WHITEPAPER

The First POS Masternode Based Coin
With IEO On Top 5 Exchanges

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ABSTRACT

The cryptocurrency market is reshaping the traditional finance and fund-raising process by providing a modern age fund raising model called initial coin offering (ICO), acts as a bridge start-ups and investors.

We offer a decentralized blockchain based platform that enables coin developers to airdrop their coins to the Axioms user base for completing social media tasks, therefore enabling them to build a much-needed active community.

This Whitepaper gives a detailed description of our planning and also aims to demonstrate the current status and future plans of QUISH Platform. It aims to inform our readers how we are using the team's expertise to provide decentralized airdrop coin distribution in an efficient manner, in a way that optimize then returns to the project and our communities.

EXCHANGES

We are proud and mirthful to inform that QUISH is the first POS masternode based coin with IEO on top 5 exchanges at the time of Project launch!, Which are based on CoinMarketCap (CMC) and as per the report of respective exchanges.

- P2PB2B
- Coinsbit
- Vindax
- FinexBox

The Coin will be listed on SistemKoin, Bilaxy, Cat.Ex and other Top 5 Exchanges.

The aim of the coin is to have a payment solution for IPTV services, As a Part of that Quish Coin will start a project called Quish TV services additionally Quish Coin will be Included on other IPTV services as Payment Currency,

INTRODUCTION TO CRYPTOCURRENCY

In 1983 the American cryptographer David Chaum conceived an anonymous cryptographic electronic money called E-Cash. Later, in 1995, he implemented it through Digi-cash, an early form of cryptographic electronic payments which required user software in order to withdraw notes from a bank and designate specific encrypted keys before it can be sent to a recipient. This allowed the digital currency to be untraceable by the issuing bank, the government, or a third party.

In 1996 the NSA published a paper entitled How to Make a Mint: The Cryptography of Anonymous Electronic Cash, describing a Cryptocurrency system first publishing it in a MIT mailing list and later in 1997, in The American Law Review.

In 1998, Wei Dai published a description of “b-money”, an anonymous, distributed electronic cash system. Shortly thereafter, Nick Szabo created “bit gold”. Like bitcoin and other crypto currencies that would follow it, bit gold (not to be confused with the later gold-based exchange, BitGold) was an electronic currency system which required users to complete a proof of work function with solutions being cryptographically put together and published. A currency system based on a reusable proof of work was later created by Hal Finney who followed the work of Dai and Szabo.

The first decentralized crypto currency, bitcoin, was created in 2009 by pseudonymous developer Satoshi Nakamoto. It used SHA-256, a cryptographic hash function, as its proof-of-work scheme. In April 2011, Namecoin was created as an attempt at forming a decentralized DNS, which would make internet censorship very difficult. Soon after, in October 2011, Litecoin was released. It was the first successful crypto currency to use scrypt as its hash function instead of SHA-256. Another notable cryptocurrency, Peer coin was the first to use a proof-of-work/proof-of-stake hybrid. IOTA was the first cryptocurrency not based on a block chain, and instead uses the Tangle. Many other cryptocurrencies have been created though few have been successful, as they have brought little in the way of technical innovation. On 6 August 2014, the UK announced its Treasury had been commissioned to do a study of cryptocurrencies, and what role, if any, they can play in the UK economy. The study was also to report on whether regulation should be considered.

ORIGIN OF CRYPTOCURRENCY

The idea of creating an independent digital currency for online settlements belongs to Timothy May, a former electronic engineer at Intel. He suggested creating a new anonymous currency that would suspend the state from participating in financial transactions and change the structure of large corporations. Supporters have been trying to implement his idea for a long time, but the following questions arose: what value new money should be assigned, how to estimate the labor cost of mining money, and how to convince people of the real value of a virtual currency. These problems remained unresolved until 2008, when some Satoshi Nakamoto offered the concept of Bitcoin.

The first software for cryptocurrency was released and the first Bitcoin was mined on January 9, 2009. However, it had no value at the time, was known only in narrow circles and had virtually zero demand from the public.

Mass distribution of the first cryptocurrency can be dated 2013, when the cost of 1 Bitcoin increased from 31 to 300 USD. New cryptocurrencies began to emerge on the market, but Bitcoin always remained No. 1. Analyzing the growing demand from the public and, as a consequence, increase in the value of cryptocurrency, it can be stated with confidence that virtual currencies will not obsolesce, and their value will only grow.

Today, there are many Bitcoin alternative coins called altcoins. Most altcoins hope to either replace or improve upon Bitcoin or even with each other. Altcoins can vary widely from each other and each altcoin promises features such as faster transaction speed, more secure and privacy, proof-of-stake and many more. Overall, cryptocurrencies still have a long way to go before they can replace today's form of money and be truly accepted in global commerce. Only time will tell when the rest of the world is ready to accept cryptocurrencies as the everyday means of payment.

ADVANTAGES OF CRYPTOCURRENCY

The defining benefit of cryptocurrency is that it is not governed by any central authority or financial institution, rendering them immune to government interference or manipulation. This is called having a decentralized system. A centralized economic system, however, consists of government or corporate control of currency. The government and central banks control the supply of currency by printing units of fiat money and controlling their values as well as transaction cost. In a decentralized economic system, the supply and value of virtual currencies are controlled by the users themselves, through highly complex protocols using peer-to-peer network.

OVERVIEW AND IT'S MISSION

Our mission is to create a user-friendly digital platform where we offer advisory and PoS services for novice and competent investors in the field of cryptocurrency. Additionally, our product portfolio includes masternode services for individuals or groups of investors. A masternode is a cryptocurrency full node: a computer wallet that keeps the full copy of the blockchain in real-time, just like BTC nodes which are always up and running.

STAKING

At the heart of proof-of-stake algorithm, is the storage of all operations in Coin wallet with distributed database. Synchronization of the wallet nodes running on POS is carried out through peer-to-peer network, P2P. Thanks to proof-of stake, it is possible to implement cryptocurrency with higher security conditions to avoid hacker's attacks and fraudulent actions. Moreover, it is much efficient and environmentally friendlier than POW, which utilizes lots of energy with application specific integrated circuit. Cryptocurrencies are affected by inflation and one of the easiest ways to overcome this and grow your fortune within the cryptocurrency space is through staking. Staking basically means: holding a cryptocurrency in your wallet for a fixed period of time and earning interest on that holding. Long-term investors can keep their coins safely in a secure wallet, all while generating interest on their holdings. By holding coins in your wallet, you are rewarded for supporting the network. Therefore, your coins will increase in number, depending on how long you hold them in the wallet. Usually, rewards gained from staking are positively correlated with the duration of a coin being held. The longer the stake duration, the higher the returns. Staking does not require to invest in expensive mining infrastructure and gives you a guaranteed and predictable source of income given that the value of the coin increases in predictable figures.

MASTERNODE

Masternodes play an important part of the network. A masternode network is the second layer of the coin network that donates processing power to confirm transactions, then receives reward for the work performed – one reward per block every block time. These rewards are directly paid to the wallet that is linked to the masternode. Masternodes also ensures the stability and security of the entire network. These nodes serve a special purpose within the network to mix various transaction amounts to increase fungibility and anonymity of transactions, done by the process of obfuscation, which is also inherited through the open source PIVX codebase.

A masternode is a cryptocurrency wallet that keeps and maintains the full ledger of a coin in real time. It is a full node computer wallet that offers a number of advanced features and advantages not available with other cryptocurrency wallets. Technically speaking, masternodes are a series of virtual private and secured servers or bonded validated systems. Just like full nodes in a cryptocurrency, masternodes can be run by anyone. They are fully synced on the blockchain of whatever coin you choose with masternode function availability and operates 24/7. To some, the masternode-backing software can be thought as an alternative version of mining, with far less power consumption. The benefit is operators can still earn money and provide a service to the network without having to invest in expensive mining gear.

Masternodes achieve anonymity by ensuring that there is no centralized party to attack or take down the network/transactions by a way of coordinate mixing of coins. The chance of earning coins and having a good ROI at each masternode level improves linearly with the number of coins. In this type of two-tiered network, the block reward for every block is split between the masternode and the miners, with a certain percentage going to the decentralized treasury system. It delivers to its without having to sacrifice its existing capital. We at QUISH Coin offer a practical and intuitive platform which lowers the costs by introducing a shared masternode concept. You will be rewarded based on the percentage of your contribution towards the collateral value for the masternode. Price prediction isn't an easy task and it does not make sense to merely hold your coins in the hope of a price rise. Instead, joining a masternode with your coins can help ease the effect of a decrease in price. And when the price for your coin increases, you will have more coins thus increasing your overall investment value. By running a masternode you can generate a passive income for yourself. With our service, your cryptocurrency holdings would earn a monthly or weekly interest, turning your investment to smart passive income.

STREAMING

The verb “to stream” refers to the process of delivering or obtaining media, It refers to the delivery method of the medium, rather than the medium itself, and is an alternative to file downloading. Streaming is relatively a recent development, because of your broadband connection have to run fast enough to show the data in real time. Files encoded for streaming are often highly compressed to use as little bandwidth as possible. If there is an interruption due to congestion on the internet, the audio will drop out or the screen will go blank.

DATA STREAM

Data streaming is becoming more useful and necessary in today’s world and is being applied in a broad range of industries, data streaming is applicable are

Finance: where it allows to track changes in the stock market in real time, computes value-at-risk, and automatically rebalances portfolios based on stock price movements.

Real-estate: Websites can track a subset of data from consumers’ mobile devices and makes real-time property recommendations of properties to visit based on their geo-location.

Gaming: An online gaming company can collect streaming data about player-game interactions, and feeds the data into its gaming platform.

E-commerce/Marketing: Data streaming can provide all clickstream records from its online properties and aggregate and enrich the data with demographic information about users, and optimizes content placement on its site, delivering relevancy and better experience to customers (Amazon).

Besides these examples, there are probably many more applications for data streaming. However, data streaming has had the biggest implications for the audio, video and telecom industry because of the creation of streaming services. Streaming services have majorly influenced how people consume their media nowadays.

QUISH (MEDIA) STREAM

The verb "to stream" refers to the process of delivering or obtaining media, It refers to the delivery method of the medium, rather than the medium itself, and is an alternative to file downloading. Streaming is relatively a recent development, because of your broadband connection have to run fast enough to show the data in real time. Files encoded for streaming are often highly compressed to use as little bandwidth as possible. If there is an interruption due to congestion on the internet, the audio will drop out or the screen will go blank.

Streaming media is multimedia that is constantly received by and presented to an end-user while being delivered by a provider, a process in which the end-user obtains the entire file for the content before watching or listening to it. Our project aimed to serve such technology such as videos, music, audio, in real time instead of downloading a file to your computer and watching it later. With internet videos and webcasts of live events, there is no file to download, just continuous stream of data.

QUISH solves the problem of 'Big-data', is forcing many organizations to focus on storage costs, which brings interest to data lakes and data streams. A data lake refers to the storage of a large amount of unstructured and semi data, and is useful due to the increase of big data as it can be stored in such a way that firms can dive into the data lake and pull out what they need at the moment they need it. Whereas a data stream can perform real-time analysis on streaming data, and it differs from data lakes in speed and continuous nature of analysis, without having to store the data first.

The internet has two main ways to view media: streaming and progressive downloads. Streaming is the quickest means of accessing internet-based content. Progressive download is another option that was around for years before streaming was possible. The key differences between the two are when you can start watching and what happens to the content after you view it. Progressive downloads are the traditional kind of download that anyone who's used the internet is familiar with. When you download an app, game or buying music from the iTunes Store, you need to download the entire thing before you can use it. Streaming lets you start using the content before the entire file downloads. When you play a song on Apple Music or Spotify, you can click play and start listening almost immediately. You don't have to wait for the song to download before the music starts. This is one of the major advantages of streaming. Other major difference between streaming and downloads is what happens to the data after you use it. For downloads, the content stays on your device until you delete it. For streaming, your device automatically deletes the data after you use it.

Multimedia Compression

Source coding or bit-rate reduction is the process of encoding information using fewer bits than the original representation. Any particular compression is either lossy or lossless. Typically, a device that performs data compression is referred to as an encoder, and one that performs the reversal of the process (decompression) as a decoder.
Compression is useful because it reduces resources required to store and transmit data. Computational resources are consumed in the compression and decompression processes. Data compression is subject to a space–time complexity trade-off. For instance, a compression scheme for video may require expensive hardware for the video to be decompressed fast enough to be viewed as it is being decompressed, and the option to decompress the video in full before watching it may be inconvenient or require additional storage. The design of data compression schemes involves trade-offs among various factors, including the degree of compression, the amount of distortion introduced, and the computational resources required to compress and decompress the data. Practical streaming media was only made possible with advances in data compression, due to the impractically high bandwidth requirements of uncompressed media. Raw digital audio encoded with pulse-code modulation (PCM) requires a bandwidth of 1.4 Mbit/s for uncompressed CD audio, while raw digital video requires a bandwidth of 168 Mbit/s for SD video and over 1000 Mbit/s for FHD video.

The most important compression technique that enabled practical streaming media is the discrete cosine transform (DCT), The DCT algorithm is the basis for the first practical video coding format, H.261, in 1988. It was initially used for online video conferencing. It was followed by more popular DCT-based video coding standards, most notably MPEG video formats from 1991 onwards.

Streaming Audio:

While some services offer super-HQ streaming music, most services use the same scale: Low, Normal and High. And most use the same bitrate to define each category. Here's how they look and how much data each will consume.

- Low quality is typically 96kbps. On average, Low-quality audio streaming uses 0.72MB per minute or 43.2MB per hour.
- Normal quality is typically 160kbps. Normal-quality music streaming uses 1.20MB per minute or 72MB per hour on average.
- High quality music is typically 320kbps. High-quality streaming music uses 2.40MB per minute or 115.2MB per hour on average.

Streaming Video:

As you can imagine, streaming video uses a lot more data than audio does. There's just more information being transmitted. And your network conditions play a big part in how the media is streamed because nobody likes buffering. Video stream that will work with the available network speeds and buffering is mostly a thing of the past.

Here's how the streams break down on average,

- Low quality video is very low-quality. Think 240p or 320p. Low-quality settings will use about 0.3GB (300MB) per hour.
- SD quality video is standard 480p video. SD-quality video uses about 0.7GB (700MB) per hour.
- HD quality video is between 720p and 2K. HD-quality video uses about 0.9GB (720p), 1.5GB (1080p) and 3GB (2K) per hour.
- UHD quality video uses a lot of data. A 4K stream uses about 7.2GB per hour.

IP-TV

Internet Protocol television (IPTV) is the delivery of television content over Internet Protocol (IP) networks. This is in contrast to delivery through traditional terrestrial, satellite, and cable television formats. Unlike downloaded media, IPTV offers the ability to stream the source media continuously. As a result, a client media player can begin playing the content (such as a TV channel) almost immediately. "Internet television" is "over-the-top technology" (OTT). Both IPTV and OTT use the Internet protocol over a packet-switched network to transmit data. In its simplest form, IPTV simply replaces traditional circuit switched analog or digital television channels with digital channels which happen to use packet-switched transmission. There are two main types of IPTV architecture that can be considered for IPTV deployment: Centralized & Distributed.The centralized architecture model is a relatively simple and easy to manage solution. Because all media content is stored on centralized servers, it does not require a comprehensive content distribution system. Centralized architecture is generally good for a network that provides relatively small VOD service deployment, has an adequate core and edge bandwidth and has an efficient content delivery network (CDN).Distributed architecture is just as scalable as the centralized model, however, it has bandwidth usage advantages and inherent system management features that are essential for managing a larger server network. Operator

who plan to deploy a relatively large system should, therefore, consider implementing a distributed architecture model right from the start. Distributed architecture requires intelligent and sophisticated content distribution technologies to augment effective delivery of multimedia contents over service provider's network.

A

VIDEO ON DEMAND

VOD streaming is exactly what it sounds like; you get video whenever you demand it. Movie-streaming sites are VOD providers. You tell the service what you want to watch, they send it to you via the internet, and you watch it. Simple.

B

TIME-SHIFTED MEDIA

Many broadcast networks now allow users to watch shows that they missed when they have the time to do it. One of the most popular services that offers time-shifted media is BBC's iPlayer

C

LIVE IPTV

Like broadcast TV, you can also watch shows live on IPTV. Many people watch sporting events this way; it's easy to stream a game on your phone while you're on the go.
FOX Sports Go, CBS Sports HQ, Hulu Live TV, and Sling TV.

According to a report by Zion Market Research, the global IPTV market is expected to grow at a CAGR of around 18.01% to make USD 93.59 billion in 2021 from around USD 34.67 billion in 2015, between 2016 and 2021. Another report by Transparency Market Research predicts revenues will reach $79.38 billion by 2020 compared with $24.94 billion in 2013, growing at a solid compound annual rate of 18.1%.

Grand View Research estimates that the market will be worth over $117 billion by 2025. The increase in user demand as well as improvements in networks will support this growth. Grand View also predicts that subscription-based IPTV will grow quickly over the next decade.

Some of the best IPTV services are

- Sapphire Secure IPTV
- Sportz TV IPTV
- Nitro TV IPTV
- Streams for Us
- Beast TV IPTV
- Area 51 IPTV
- Eternal TV IPTV
- Expedite TV IPTV

To select best IPTV services these are the following concerns need to be checked and verified, which are device compatibility, quality of content, fast loading times for smooth streaming, cost effective, multiple devices support, number of channels, user experience, a good customer support and reputation.

QUISH IPTV Features

Cost Effective

Quish IPTV provides a cost effective option to stream your favourite cable TV channels.

High Definition

Quish IPTV service provides you a collection of more than 2000 live TV channles from all over the world with more HD channels.

User - Friendly

Quish interface is user-friendly and easy to use. The app also offers some cool features such as the multi screen function and more.

Shared Masternode and Hosting Services

In the past investors have found that running a masternode can be quite profitable. Naturally we have invested in several masternodes, but due to limited funds only operated nodes of coins with a lower collateral requirement until they decided to share a remaining masternode with other community members. Investors experiences have only been positive!

In case you if you find yourself in a similar situation, that you would like to own a (partial) masternode of a coin, but don't have the necessary funds. Here is the solution we offer a shared masternode service, which enables you to share a node with like-minded coin enthusiast.

We are partnering with following solid projects to provide hosting and shared masternode hosting services :

STAKING LAB
(WILL BE LISTED SOON)

TRITTIUM
(WILL BE LISTED SOON)

GENTARIUM
(WILL BE LISTED SOON)

MIDAS INVESTMENTS

Wallets

Wallet is a guide to the crypto world created to simplify crypto specifics and make access to coins easier. The wallet family includes Windows, Linux and MAC, upcoming developments include Android, iOS, Electrum wallet, Paper wallet. Store and manage QUIX Coins with ease in the smart and beautiful wallets. We apply extreme security measures to keep your funds safe.

MERITS OF INVESTING IN QUISH COIN

Benefit

The highest possible ROI is only at the initial stage of the project.

Stability

The system of QUISH will contribute to the coin price stability.

Trust

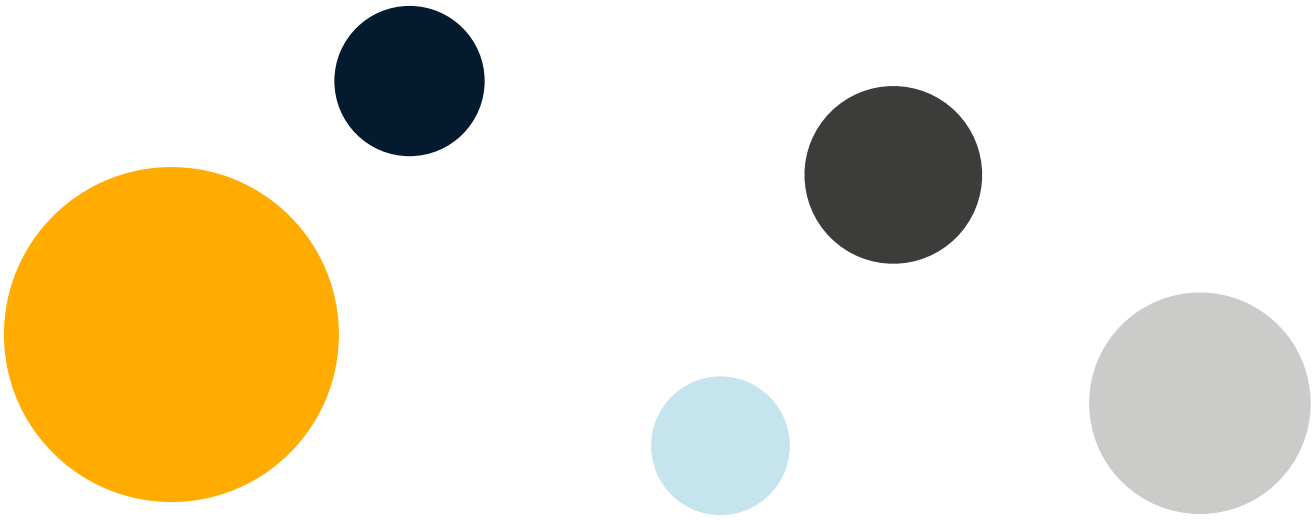
The project team is open, appropriate and has serious experience to implement the plans. The budget is calculated and well planned.

PRIVATE

QUISH Coin keeps payment as private and can be tracked by no one. Privacy guarantees as designed to benefit legitimate users who do not want to disclose their financial details to the public.

SECURITY

QUISH Coin utilizes advanced techniques to protect the blockchain network. The algorithm was specifically designed to make it costly, to perform large-scale custom hardware attacks by requiring large amounts of memory. Hence not possible to screw the network.



COIN SPECIFICATIONS

Coin Name	QUISH COIN
Ticker	QTV
Coin Type	POS + MN
Block Reward	0.8 To 3.5
Collateral	5000 QTV
Total Supply	36 Million
Block Time	60 Sec
Pre-Mine	1%
Minimum Stake	2 Hours

BLOCK REWARD TABLE

BLOCK	BLOCK	BLOCK REWARD	%MN	%POS
1	100	3600		
101	10000	0.8	90	10
10001	20000	0.9	85	15
20001	30000	1	80	20
30001	40000	1.1	75	25
40001	50000	1.2	99	1
50001	60000	1.3	99	1
60001	70000	1.4	99	1
70001	80000	1.5	99	1
80001	90000	1.6	99	1
90001	100000	1.7	99	1
100001	110000	1.8	99	1
110001	120000	1.9	99	1
120001	130000	2	99	1
130001	140000	2.1	99	1
140001	150000	2.2	99	1
150001	160000	2.3	99	1
160001	170000	2.4	99	1
170001	180000	2.5	99	1
180001	190000	2.6	99	1
190001	200000	2.7	99	1
200001	210000	2.8	99	1
210001	230000	3	99	1
230001	240000	3.1	99	1
240001	250000	3.2	99	1
250001	260000	3.3	99	1
260001	270000	3.4	99	1
270001	280000	3.5	99	1
280001	290000	3.4	99	1
290001	300000	3.3	99	1
300001	310000	3.2	99	1
310001	320000	3.1	99	1
320001	330000	3	99	1
330001	340000	2.9	99	1
340001	350000	2.8	99	1
350001	360000	2.7	99	1
360001	370000	2.6	99	1
370001	380000	2.5	99	1
380001	390000	2.4	99	1
390001	400000	2.3	99	1
400001	410000	2.2	99	1
410001	420000	2.1	99	1
420001		2	99	1

ROADMAP

Q3-2019

- Core Team Formation
- Developing Idea
- Project Planning

Q4-2019

- Website Design Launch
- White Paper Draft
- Quish Coin Test Network Launch

Q1-2020

- Website Launched
- Blockchain Started
- Whitepaper Released
- IEO On P2PB2B
  1 Of The Top 5 Exchanges
- IEO On Coinsbit
  1 Of The Top 5 Exchanges
- IEO On VinDAX
  Top 20th Exchange
- IEO On Finexbox
  Top 30th Exchange
- Released Windows, Linux
  and Mac Wallets
- Listing on
  Masternodes.Online
- Listing on Masternodes.Pro
- Listing on Mnrank.com
- Listing on Masternode
  Hosting Services
- Listing On Shared Masternode
  Services

- Community Development
- Airdrop and Bounty Programs

Q2-2020

- Listing On Sistemkoin
  Top 20th Exchange
- Listing On CAT.EX
  Top 20th Exchange
- Electrum Wallet Release
- Paper Wallet Release
- Android Wallet Release
- Will Start Quish.Tv Service
- Marketing Phase 1 Of
  Quish IPTV Services

Q3-2020

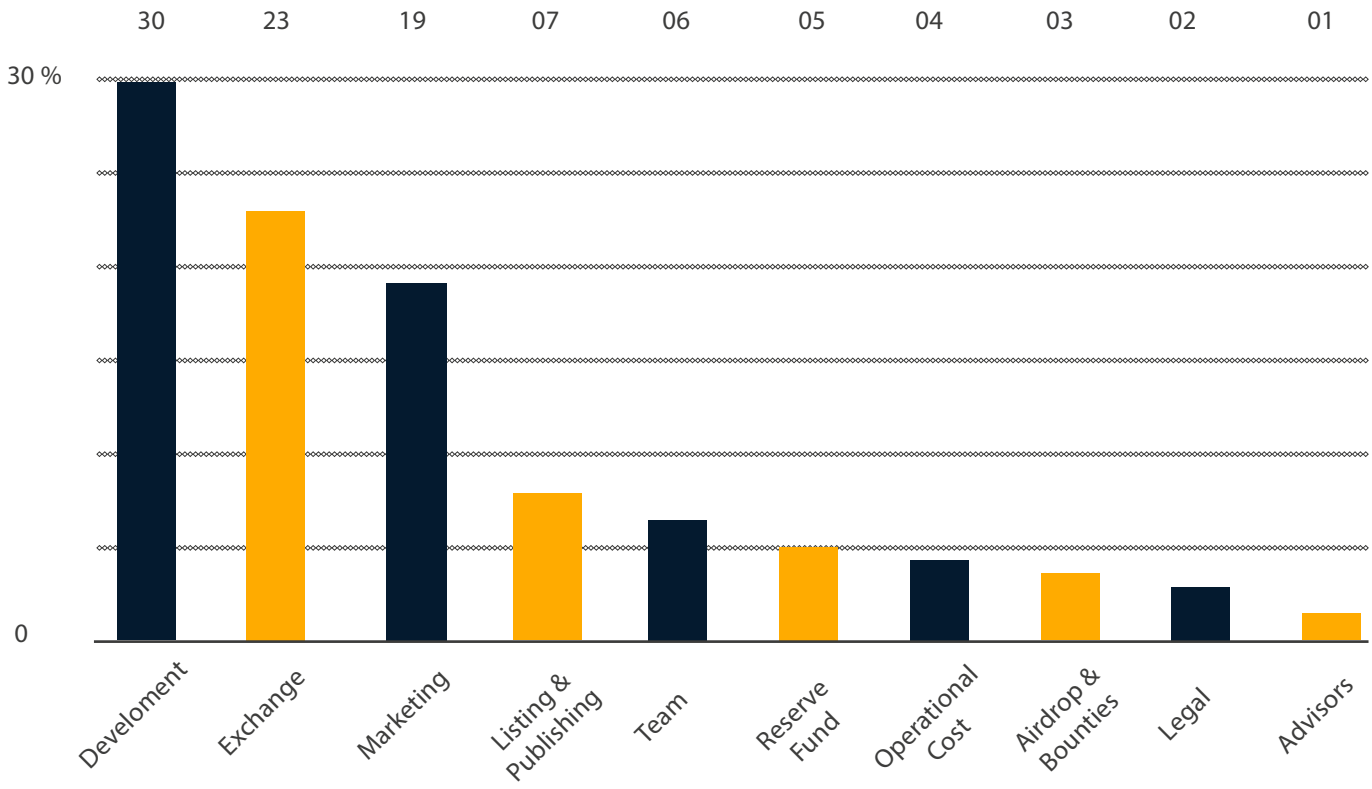
- Listing On Bilaxy
  Top 10th Exchange
- Marketing Phase 2 Of Quish.tv
- Community Development
  for Quish Coin
- Quish Coin will be included as
  Payment Currency for Other
  IPTV Services
- iOS App Development

Q4-2020

- Listing on Payment Gateway
- Listing On Top 5 Exchange
- Get Listed on Multi
  Hardware Wallet
- New Roadmap Release
- 2nd White Paper Release

PREMINE DISTRIBUTION

Coin has pre-mine of 1% that will be used for airdrops, bounties, listing on exchanges. The Project is for issuing loan all over the world as per the terms and conditions. The pre-mine is used for developing the coin and it will improve the loan issuing system.



MARKETING

The QUISH team believes in marketing of the initial launch and success of our business, for this reason a substantial budget from the presale funds will be allocated for marketing purposes. These will include listings, branding, exposure and funding to drive targeted website traffic for our website with the focus on growing investors based on a large market share.

CONCLUSION

Owners and investors of QUISH Coin can able to enjoy the profits of Masternode and PoS at the same time, knowing that they are contributing to better society and building better future for later generations.

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Thanks For Visiting Our Project