S8, which also advertises a 5.8-inch bezel-less OLED display, but the stainless steel frame (shiny and chrome on my silver block) looks expensive and feels distinctive. Given the $1,000 price tag though, I'm not going to use this thing without doing anything, so I won't see much of this chrome, for the better or The iPhone X is also essential - kind of like the main phone in this regard. It's 174 grams, about 19g heavier than the Galaxy S8, and almost identical to the much larger S8. Apple knows how to build a solid phone - - Has been doing this for years - but industrial design here doesn't feel worlds ahead of, say, Samsung or HTC. It's a luxury product that looks and costs a fraction, but doesn't feel much more than the similarly priced (and unapologetically aluminum) Galaxy Note 8. What is the offer is a Plus feature set in standard body size. I'd love to see Samsung offer a dual camera on its smaller flagship Galaxy S9 next year because this size - the iPhone X, Galaxy S8, Essential Phone - hits the sweet spot for media consumption and one-handed use. OLED is a big point of discussion right now, but the reality is that there is nothing special about Samsung's iPhone made the OLED screen. Like the latest displays on Samsung's flagship phones, it's incredibly sharp and bright, with near-perfect calibration, as well as butting against the limitations of modern OLED technology. Even Samsung has not figured out how to make an OLED display with a RGB band, so the iPhone X in a sub-pixel array shapes the same form of diamond as its Samsung competitors. The blue shift thing, though not nearly as much as the Pixel 2 XL, and even though the iPhone X's 2436 x 1125 pixel display is about 57 ppi denser than the iPhone 8 Plus, you still have to deal with all the inherent properties, good or bad, OLED. I like the screen and think it's probably among the best out there right now, but it's also Apple playing catch-up in a big way. The notch, on the other hand, is interesting. Many early reviewers said that it disappeared in the experience of using the phone, but there I do not agree. I see a notch and I'm sometimes distracted by it, but here's what I found: when an optimized iPhone app understands how to work within a notch, it's great. Google Photos, for example, works great using the noty area as an accent; everything important - tabs, search bars, dialog windows - are all under it. There are still too many applications that have either not been optimized properly, and therefore pillar boxes, or haven't had enough time to really accept the UX changes the iPhone X requires. Instagram, for example, asks you to swipe up from below to open a link in Stories - I gave up trying that to move because it takes me home every time. Even with its quirks, the cutout is relatively innocuous in portrait mode. Switch to the landscape though, and almost every situation looks strange. Safari doesn't wrap the design around the noting, which makes sense, while some games and video apps just ignore it altogether, so some of the content just doesn't exist. It's inevitable that Apple will try to reduce the groove of the area until it disappears altogether, but until then we're stuck with a landscape experience that's really problematic. IPhone X gestures are fine. still think swiping down from off The side of the screen to access the Control Center is a mistake, but given the way iOS is programmed, I don't see much alternative. Android users actually prefer new system gestures that return to the home screen with a swipe up from the bottom or quickly switch between apps with a horizontal flick of the thumb. There's still a learning curve, but it's neither insurmountable nor unintuitive; it took me a day or so to get used to it. In fact, the ability to quickly swipe between open apps is my favorite part of the new UX, as this is something I've used for great effect since Android 7.0 Nougat implemented the ability to press twice on the multitasking button to switch between the last two active apps. I've often wondered if Android would ever move away from a dedicated navigation bar and, if so, how it would work. Companies like Huawei and Motorola are moving in this direction with virtual or physical gesture areas that negate the need for static keys, but I have yet to find a solution that is reliable enough to go full-time. If and when Google solves this problem, I'm sure the solution will feel more natural to the platform. Haptics don't get a huge amount of attention, but they should: Apple Taptic Engine is awesome, and should be fiercely imitated by every Android manufacturer. LG has done a good job with the V30 - its haptics are accurate, subtle and extremely satisfying. I don't like the way the iPhone X transmits notifications, but if left on the table, the incoming pings don't vibrate my coffee mug off the table; instead, it is more directional and therefore more efficient. Given that Android uses haptics for so much of its OS throughout the interaction, I would like to see a company like Samsung spend more time on it. I'm glad that Apple was able to match the second stabilisation module inside the iPhone X secondary camera because telephoto shots benefit from the extra gyroscope data, but it's clear to me, despite the fact that DxOMark says about the phone still photo fidelity that it can't compete with the Pixel 2 for a purely delightful output. The iPhone X (left) Pixel 2 (right) that the iPhone X offers, like most iPhones since the 2010 iPhone 4, is consistency. Every photo taken with the iPhone X is usable - really grainy in low light, or duly exposed in bright, harsh sun - if not spectacular. I also think it's interesting and kind of hilarious that Apple got beat google in the race for a selfie portrait; Even with all the wonderful Kinect-like technologies inside the groove, portrait selfies don't look better - and in some cases noticeably worse - than those Google's tiny little front-facing camera and machine learning algorithms. As I found with the secondary note 8 telephoto lens, I appreciate its presence, but rarely use it. The fact that it has stabilized, with a slightly wider aperture of 2.4 euros, should With the rare video I shoot - the fact that the iPhone X can deliver 4K video at 60fps is one of the few outstanding features of the A11 Bionic chip, which is close to twice as fast as the flagship platform qualcomm these days - but I haven't noticed a noticeable improvement in quality on the iPhone 8 Plus. In low light, the Pixel 2 is better, but not by much - Google does better with post-processing, since the above photo taken almost in total darkness and illuminated only by street lights and my wife's phone screen, isO4800 on the Pixel 2, but not as grainy as the IPhone ISO2000. I want like new portrait lighting modes that enjoy both front and rear cameras. I almost always prefer the Natural Light, or default, version of photography, but I also came across a few examples that really impress me. As for Angie - well, I'm having fun with them. I find Apple's description of the iPhone battery to confuse at best and disappointing at worst. On its spec page for the iPhone X, Apple claims that it lasts up to 2 hours longer than the iPhone 7, which is not useful to me at all considering the iPhone 7 runs a completely different silicon and when it was released, priced over $300 less. Instead, I want to be able to judge the iPhone X compared to the iPhone 8 and 8 Plus, and Apple's only useful metric gives me what's called Internet use, which is neither specific nor useful. I learned that despite claiming up to 12 hours of Internet use on both the iPhone 8 and X, and 13 hours on the iPhone 8 Plus, the iPhone X falls somewhere in the middle of these outdated designs. I usually get to sleep with 10-15% of the battery left, which is what I'd be left with from the Galaxy S8, and a little less than the Pixel 2. In other words, the big Android flagships still wipe the floor with the iPhone X for longevity, but I still don't find an Android phone other than, say, the Huawei Mate 9, which can compete with the iPhone 8 Plus. I spend a lot of time these days going between phones - between phones running stock Android and other running Promotions Android, and others still running versions of Android you wouldn't want to your worst enemy (but fewer of those every year, thankfully) and iOS. iOS still feels like a static mess in some ways, full stolid, work-free icons, red icons screaming at me to clean them up, and the home screen is totally unwilling to work with my aesthetic sense. But it's also, like, so fast. Android can only dream of maintaining touch responsiveness and consistent frames per second that iOS so easily achieves. You may think that your Galaxy or Pixel oily is smooth, but compare it to the flawless motion of the iPhone X home gesture and you'll be quickly humiliated. These apps are also even better. I want to believe now that we're in year, not 2012, that Care as deep about the parity features on Android, but they don't: the best indie apps still don't come on Android (although you can argue, and I agree in some cases, that the indie app scene is extremely vivid on Android - just in a way that doesn't make them much money); The games come months late, if at all; and favorite products, especially camera-based networks like Instagram and Snapchat, lack specific features or optimizations that drive me crazy. My banking app, for example, brought Touch ID (and, thanks to a portable API, Face ID) support for its iOS app two years ago; The Android version makes me enter my password like a dummy every time. My favorite email app, Bear, has no intention of building an Android version, and my previously favorite food planning app, Grocery King, hasn't been updating its Android app for two years. Of course, given that I spent most of my year with Android, I came up with viable cross-platform alternatives - Google Docs is pretty good, and Mealime is great, too - but it still feels like Android apps are playing second fiddle to their iOS colleagues. Apple deserves a lot of credit here, too. Android creation is known to be more cumbersome, both in app development because of Java, and in service thanks to the sheer number of devices in use, but Apple has built an extraordinary ecosystem of dedicated developers who want to try to eke out life on iOS. Apple's curation services are pretty great, too, especially with iOS 11: I always feel like there are great new apps to check out in the App Store, but with Google Play I never know what algorithm will feed me. After spending some time with iOS, a few things really stand out for me: notifications are still much better on Android; The input experience is more enjoyable on Android; Android is much more flexible. and the variety of Android hardware is breathtaking. Notifications are some of the most important details in any operating system today, and Android nailed it years ago and only continues to work better with each iteration. Google's lead in this regard is so absolute it can as well as irresistible. By contrast, I hate dealing with notifications on the iPhone. The input is also considerably more enjoyable on most Android phones, mainly because of the Gboard, which (ironically) started out as a third-party iOS app and brought its best features to its own mobile OS. Gboard's auto-correct is smart and reliable, and its performance is almost perfect even on older hardware. And like Android itself, you can change it to look and act the way you want. Apple has added a bunch of this stuff to quickType in iOS 10 and 11, but I always prefer to peck long forms of emails on Pixel than my iPhone X. I also love spending time with new Android phones, from the no-frills metal chassis of the $229 Moto G5 Plus to the mesmerizing light THE solar-red HTC U11. The openness of Android has contributed to the revolution in the construction and deconstruction of smartphones, and Google continues to allow almost anyone, at any cost, to get on the Internet. Apple deserves a lot of credit not only for pushing the envelope of smartphone hardware innovation - look at iFixit's demolition of the iPhone X to see how elegant the entire interior is laid out - but also to create an ecosystem where once you're in, you don't want to leave. And while I know it's gauche to want us all to live in harmony, in my ideal world I'd every dedicated Android user try out the iPhone X for a few days, and every devout iPhone junkie using, say, a Galaxy Note 8 or Pixel 2 for the same amount of time. There are lessons to be learned from studying the differences between them and, in the end, realizing that they are not so different. Android devotees are probably little interested in buying an iPhone X, especially one that costs $1,000. This is fair: it is a very expensive phone. But if you're horrified by the presence of this review on Android Central, you're exactly the kind of person who should try it, like seeing what you hate and what you like. See Apple We can earn a commission for purchases using our links. Learn more. More. m x player free download for android