

3D

1. 3D

2. 56-60

3.

4.

5. 3D

6. OEM

A. 18

B.

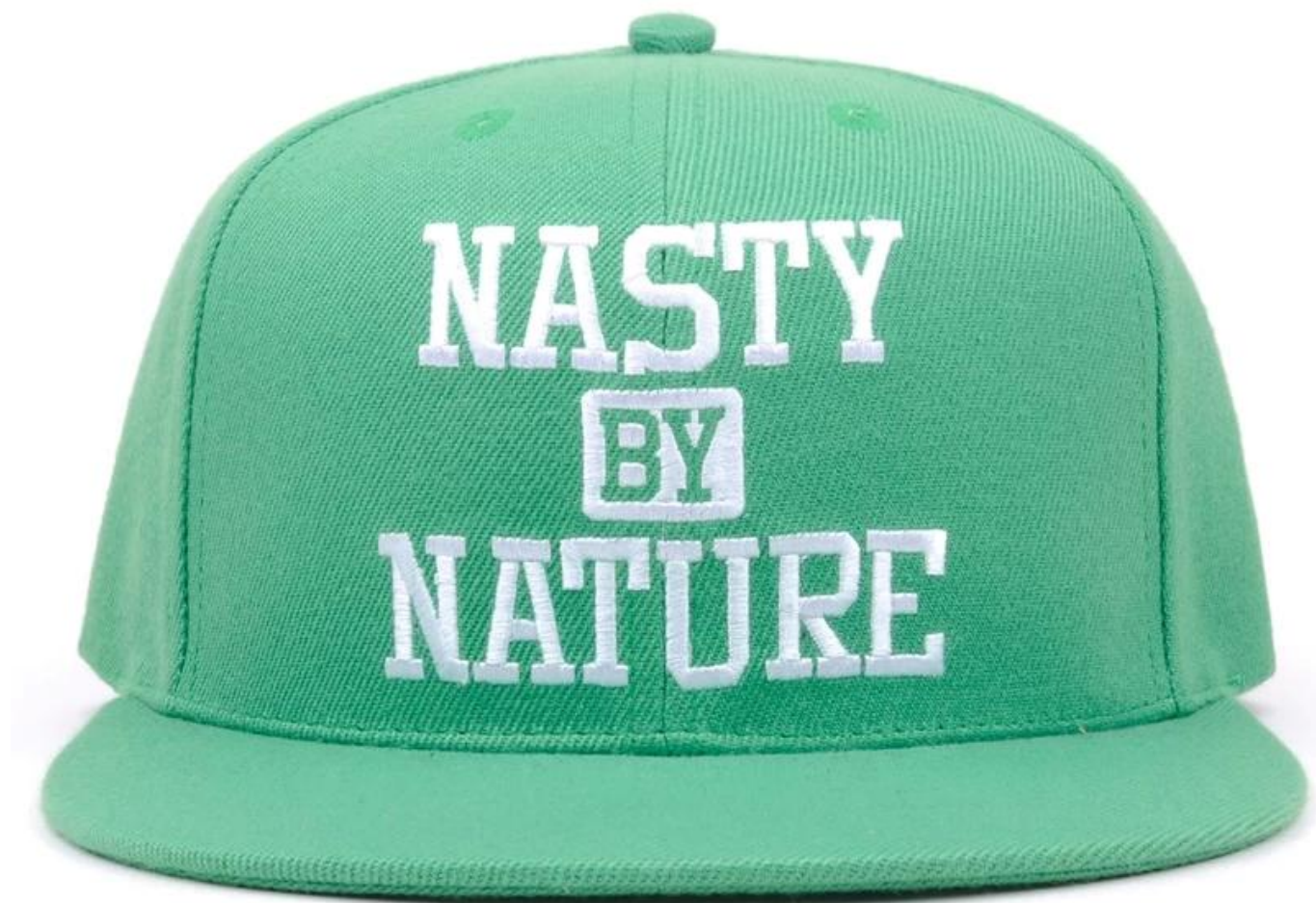
C.

D. Colors Material Shape Style

E.

F. OEM ODM

G.













1.Material	20mm x 80mm	BIO
2.		
3.		
4.		
5.Size	58cm	51cm-55cm 56cm-60cm
6.	3D	2D 3D
7.MOQ	300	Samll
8.	59cm * 45cm * 56cm	100pcs / 144pcs / 150pcs
9.Packing	25pcs / polybag / 6 / 150pcs / carton	





时间： 2016-11-25 16:52:13  
收件人： sales29@accaps.com <sales29@accaps.com>  
附件： 2个 [ Colour indication.jpg ... ]

Hello Jessie,

The sample looks really amazing!  
We received it yesterday, it definitely lived up to our expectations.  
Thanks for making such a beautiful cap fur us.

We would like to order 200 pieces of this cap, with one change:  
Can these ones be of size 58 (and not 56 as the sample)?  
I think we thought our heads to be smaller than they actually are (kkkk)

Furthermore, we would also like to order a sticker for on the cap.



Re: Pictures of pre production sample

发件人： Harrison <harrison@accaps.com>  
时间： 2016-12-08 11:52:02  
收件人： sales29@accaps.com

Hi Jessie!

Lovely to hear from you, I have been looking forward to it a lot!

Wow! Thank you very much Jessie, the sample looks absolutely perfect!!! I love it :~)

You can indeed go ahead with mass production now!

Thanks again! Can't wait for next update!

Regards,

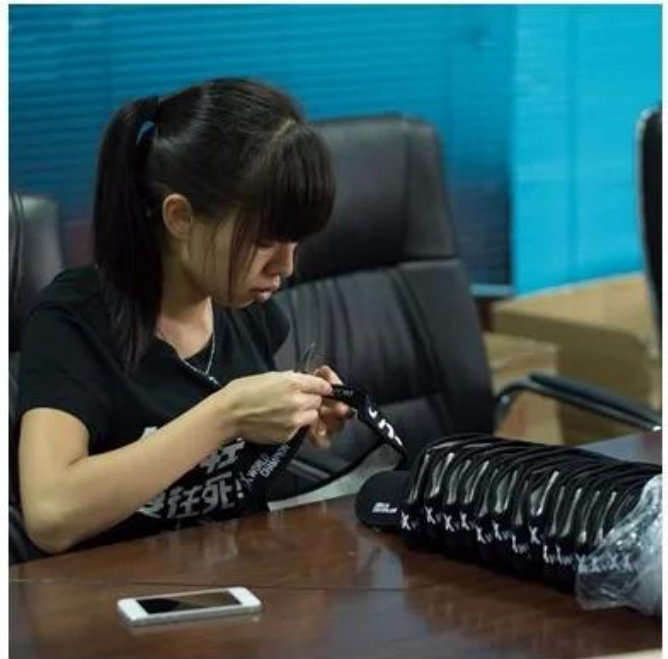
Harrison.

快速回复



□□□□□□□□













Best service is mission!!

A man with short black hair and glasses, wearing a grey short-sleeved button-down shirt with a Ferrari logo on the left chest pocket, stands with his hands raised in a gesture of emphasis. Behind him is a collage of transportation modes: a blue and white airplane flying over a green and blue globe, a white semi-truck, and a white high-speed train. A speech bubble in the top left corner contains the text "Best service is mission!!".

Q 1. What is the purpose of the study?

A 1. The purpose of the study is to determine the effect of the use of a mobile learning application on the learning outcomes of students in the field of computer science.

Q 2. What is the research method used?

A 2. The research method used is a quantitative method with a quasi-experimental design.

Q 3. What are the variables in the study?

A 3. The variables in the study are the use of a mobile learning application (independent variable) and learning outcomes (dependent variable).