

11.7 Cladogram for Tetrapods

This cladogram presents hypothesized evolutionary relationships among a group of species based on ancestry and derived characters.

CLADE

A clade is a group of organisms that share certain derived traits in common's descent. In this cladogram, a clade looks like this (area 1), including all the lineages that share traits that might wind up like 1. The cladogram also includes lineages and branches, noncoders and alligators, and birds.



NODE

In a cladogram, a node is the intersection of two branches. This node represents the most recent common ancestor shared by the entire tetrapoda clade.

DERIVED CHARACTER

Organisms that branch off after a hash mark share the derived character represented by the hash mark. An embryo protected by amniotic fluid is a derived character shared by all organisms in the amniota clade. Amphibians do not have this derived character.

Which groups of animals belong to the amniota clade? Which belong to the archosauvia clade?

Quizlet Biology Chapter 18

Mohamed Elzagheid

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Güncel Fizyoloji-Histoloji-Embriyoloji Çalışmaları III Mümin Alper

ERDOĞAN,Sait POLAT,Ceylan AYADA,2022-03-30 *HCI International 2021 - Posters* Constantine Stephanidis,Margherita Antona,Stavroula Ntoa,2021-07-03 The three volume set CCIS 1419 CCIS 1420 and CCIS 1421 contains the extended abstracts of the posters presented during the 23rd International Conference on Human Computer Interaction HCII 2021 which was held virtually in July 2021 The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and selected from 5222 submissions The posters presented in these three volumes are organized in topical sections as follows Part I HCI theory and methods perceptual cognitive and psychophysiological aspects of interaction designing for children designing for older people design case studies dimensions of user experience information language culture and media Part II interaction methods and techniques eye tracking and facial expressions recognition human robot interaction virtual augmented and mixed reality security and privacy issues in HCI AI and machine learning in HCI Part III interacting and learning interacting and playing interacting and driving digital wellbeing eHealth and mHealth interacting and shopping HCI safety and sustainability HCI in the time of pandemic

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