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1,626. The Samsung HMX-Q10 is a Samsung Full HD Memory Cam camera with a 5 megapixel BSI CMOS sensor that has a particular structure backlight allowing the sensor to be more sensitive to light by almost double compared to conventional CMOS sensors. It is an extremely versatile camera that can be used in virtually anyway thanks to the accelerometer incorporated, which allows to rotate up to 180 degrees.

Samsung HMX-Q10 - Review

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The Q10 is a budget camcorder which is designed to be held in either hand - unlike most designs, which are impossible to use left-handed. The hand strap is just a thick rubbery band with an...

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This open access book provides a concise yet comprehensive overview on how to build a quality management program for hematopoietic stem cell transplantation (HSCT) and cellular therapy. The text reviews all the essential steps and elements necessary for establishing a quality management program and achieving accreditation in HSCT and cellular therapy. Specific areas of focus include document development and implementation, audits and validation, performance measurement, writing a quality management plan, the accreditation process, data management, and maintaining a quality management program. Written by experts in the field, Quality Management and Accreditation in Hematopoietic Stem Cell Transplantation and Cellular Therapy: A Practical Guide is a valuable resource for physicians, healthcare professionals, and laboratory staff involved in the creation and maintenance of a state-of-the-art HSCT and cellular therapy program.

The Paralysis Resource Guide, produced by the Christopher & Dana Reeve Foundation, is a reference and lifestyle tool for people affected by paralysis. The book includes details on medical and clinical subjects related to all causes of paralysis, as well as health maintenance information. The fully-illustrated book provides a detailed overview of biomedical research, assistive technology, sports and recreation activities, legal and civil rights, social security and benefits, and numerous lifestyle options.

This volume focuses on food preservation prior to distribution and sale, which is a major challenge in the tropical climates of most developing nations. In order to assure that food products are safe for human consumption, due importance must be given to the quality and safety aspects of production, processing, and distribution. This volume provides an informative overview of recent research on the therapeutic potential of various new and natural compounds along with novel technologies for enhanced shelf-life longevity and food safety. It also looks at the antimicrobial constituents of different sources and the history of their use as biopreservatives. It includes scientific evaluations of their use as alternative or potential biopreservatives. Focusing on real-life applications in consumer and food products, the book is divided into three parts, covering health and quality aspects of food preservation, applications of novel biomolecules for quality and safety of foods, and novel research techniques in food biopreservation.

This is a textbook for introductory courses in quantitative research methods across the social sciences. It offers a detailed explanation of introductory statistical techniques and presents an overview of the contexts in which they should be applied.

An OLED (organic light-emitting diode) is a light-emitting diode (LED) in that the emissive electroluminescent level is a feature of biological amalgamated that emits light in reply to an galvanic present. OLEDs are applied to produce digital screens in implements such like TV displays, computer screens, mobile setups such like portable telephones, mobile gameplays consoles and PDAs. There has never been a OLED Guide like this. It contains 166 answers, much more than you can imagine; comprehensive answers and extensive details and references, with insights that have never before been offered in print. Get the information you need--fast! This all-embracing guide offers a thorough view of key knowledge and detailed insight. This Guide introduces what you want to know about OLED. A quick look inside of some of the subjects covered: Liquid crystal display - IPS LCD vs AMOLED, Flexible display - OLED, Nokia C6-01, XrossMediaBar, BlackBerry Z30, Google Nexus S - Screen, Google Nexus One - Hardware, AMOLED - Comparison to other technologies, BlackBerry Q10 - Hardware, OLED - Small molecules, Next generation of display technology - List of next generation display technologies, Thin-film transistor - Applications, Field emission display - LCD, Nokia N9 - Screen and input, Organic light-emitting diode - Sony applications, Ubiquitous computing - Core concepts, Optical head-mounted display - Laster Technologies, Google Nexus S - Successor, Nokia X7 - Features, Samsung NX300 - Features, PenTile matrix family - PenTile RGBG, Fitbit - Fitbit Force, OLED - Phosphorescent materials, PlayStation Vita - PCH-2000 series model, OLED - LG applications, History of display technology - Organic light-emitting diode, History of video game consoles (eighth generation) - PlayStation Vita, Organic light-emitting diode roll-up display - Technical details and applications, Kyocera - 2000 to present, Flexible organic light-emitting diode, and much more...

Over the last ten years, the ARM architecture has become one of the most pervasive architectures in the world, with more than 2 billion ARM-based processors embedded in products ranging from cell phones to automotive braking systems. A world-wide community of ARM developers in semiconductor and product design companies includes software developers, system designers and hardware engineers. To date no book has directly addressed their need to develop the system and software for an ARM-based system. This text fills that gap. This book provides a comprehensive description of the operation of the ARM core from a developer's perspective with a clear emphasis on software. It demonstrates not only how to write efficient ARM software in C and assembly but also how to optimize code. Example code throughout the book can be integrated into commercial products or used as templates to enable quick creation of productive software. The book covers both the ARM and Thumb instruction sets, covers Intel's XScale Processors, outlines distinctions among the versions of the ARM architecture, demonstrates how to implement DSP algorithms, explains exception and interrupt handling, describes the cache technologies that surround the ARM cores as well as the most efficient memory management techniques. A final chapter looks forward to the future of the ARM architecture considering ARMv6, the latest change to the instruction set, which has been designed to improve the DSP and media processing capabilities of the architecture. * No other book describes the ARM core from a system and software perspective. * Author team combines extensive ARM software engineering experience with an in-depth knowledge of ARM developer needs. * Practical, executable code is fully explained in the book and available on the publisher's Website. * Includes a simple embedded operating system.

Written by the director of ARM's worldwide academic program, this volume gives computer science professionals and students an edge, regardless of their preferred coding language. For those with some basic background in digital logic and high-level programming, the book examines code relevant to hardware and peripherals found on today's microcontrollers and looks at situations all programmers will eventually encounter. The book's carefully chosen examples teach easily transferrable skills that will help readers optimize routines and significantly streamline coding, especially in the embedded space. This book is easily adaptable for classroom use. Instructors can access features that include a solutions manual, assembly language basics, problems, and actual code. The book also provides access to a fully functional evaluation version of the RealView Microcontroller Development Kit from Keil. While it is still an important skill, getting good instruction in assembly language is not easy. The availability of languages such as C and Java foster the belief that engineers and programmers need only address problems at the highest levels of a program's operation. Yet, even modern coding methods, when done well, require an understanding of basic assembly methods such as those gained by learning ARM. Certain features that are the product of today's hardware, such as coprocessors or saturated math operations, can be accessed only through the hardware's native instructions. For that matter, any programmer wishing to achieve results as exact as his or her intentions needs to possess a mastery of machine code basics as taught in the pages of this book. Of the 13 billion microprocessor-based chips shipped in the last year, nearly 3 billion were ARM-based, making operational knowledge of ARM an essential component of any programmer's tool kit. That it can be applied with most any language makes it invaluable.

Using Scalable Vector Graphics (SVG) for illustrations only scratches the surface of this format's potential on the web. With this practical guide, you'll learn how to use SVG not only for illustrations but also as graphical documents that you can integrate into complex HTML5 web pages, and style with

custom CSS. Web developers will discover ways to adapt designs by adding data based graphics, dynamic styles, interaction, or animation. Divided into five parts, this book includes: SVG on the web: Understand how SVG works with HTML, CSS, and JavaScript to define graphics Drawing with markup: Learn the vector language of x and y coordinates that let SVG create basic and custom shapes Putting graphics in their place: Use the coordinate system to draw SVG shapes and text at different scales and positions Artistic touches: Explore how color is used, how strokes are created and manipulated, and how graphical effects like filters, clipping, and masking are applied SVG as an application: Make your graphic more accessible to humans and computers, and learn how to make it interactive or animated

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