

Apple continues wowing techno customers with its iPod improvements, sleeker designs

BY KASEY GRIMBERG

Position

Music evolved exponentially over several decades, beginning with the classical melodies and progressing to easy listening, country, rock, pop, disco, punk, alternative, rap, oldies, emo, and dance. Back in the early 1900's, citizens of the United States tuned in to their local radio stations or turned on their record players every evening.

Soon musical technology transformed to new devices known as the eight-track, the cassette, and finally the CD player. Music continued to expand, and by 2001, Apple introduced the iPod, which provided music aficionados a new and hip way to jam to their favorite tunes.

For the past seven years, consumers have watched the transformation of the iPod. The product soon became smaller as the Nano iPod and allowed storage space for not only music, but also photographs, movies, and books. As their popularity increased, Apple introduced the iPhone, and the company continues to create new products.

One may question what else Apple could possibly bring to the table. Actually, two new additions to the iPod collection have blasted their way past radios and CDs, creating new technopower. What Apple produced next would soon rock America, the

iPod Touch and the Nano-Chromatic. While each has some of the same features, they still differ noticeably.

Nano-Chromatic iPods allow their owners to enjoy many features in an item smaller than the human hand. With the Nano-Chromatic iPod, one can merely shake the iPod, and the device will shuffle the play list. Therefore, the owner does not have to browse the options menu; this function saves time when rearranging the play list.

Also packed into this product is a new variety of games. Gamers can take racing to a new level with The Accelerator. If the iPod is tilted left or right, the game character turns with the curve. Going faster just requires tilting the iPod forward.

Gaming gets even easier with the new edition to this iPod. The Nano-Chromatic enables the owner to turn the screen sideways, resulting in the film, photo, or game turning with him. Nano-Chromatics also feature two-inch screens with high-resolutions, allowing owners to watch television shows, movies, and videos on crisp screens.

Apple redefined the already magnificent iPod Touch as well. It is now less bulky and more sleek looking, providing easier navigation. When running with the iPod Touch, the owner can use the built-in support for Nike + iPod. Once the runner places the sensor



into his shoe, he has the ability to listen while moving. With the new iPod touch, a built-in speaker allows the owner to play games and listen without headphones.

Volume control, conveniently located on the side, makes it easy to choose how loud the owner's music or gaming projects. To ensure satisfaction with this product, the battery life lasts up to 36 hours, so the owner can groove to the music, watch, play, and flaunt all he wants.

When playing games, a mere tip of the fingers moves, clicks, drags, or pinches the screen to make the view larger or smaller. Owners of this creation can use the built-in accelerometer to play games with ease by tilting to

speed up or turning to change direction.

Both the iPod Touch and the Nano-Chromatic have what Apple producers call the "Genius." Genius will take the songs on a play list and list them so that each song transitions smoothly from the previous song. The Cover Flow, another perk, allows one to flip through the album covers of the songs on his iPod for easy navigation.

With music as a high priority and source of relaxation in the 21st century, the two new iPods provide easy ways to work hard or play hard with music as a driving force. These products range in price from \$150 to \$375, depending on amount of hard drive space to hold the desired quantity of movies, music, photos, and games.

Nanotechnology may be answer to curbing cancer's death toll across entire globe

Internet Graphic



BY DANIEL TORELLI

News Editor

For thousands of years, scientists have tried to find a cure for a disease that today claims over seven million annual deaths worldwide. The disease is cancer, and the latest experiment is nanotechnology.

In order to grasp fully the scale of nanotechnology, one must understand the definition of a nanometer and comprehend its size. The width of a single hair divided by 100,000 is equivalent to one nanometer. With respect to a meter, it is equal to .000000001 meters, which means that anything measured in nanometers is invisible to the naked eye.

Building a robot that the naked eye could not see was considered nearly impossible in years past, and the concept of making

hundreds of them and injecting them into one's body to cure cancer was also thought inane.

Nevertheless, adopting such technology is exactly what researchers have strived to do.

Using nanotechnology in medicine originated in the last twenty years. The complexity in inventing such a small robot and having it perform surgery-like procedures is staggering; however, scientists arrived at two possible solutions.

First and perhaps easiest is the idea of encapsulation, which uses a nanoshell to carry toxins (chemo) to cancerous cells in a certain bodily area.

Scientists create these nanoshells out of only a few carbon atoms and then hope to utilize a drug delivery system to locate cancerous cells. Nanoshells will then be equipped with a microscopic

laser to heat up the shell, thus causing it to melt and release a small, controlled amount of a substance on the cell.

However, the biggest problem with this design is not making the nanoshell or the laser but controlling the amount of toxin released.

Because chemo is such a nasty chemical in relatively low doses, it can do much more harm than good. Researchers are still working out the details in allowing only certain nanoshells to release their toxins while other shells wait several hours and release theirs over time.

Another idea to heal cancerous cells involves using actual nanobots. Such a process proves slightly more complex but safer, and it deals less with the problem of releasing controlled amounts of toxins.

First, one set of nanobots is sent out to locate the cancerous cells and release a small amount of chemo.

The next set then comes in with a small laser and cuts out the cancerous portion of the cell, leaving only the healthy part.

As these two sets of nanobots work, a third set sends a video feed to the surgeon who is performing the operation. This second type of cancer removal is much more sophisticated and also safer.

Many questions still remain regarding nanotechnology. Is it guaranteed the nanobots will not mistake a healthy cell for a cancerous cell? Can a patient trust a robot to perform surgery?

Answers to these questions have yet to be found, yet scientists and doctors have already begun to use nanobots in order to fight cancer in the human body.

If development continues at its present rate, the world should have a cure for cancer in no time.

First Responders

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hours practicing their life saving skills.

"My most memorable experience was running around the school when we were doing mock scenarios on dummies," said senior Avery Long. "It was exciting, and since we used practice AED machines, we were actually able to take real steps in giving emergency medical care."

First responders must be extremely dedicated since the training process can be taxing

and requires both time and practice before the AED, CPR, and First Aid skills become second nature.

First responders must be able to handle emergency situations without panicking.

Members of the Sports Medicine Club meet after school on Mondays.

"Many people have showed up because they are interested in the medical field and want hands-on training and certification," said Long, club creator.