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Autore	Dhir Amit
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(PCM); Internet Audio Formats; Components of MP3 Portable Players; Flash Memory; Internet Audio Players-Market Data and Trends; Other Portable Audio Products; Convergence of MP3 Functionality in Other Digital Consumer Devices; Internet Radio; Digital Audio Radio; Online Music Distribution; Summary; Chapter 5. Cellular/Mobile Phones; Introduction; Definition; Landscape; Migration to Digital and 3G; Standards and Consortia; Market Data; Market Trends Summary Chapter 6. Gaming Consoles; Definition; Market Data and Trends; Key Players; Game of War; Components of a Gaming Console; Broadband Access and Online Gaming; Gaming Consoles; More Than Just Gaming Machines; PC Gaming; Growing Convergence of DVD Players and Gaming Consoles; New Gaming Opportunities; Summary; Chapter 7. Digital Video/Versatile Disc (DVD); Introduction; The Birth of the DVD; DVD Format Types; Regional Codes; How Does the DVD Work?; DVD Applications; DVD Market Numbers, Drivers and Challenges; Convergence of Multiple Services; Summary Chapter 8. Desktop and Notebook Personal Computers (PCs) Introduction; Definition of the Personal Computer; Competing to be the Head of the Household; The PC Fights Back; Portable/Mobile Computing; Requirements Overdose; New PC Demand Drivers; Summary; Chapter 9. PC Peripherals; Introduction; Printers; Scanners; Smart Card Readers; Keyboards; Mice; Summary; Chapter 10. Digital Displays; Introduction; CRTs; Cathode Ray Tubes; LCD; Liquid Crystal Displays; PDP; Plasma Display Panels; PALCD; Plasma Addressed Liquid Crystal Display; FEDs; Field Emission Displays; DLP; Digital Light Processor Organic LEDs

Sommario/riassunto

The consumer electronics market has never been as awash with new consumer products as it has over the last couple of years. The devices that have emerged on the scene have led to major changes in the way consumers listen to music, access the Internet, communicate, watch videos, play games, take photos, operate their automobiles-even live. Digital electronics has led to these leaps in product development, enabling easier exchange of media, cheaper and more reliable products, and convenient services. This handbook is a much-needed, comprehensive engineering guide to the dynamic
