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devices.Q: ArcGIS Javascript API identify each point as input to buffer I have polygons in one data frame that have a field indicating whether the polygon is man-made (1) or natural (0) (see screenshot of attribute table). I would like to identify each point as 1, 0, or NULL (blank) to create a buffer around the man-made or natural area. How can I do this using the ArcGIS Javascript API? A: We can use the Buffer method to create a Polygon object. If the attribute exists, you can check the isManMade property of the return object. `var bufferedPoints = features.toArray('isManMade'); var bufferedPointsBuffer = new Polygon(bufferedPoints); bufferedPointsBuffer.addGeometry(bufferedPoints.getGeometry().buffer(1000)); map.addLayer(bufferedPointsBuffer);` Please see the Javascript API documentation for more details: [One-pot synthesis of well-defined monodisperse superparamagnetic iron oxide nanoparticles \(SPIONs\) for use in antibody targeting. Monodisperse Fe\(3\)O\(4\) nanoparticles \(SPIONs\) were synthesized by a one-pot reaction of ferric chloride, ferrous chloride and oleic acid in the presence of oleylamine. The nanoparticles were characterized using X-ray diffraction, transmission electron microscopy, UV-vis spectroscopy and magnetic property measurement. The addition of oleic acid to the reaction mixture promoted the formation of uniform monodisperse SPIONs that had the highest magnetization saturation in the superparamagnetic \(SPM\) range. Further, the effect of varying the size of the SPIONs on the photothermal and bio-imaging properties was evaluated. The extent of 2d92ce491b](#)