Acquire

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Acquire (company)

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Acquire BPO

Acquire Intelligence Acquire Intelligence (formerly Acquire BPO) is a business transformation company and a leading global provider of business process

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Acquire Intelligence (formerly Acquire BPO) is a business transformation company and a leading global provider of business process outsourcing (BPO) and AI consulting services. Their transformation approach is built around the Automate, Eliminate, Reallocate framework, which blends process improvement, automation, and global outsourcing.

Acquiring bank

An acquiring bank (also known simply as an acquirer) is a bank or financial institution that processes credit or debit card payments on behalf of a merchant

An acquiring bank (also known simply as an acquirer) is a bank or financial institution that processes credit or debit card payments on behalf of a merchant. The acquirer allows merchants to accept credit card payments from card issuers such as Visa, MasterCard, Discover, China UnionPay, American Express.

The acquiring bank enters into a contract with a merchant and offers it a merchant account. This arrangement provides the merchant with a line of credit. Under the agreement, the acquiring bank exchanges funds with issuing banks on behalf of the merchant and pays the merchant for its daily payment-card activity's net balance — that is, gross sales minus reversals, interchange fees, and acquirer fees. Acquirer fees are an additional markup added to association interchange fees by the acquiring...

Computer Acquire

Computer Acquire is a 1980 video game published by Avalon Hill for the Apple II, Atari 8-bit computers, Commodore PET, and TRS-80. Computer Acquire is an

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Acquired brain injury

Acquired brain injury (ABI) is brain damage caused by events after birth, rather than as part of a genetic or congenital disorder such as fetal alcohol

Acquired brain injury (ABI) is brain damage caused by events after birth, rather than as part of a genetic or congenital disorder such as fetal alcohol syndrome, perinatal illness or perinatal hypoxia. ABI can result in cognitive, physical, emotional, or behavioural impairments that lead to permanent or temporary changes in functioning. These impairments result from either traumatic brain injury (e.g. physical trauma due to accidents, assaults, neurosurgery, head injury etc.) or nontraumatic injury derived from either an internal or external source (e.g. stroke, brain tumours, infection, poisoning, hypoxia, ischemia, encephalopathy or substance abuse). ABI does not include damage to the brain resulting from neurodegenerative disorders.

While research has demonstrated that thinking and behavior...

Hospital-acquired pneumonia

Hospital-acquired pneumonia (HAP) or nosocomial pneumonia refers to any pneumonia contracted by a patient in a hospital at least 48–72 hours after being

Hospital-acquired pneumonia (HAP) or nosocomial pneumonia refers to any pneumonia contracted by a patient in a hospital at least 48–72 hours after being admitted. It is thus distinguished from community-acquired pneumonia. It is usually caused by a bacterial infection, rather than a virus.

Hospital acquired pneumonia is the second most common nosocomial infection (after urinary tract infections) and accounts for 15–20% of the total. It is the most common cause of death among nosocomial infections and is the primary cause of death in intensive care units. It is also one of the most common infections acquired at the hospital in children around the world.

Hospital acquired pneumonia typically lengthens a hospital stay by 1–2 weeks.

Acquired hemolytic anemia

Acquired hemolytic anemia can be divided into immune and non-immune mediated forms of hemolytic anemia. Autoimmune hemolytic anemia Warm antibody autoimmune

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Acquired characteristic

An acquired characteristic is a non-heritable change in a function or structure of a living organism caused after birth by disease, injury, accident, deliberate

An acquired characteristic is a non-heritable change in a function or structure of a living organism caused after birth by disease, injury, accident, deliberate modification, variation, repeated use, disuse, misuse, or other environmental influence. Acquired traits are synonymous with acquired characteristics. They are not passed on to offspring through reproduction.

The changes that constitute acquired characteristics can have many manifestations and degrees of visibility, but they all have one thing in common. They change a facet of a living organism's function or structure after birth.

For example:

The muscles acquired by a bodybuilder through physical training and diet.

The loss of a limb due to an injury.

The miniaturization of bonsai plants through cultivation techniques.

Acquired characteristics...

Community-acquired pneumonia

Community-acquired pneumonia (CAP) refers to pneumonia contracted by a person outside of the healthcare system. In contrast, hospital-acquired pneumonia

Community-acquired pneumonia (CAP) refers to pneumonia contracted by a person outside of the healthcare system. In contrast, hospital-acquired pneumonia (HAP) is seen in patients who are in a hospital or who have recently been hospitalized in the last 48 hours. Those who live in long-term care facilities or who had pneumonia after 48 hours of hospitalization for another cause are also classified as having CAP (they were previously designated as having HCAP (healthcare associated pneumonia)). CAP is common, affecting people of all ages, and its symptoms occur as a result of oxygen-absorbing areas of the lung (alveoli) becoming colonized by a pathogenic microorganism (such as bacteria, viruses or fungi). The resulting inflammation and tissue damage causes fluid to fill the alveoli, inhibiting...

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