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Frequency response is a term used in audio engineering that refers to the maximum sound frequency an audio system is capable of handling and reproducing. Maximum frequency is usually stated as a frequency in cycles per second (often 10 to 20 kHz) or a frequency in Hertz (20 000 cycles per second or 1 kHz). However, the term is also used to refer to a percentage of the maximum that the output of a given audio system may reproduce. Frequencies below the maximum that a given system can reproduce are therefore known as low frequencies. The opposite is true for high frequencies. The best approach is to have a spectrum analyzer that will display the maximum, the minimum and the average of the range. It has also a function to display the frequency response curve and the "flat" frequency response. The following frequency response graph shows the maximum, the minimum and the average of the range for the measurement. Audio system in the middle that has a flat frequency response (0° frequency response) is a reference. References External links Official website www.dats.com Category:Electronic test equipment Category:MeasurementQ: Xamarin Forms - Reorder listview items I'm trying to programmatically reorder listview items. I'm using the following code, that throws System.InvalidOperationException: Attempted to read or write protected memory. My code: //this method gets called for every item and set's the position for the item public void ReorderItem(int position) { //need to be reordered var item = listView.Items[position]; listView.Items.RemoveAt(position); listView.Items.Insert(position, item); //listView.Items.Add(item); } The idea is to keep adding the item to the top, while also removing it from the bottom, but only when position is -1, it should add at the top. This throws the exception when the position is at -1. I'm out of ideas as to what is going on. Any help would be appreciated. UPDATE: After checking the order of the items with Debug.WriteLine, I can see that when the position is

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