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This first-of-its-kind book, from expert authors actively contributing to the evolution of Bluetooth specifications, provides an overview and detailed descriptions of all the security functions and features of this standard's latest core release. After categorizing all the security issues involved in ad hoc networking, this hands-on volume shows you how to design a highly secure Bluetooth system and implement security enhancements. The book also helps you fully understand

the main security risks involved with introducing Bluetooth-based communications in your organization Today's market for mobile apps goes beyond the iPhone to include BlackBerry, Nokia, Windows Phone, and smartphones powered by Android, webOS, and other platforms. If you're an experienced web developer, this book shows you how to build a standard app core that you can extend to work with specific devices. You'll learn the particulars and pitfalls of building mobile apps with HTML, CSS, and other standard web tools. You'll also explore platform variations, finicky mobile browsers, Ajax design patterns for mobile, and much more. Before you know it, you'll be able to create mashups using Web 2.0 APIs in apps for the App Store, App World, OVI Store, Android Market, and other online retailers. Learn how to use your existing web skills to move into mobile development Discover key differences in mobile app design and navigation, including touch devices Use HTML, CSS, JavaScript, and Ajax to create effective user interfaces in the mobile environment Learn about technologies such as HTML5, XHTML MP, and WebKit extensions Understand variations of platforms such as Symbian, BlackBerry, webOS, Bada, Android, and iOS for iPhone and iPad Bypass the browser to create offline apps and widgets using web technologies By using various data inputs, ubiquitous computing systems detect their current usage context, automatically adapt their services to the user's situational needs and interact with other services or resources in their environment on an ad-hoc basis. Designing such self-adaptive, context-aware knowledge processing systems is, in itself, a formidable challenge. This book presents core findings from the VENUS project at the Interdisciplinary Research Center for Information System Design (ITeG) at Kassel University, where researchers from different fields, such as computer science, information systems, human-computer interaction and law, together seek to find general principles and guidelines for the design of socially aware ubiquitous computing systems. To this end, system

usability, user trust in the technology and adherence to privacy laws and regulations were treated as particularly important criteria in the context of socio-technical system design. During the project, a comprehensive blueprint for systematic, interdisciplinary software development was developed, covering the particular functional and non-functional design aspects of ubiquitous computing at the interface between technology and human beings. The organization of the book reflects the structure of the VENUS work program. After an introductory part I, part II provides the groundwork for VENUS by presenting foundational results from all four disciplines involved. Subsequently, part III focuses on methodological research funneling the development activities into a common framework. Part IV then covers the design of the demonstrators that were built in order to develop and evaluate the VENUS method. Finally, part V is dedicated to the evaluation phase to assess the user acceptance of the new approach and applications. The presented findings are especially important for researchers in computer science, information systems, and human-computer interaction, but also for everyone working on the acceptance of new technologies in society in general. Today's Web 2.0 applications (think Facebook and Twitter) go far beyond the confines of the desktop and are widely used on mobile devices. The mobile Web has become incredibly popular given the success of the iPhone and BlackBerry, the importance of Windows Mobile, and the emergence of Palm Pre (and its webOS platform). At Apress, we are fortunate to have Gail Frederick of the well-known training site Learn the Mobile Web offer her expert advice in *Beginning Smartphone Web Development*. In this book, Gail teaches the web standards and fundamentals specific to smartphones and other feature-driven mobile phones and devices. Shows you how to build interactive mobile web sites using web technologies optimized for browsers in smartphones Details markup fundamentals, design principles, content adaptation, usability, and interoperability Explores cross-

platform standards and best practices for the mobile Web authored by the W3C, dotMobi, and similar organizations Dives deeps into the feature sets of the most popular mobile browsers, including WebKit, Chrome, Palm Pre webOS, Pocket IE, Opera Mobile, and Skyfire By the end of this book, you'll have the training, tools, and techniques for creating robust mobile web experiences on any of these platforms for your favorite smartphone or other mobile device. Take a look inside Symbian OS with an under-the-hood view of Symbian's revolutionary new real-time smartphone kernel Describes the functioning of the new real-time kernel, which will become ubiquitous on Symbian OS phones in the next 5-10 years Will benefit the base-porting engineer by providing a more solid understanding of the OS being ported Contains an in-depth explanation of how Symbian OS drivers work. Device drivers have changed considerably with the introduction of a single code - this book helps those converting them to the new kernel The book has broad appeal and is relevant to all who work with Symbian OS at a low level, whatever Symbian OS they are targeting Written by the engineers who actually designed and built the real-time kernel Want to get started investing in rental property, but not sure how? Do you want to become a full time real estate investor, but not sure where to start or how to buy rental property with confidence? Have you heard about real estate loopholes, but not sure how to use them to benefit you? This useful and informative guide will break down all the barriers you have to get started investing in real estate. Skip The Flip teaches you the fundamentals you have to know to be a successful investor. The system is broken. What was once great advice of going to school, getting good grades, saving money and investing in a 401K is long gone. Many things in our financial system are broken and pitted against you. Were you taught in school how you can use other people's money to make yourself wealthy? Were you taught how you can generate millions a year in passive income through buying assets that puts cash in your pocket each

month? Were you taught how to legally avoid paying a dollar in taxes. No, you weren't. Skip The Flip busts down all those walls and shares with you in an easy to read format exactly how you can use the information that the wealthy 1% has been using for decades. Skip the Flip gives you the knowledge you need to change your financial life. After reading this book you will be able to: Invest in Real Estate with no money Pay no taxes (legally) so you can keep all the money you earn Use debt to grow you wealth Value any piece of real estate so you will know what is a good deal Build your monthly cash flow so you never have to worry about money again. Follow the advice in this easy to read book and your bank account will compeltely different in less than a year. What is stopping you from building enough wealth and passive income to quit your job and live the life of your dreams? Scroll to the top and click the "buy now" button. Fun read about a scientist and a frog. Coming together into one person, with secret potion to take on villains from all over! Ondine de Groot is a normal fifteen-year-old who lives with her family in the European country of Brugel. She has a pet ferret called Shambles. But Shambles is no ordinary ferret. . . He's Hamish McPhee, a boy cursed by a witch. A witch who happens to be related to Ondine. When Shambles turns back into Hamish temporarily, Ondine knows that she has to help him break the spell. He is the most gorgeous boy she has ever met and her one true love! He just can't remain a ferret forever. Can he? Today's financial and economic tribulations were a long time in the making. Many people ask, "Why didn't someone see it coming?" A New York Times bestselling book did see it coming. Over 100,000 people read it in time to protect their wealth. The book foresaw and explained the collapse in home prices, plunge in stocks, subprime debacle, liquidity crisis, the demise of Fannie and Freddie, the Federal Reserve's failure to turn the trend, and lots more. The book was Robert Prechter's Conquer the Crash, published in early 2002, when the Dow was above 10,000 and the financial world was partying

around-the-clock. Fast forward to today: the average U.S. homeowner has suffered a decline of 30% to 40% in property value. Stocks and commodities had their biggest fall since 1929-1932. Fannie Mae is a zombie corporation under the government's protection. The Fed has pushed every button at its disposal (and then some), to no avail. If Prechter thought a whole new book would help, he'd have written one. But Conquer the Crash is a book-length forecast that's still coming true -- only some of the future has caught up with the specific predictions he published back then. There is much more to come. That means more danger, but also great opportunity. Conquer the Crash, 2nd edition offers you 188 new pages of vital information (480 pages total) plus all the original forecasts and recommendations that make the book more compelling and relevant than the day it published. In every disaster, only a very few people prepare themselves beforehand. Think about investor enthusiasm in 2005-2008, and you'll realize it's true. Even fewer people will be ready for the soon-approaching, next leg down of the unfolding depression. In this 2nd edition, Prechter gives a warning he's never had to include in 30 years of publishing -- namely, that the doors to financial safety are closing all over the world. In other words, prudent people need to act while they can. Conquer the Crash, 2nd Edition readers will receive exclusive online access to the Conquer the Crash Readers Page, where Prechter continually updates the book's recommended services and institutions. When it comes to network security, many users and administrators are running scared, and justifiably so. The sophistication of attacks against computer systems increases with each new Internet worm. What's the worst an attacker can do to you? You'd better find out, right? That's what Security Warrior teaches you. Based on the principle that the only way to defend yourself is to understand your attacker in depth, Security Warrior reveals how your systems can be attacked. Covering everything from reverse engineering to SQL attacks, and including topics like social engineering, antifoensics,

and common attacks against UNIX and Windows systems, this book teaches you to know your enemy and how to be prepared to do battle. Security Warrior places particular emphasis on reverse engineering. RE is a fundamental skill for the administrator, who must be aware of all kinds of malware that can be installed on his machines -- trojaned binaries, "spyware" that looks innocuous but that sends private data back to its creator, and more. This is the only book to discuss reverse engineering for Linux or Windows CE. It's also the only book that shows you how SQL injection works, enabling you to inspect your database and web applications for vulnerability. Security Warrior is the most comprehensive and up-to-date book covering the art of computer war: attacks against computer systems and their defenses. It's often scary, and never comforting. If you're on the front lines, defending your site against attackers, you need this book. On your shelf--and in your hands.

THE TELECOMMUNICATIONS HANDBOOK THE TELECOMMUNICATIONS HANDBOOK ENGINEERING GUIDELINES FOR FIXED, MOBILE AND SATELLITE SYSTEMS Taking a practical approach, The Telecommunications Handbook examines the principles and details of all the major and modern telecommunications systems currently available to industry and to end-users. It gives essential information about usage, architectures, functioning, planning, construction, measurements and optimization. The structure of the book is modular, giving both overall descriptions of the architectures and functionality of typical use cases, as well as deeper and practical guidelines for telecom professionals. The focus of the book is on current and future networks, and the most up-to-date functionalities of each network are described in sufficient detail for deployment purposes. The contents include an introduction to each technology, its evolution path, feasibility and utilization, solution and network architecture, and technical functioning of the systems (signaling, coding, different modes for channel delivery and security of core and radio system).

The planning of the core and radio networks (system-specific field test measurement guidelines, hands-on network planning advices and suggestions for parameter adjustments) and future systems are also described. With contributions from specialists in both industry and academia, the book bridges the gap between communications in the academic context and the practical knowledge and skills needed to work in the telecommunications industry. The Information and Communications for Development series looks in depth at how information and communications technologies are affecting economic growth in developing countries. This new report, the fourth in the series, examines the topic of data-driven development, or how better information makes for better policies. The objective is to assist developing-country firms and governments in unlocking the value of the data they hold for better service delivery and decision making and to empower individuals to take more control of their personal data. We are undoubtedly experiencing a data revolution in which our ability to generate, process, and utilize information has been magnified many times over by the machines that we increasingly rely upon. This report is about how the data revolution is changing the behavior of governments, individuals, and firms and how these changes affect the nature of development: economic, social, and cultural. How can governments extract value from data to improve service delivery in the same way that private companies have learned to do for profit? Is it feasible for individuals to take ownership of their own data and to use it to improve their livelihoods and quality of life? Can developing-country firms compete with the internet majors on their own turf and be even more innovative in their use of data to serve local customers better? Though the report is aimed primarily at government policy makers, it also has great relevance for individuals concerned about how their personal data is used and how the data revolution might affect their future job prospects. For private sector firms, particularly those in developing countries, the report suggests how they might expand

their markets and improve their competitive edge. For development professionals, the report provides guidance on how they might use data more creatively to tackle long-standing global challenges, such as eliminating extreme poverty, promoting shared prosperity, or mitigating the effects of climate change. The report's chapters explore different themes associated with the supply of data, the technology underlying it, and the demand for it. An overview chapter focuses on government use of data and presentation of definitions. Part I of the report then looks at the "supply side" of the data sector, with chapters on data connectivity and capacity (where data comes from, how it is stored, and where it goes) and data technology (specifically big data analytics and artificial intelligence) and how this is contributing to development. Part II looks at the sector's "demand side" with a chapter on people's use of data and another that examines how firms use digital platforms in the data economy and how that contributes to competitiveness. Part III brings together the policy implications for developing-country stakeholders, with a chapter considering government policies for data, including data protection and privacy. A closing Data Notes appendix looks at statistical indicators associated with the use of data and presents the 2018 update of the Digital Adoption Index (DAI), a composite indicator introduced in the 2016 World Development Report: Digital Dividends. The march of the Android-based tablets has begun, including Galaxy Samsung Tab, Motorola XOOM, Nook and more. But where do you start? And what can you do with an Android tablet? Taking Your Android Tablets to the Max is a one-stop shop for users of all skill levels, helping you get the most out of any Android tablet. This book offers: A breakdown of the differences between an Android 2.0+ or an Android 3.0 device Tips for choosing the best device for you and how to best network (i.e., best wireless carrier for 3G or 4G or just WIFI) Detailed walkthroughs on how to get the most out of your tablet and the apps for it If you understand basic mathematics and know how to

program with Python, you're ready to dive into signal processing. While most resources start with theory to teach this complex subject, this practical book introduces techniques by showing you how they're applied in the real world. In the first chapter alone, you'll be able to decompose a sound into its harmonics, modify the harmonics, and generate new sounds. Author Allen Downey explains techniques such as spectral decomposition, filtering, convolution, and the Fast Fourier Transform. This book also provides exercises and code examples to help you understand the material. You'll explore:

- Periodic signals and their spectrums
- Harmonic structure of simple waveforms
- Chirps and other sounds whose spectrum changes over time
- Noise signals and natural sources of noise
- The autocorrelation function for estimating pitch
- The discrete cosine transform (DCT) for compression
- The Fast Fourier Transform for spectral analysis
- Relating operations in time to filters in the frequency domain
- Linear time-invariant (LTI) system theory
- Amplitude modulation (AM) used in radio

Other books in this series include *Think Stats* and *Think Bayes*, also by Allen Downey. Build mobile applications for Nokia's S60 phones using the hot Qt GUI tool. This vital primer—written by developers involved in the latest release of Qt—is a must for anyone wanting to learn this cutting-edge programming environment. Qt is a multi-platform, C++ GUI toolkit that allows you to develop applications and user interfaces once, then deploy them across many desktop and embedded operating systems, without rewriting the source code. Now being applied to the S60 platform (Nokia's new, uniform UI), Qt promises to save development resources, cut costs, and get you to market faster. This unique guide helps you master this exciting tool with step-by-step instruction from some of the best developers in the S60 field. Find easy-to-access tips, techniques, examples, and much more. Walks you through installation of the Qt developer platform and SDK. Explains the basic Qt environment and how it can save you development time. Delves into the extension of Qt for the S60,

including communication and sensors Provides plenty of examples to help you quickly grasp concepts Help revolutionize the S60 mobile market and stay ahead of the crowd with your own state-of-the-art applications, developed with Qt and the detailed information in this unique guide. The current Symbian Press list focuses very much on the small scale features of Symbian OS in a programming context. The Architecture Sourcebook is different. It's not a how-to book, it's a 'what and why' book. And because it names names as it unwinds the design decisions which have shaped the OS, it is also a 'who' book. It will show where the OS came from, how it has evolved to be what it is, and provide a simple model for understanding what it is, how it is put together, and how to interface to it and work with it. It will also show why design decision were made, and will bring those decisions to life in the words of Symbian's key architects and developers, giving an insider feel to the book as it weaves the "inside story" around the architectural presentation. The book will describe the OS architecture in terms of the Symbian system model. It will show how the model breaks down the system into parts, what role the parts play in the system, how the parts are architected, what motivates their design, and how the design has evolved through the different releases of the system. Key system concepts will be described; design patterns will be explored and related to those from other operating systems. The unique features of Symbian OS will be highlighted and their motivation and evolution traced and described. The book will include a substantial reference section itemising the OS and its toolkit at component level and providing a reference entry for each component. Nature can be a great source of inspiration for artificial intelligence algorithms because its technology is considerably more advanced than our own. Among its wonders are strong AI, nanotechnology, and advanced robotics. Nature can therefore serve as a guide for real-life problem solving. In this book, you will encounter algorithms influenced by ants, bees, genomes, birds, and

cells that provide practical methods for many types of AI situations. Although nature is the muse behind the methods, we are not duplicating its exact processes. The complex behaviors in nature merely provide inspiration in our quest to gain new insights about data. Artificial Intelligence for Humans is a book series meant to teach AI to those readers who lack an extensive mathematical background. The reader only needs knowledge of basic college algebra and computer programming. Additional topics are thoroughly explained. Every chapter also includes a programming example. Examples are currently provided in Java, C#, and Python. Other languages are planned. No knowledge of biology is needed to read this book. With a forward by Dave Snell. Paris, 1975; Chelsea, 1984; Birmingham, 1985; Bradford, 1986; Bournemouth, 1990.

Many of the most shocking incidents in British football history have involved the hooligan followers of one club: Leeds United. For 40 years they have run riot across the country, punching their way to international notoriety, yet they have remained the most secretive of all mobs. Journalist Caroline Gall spent two years interviewing participants from several generations to piece together the first ever history of the gangs, from the Shipley Skins to the youths of the present day. The apex of this hooligan army was the Service Crew, who adopted their name from the service trains they used instead of the heavily policed 'specials'. They emerged as the casual era dawned and, against the violent backdrop of the Miners' Strike, quickly became feared by their terrace foes. The police eventually launched Operation Wild Boar to take down the ringleaders, only to convict a small number of relative fringe players. Service Crew examines racism at Leeds, chronicles some of the worst incidents of football-related disorder in modern times, and charts the effects of drugs and the rave scene on the hooligans. It is the definitive story of football's most vilified fans. This is one of the most significant military books of the twentieth century. By an outstanding soldier of independent mind, it pushed forward the evolution of land warfare

and was directly responsible for German armoured supremacy in the early years of the Second World War. Published in 1937, the result of 15 years of careful study since his days on the German General Staff in the First World War, Guderian's book argued, quite clearly, how vital the proper use of tanks and supporting armoured vehicles would be in the conduct of a future war. When that war came, just two years later, he proved it, leading his Panzers with distinction in the Polish, French and Russian campaigns. Panzer warfare had come of age, exactly as he had forecast. This first English translation of Heinz Guderian's classic book - used as a textbook by Panzer officers in the war - has an introduction and extensive background notes by the modern English historian Paul Harris. "We know we need to improve our traditional school system, both public and private. But how? More homework? Better-qualified teachers? Longer school days or school years? More testing? More funding? No, no, no, no, and no. Montessori Madness! explains why the incremental steps politicians and administrators continue to propose are incremental steps in the wrong direction. The entire system must be turned on its head. This book ask parents to take a look--one thirty-minute observation--at a Montessori school. Your picture of what educations should look like will never be the same"--Back cover. In this book, experts from Symbian, Nokia and Sun Microsystems expose the power of Java ME on Symbian OS. The book introduces programming with Java ME on Symbian OS, and also reveals what is found 'under-the-hood'. It is logically divided into four main sections: Introduction to Java ME and programming fundamentals Java ME on Symbian OS (core and advanced chapters) Drill down into MSA, DoJa and MIDP game development Under the hood of the Java ME platform The book also includes two appendixes onSNAP Mobile technology and WidSets. With over ten years' experience in Java technologies and over four years' experience at Symbian, the lead author Roy Ben

Hayun now works for Sun Microsystems as a systems architect in the Engineering Services group, which leads the development, marketing and productizing of Java ME CLDC and CDC on different platforms. This book recounts one of the greatest and most spectacular business successes and downfalls in history: that of Nokia in mobile phones. The analysis of Nokia's story distills more general observations and learning points for leaders of other corporations, management scholars, and students. A comparative introduction to major global wireless standards, technologies and their applications From GSM to LTE-Advanced Pro and 5G: An Introduction to Mobile Networks and Mobile Broadband, 3rd Edition provides technical descriptions of the various wireless technologies currently in use. It explains the rationales behind their differing mechanisms and implementations while exploring the advantages and limitations of each technology. This edition has been fully updated and substantially expanded to reflect the significant evolution in mobile network technology occurring over the past several years. The chapter on LTE has been extensively enhanced with new coverage of current implementations of LTE carrier aggregation, mobility management, cell reselection and handover procedures, as well as the latest developments in 5G radio and core networks in 3GPP. It now features additional information on the TD-LTE air interface, IPv6 in mobile networks, Network Function Virtualization (NFV) and Narrowband Internet of Things (NB-IOT). Voice-over-LTE (VoLTE) is now treated extensively in a separate chapter featuring coverage of the VoLTE call establishment process, dedicated bearer setup, header compression, speech codec and bandwidth negotiation, supplementary service configuration and VoLTE emergency calls. In addition, extensive coverage of Voice-over-Wifi and mission critical communication for public safety organizations over LTE has been added. The WLAN chapter now provides coverage of WPA2-Professional with certificates for authentication in large deployments, such as the global Eduroam

network and the new WLAN 60 GHz air interface. Bluetooth evolution has been addressed by including a detailed description of Bluetooth Low Energy (BLE) in the chapter devoted to Bluetooth. Describes the different systems based on the standards, their practical implementation and design assumptions, and the performance and capacity of each system in practice is analyzed and explained Questions at the end of each chapter and answers on the accompanying website make this book ideal for self-study or as course material. Jerry Kaplan had a dream: he would redefine the known universe (and get very rich) by creating a new kind of computer. All he needed was sixty million dollars, a few hundred employees, a maniacal belief in his ability to win the Silicon Valley startup game. Kaplan, a well-known figure in the computer industry, founded GO Corporation in 1987, and for several years it was one of the hottest new ventures in the Valley. Startup tells the story of Kaplan's wild ride: how he assembled a brilliant but fractious team of engineers, software designers, and investors; pioneered the emerging market for hand-held computers operated with a pen instead of a keyboard; and careened from crisis to crisis without ever losing his passion for his revolutionary idea. Along the way, Kaplan vividly recreates his encounters with eccentric employees, risk-addicted venture capitalists, and industry giants such as Bill Gates and John Sculley. And no one -- including Kaplan himself -- is spared his sharp wit. Games You Can Play With Your Pussy and lots of other stuff cat owners should know. Hilarious, humorous book that will leave every cat-lover rolling with laughter. Includes Naming Your Pussy, How to Feed Your Pussy, Sleeping with Your Pussy, Disciplining Your Pussy, How to Handle A Hot Pussy and lots more. Very entertaining but it helps to have a somewhat perverted sense of humor. With this new release of Final Cut Pro, Apple has completely re-engineered its popular film and video editing software to include an incredible lineup of features intended to close the gap between the prosumers and the pros. Following

right in step, this Visual QuickStart Guide has been completely revised to address all the new features as well as the new paradigm of editing that Apple has put forward. An undisputed master of the digital video medium, Lisa Brenneis once again demystifies the complexities of the program and she is joined this time by the Final Cut Pro guru Michael Wohl to provide a clear, straightforward guide to Final Cut Pro X. Tasked-based, step-by-step instructions and loads of visuals and time-saving tips make it so professionals and newcomers alike can quickly find and learn tasks specific to their needs, benefiting from the award-winning Visual QuickStart style. Topics covered include essential editing tasks and media-management strategies, transitions, effects and filters, rendering options, and much more. It includes coverage of all the new features such as the new dynamic interface, Magnetic Timeline, Clip Connections, Auditions, Content Auto-Analysis, Range-Based Keywords, and much more. Now in four-color, this must-have reference also includes several free downloadable videos from the publisher's site. This is the definitive guide for Symbian C++ developers looking to use Symbian SQL in applications or system software. Since Symbian SQL and SQLite are relatively new additions to the Symbian platform, Inside Symbian SQL begins with an introduction to database theory and concepts, including a Structured Query Language (SQL) tutorial. Inside Symbian SQL also provides a detailed overview of the Symbian SQL APIs. From the outset, you will "get your hands dirty" writing Symbian SQL code. The book includes snippets and examples that application developers can immediately put to use to get started quickly. For device creators and system software developers, Inside Symbian SQL offers a unique view into the internals of the implementation and a wealth of practical advice on how to make best and most efficient use of the Symbian SQL database. Several case studies are presented – these are success stories 'from the trenches', written by Symbian engineers. Special Features: The book assumes no prior

knowledge of databases Includes detailed and approachable explanations of database concepts Easy to follow SQL tutorial with SQLite examples Unique view into the Symbian SQL internals Troubleshooting section with solutions to common problems Written by the Symbian engineers who implemented SQLite on Symbian, with more than 40 years combined Symbian C++ experience, this book is for anyone interested in finding out more about using a database on Symbian. In the past three decades Finland's video game industry has become the backbone of Finnish cultural export. Angry Birds and Clash of Clans are dominating sales around the world and the small Nordic nation has become a gaming superpower. Drawing on more than 60 interviews, this book covers the Finnish video game phenomenon as told by the people behind its success. The history of the industry is documented in detail for the first time. Two hundred game reviews are included, presenting the best (and worst) of commercial video games made in Finland. Uses friendly, easy-to-understand For Dummies style to help readers learn to model systems with the latest version of UML, the modeling language used by companies throughout the world to develop blueprints for complex computer systems Guides programmers, architects, and business analysts through applying UML to design large, complex enterprise applications that enable scalability, security, and robust execution Illustrates concepts with mini-cases from different business domains and provides practical advice and examples Covers critical topics for users of UML, including object modeling, case modeling, advanced dynamic and functional modeling, and component and deployment modeling Throughout the history of the IT industry, integration has been an important part of most projects. Whether it is integration of transactions, data, or processes, each has challenges and associated patterns and antipatterns. In an age of mobile devices, social networks, and cloud services, and big data analytics, integration is more important than ever, but the scope of the challenge for IT

projects has changed. Partner APIs, social networks, physical sensors and devices, all of these and more are important sources of capability or insight. It is no longer sufficient to integrate resources under control of the enterprise, because many important resources are in the ecosystem beyond enterprise boundaries. With this as the basic tenet, we address these questions: What are the current integration patterns that help enterprises become and remain competitive? How do you choose when to use which pattern? What is the topology for a "composable business"? And how do you accelerate the process of implementation through intelligent choice of supporting integration middleware? This IBM® Redbooks® publication guides integration practitioners and architects in choosing integration patterns and technologies. Learn all the Java and Android skills you need to start making powerful mobile applications

About This Book Kick-start your Android programming career, or just have fun publishing apps to the Google Play marketplace A first-principles introduction to Java, via Android, which means you'll be able to start building your own applications from scratch Learn by example and build three real-world apps and over 40 mini apps throughout the book Who This Book Is For Are you trying to start a career in programming, but haven't found the right way in? Do you have a great idea for an app, but don't know how to make it a reality? Or maybe you're just frustrated that "to learn Android, you must know java." If so, Android Programming for Beginners is for you. You don't need any programming experience to follow along with this book, just a computer and a sense of adventure. What You Will Learn Master the fundamentals of coding Java for Android Install and set up your Android development environment Build functional user interfaces with the Android Studio visual designer Add user interaction, data captures, sound, and animation to your apps Manage your apps' data using the built-in Android SQLite database Find out about the design patterns used by professionals to make top-grade applications

Build, deploy, and publish real Android applications to the Google Play marketplace In Detail Android is the most popular OS in the world. There are millions of devices accessing tens of thousands of applications. It is many people's entry point into the world of technology; it is an operating system for everyone. Despite this, the entry-fee to actually make Android applications is usually a computer science degree, or five years' worth of Java experience. *Android Programming for Beginners* will be your companion to create Android applications from scratch—whether you're looking to start your programming career, make an application for work, be reintroduced to mobile development, or are just looking to program for fun. We will introduce you to all the fundamental concepts of programming in an Android context, from the Java basics to working with the Android API. All examples are created from within Android Studio, the official Android development environment that helps supercharge your application development process. After this crash-course, we'll dive deeper into Android programming and you'll learn how to create applications with a professional-standard UI through fragments, make location-aware apps with Google Maps integration, and store your user's data with SQLite. In addition, you'll see how to make your apps multilingual, capture images from a device's camera, and work with graphics, sound, and animations too. By the end of this book, you'll be ready to start building your own custom applications in Android and Java.

Style and approach With more than 40 mini apps to code and run, *Android Programming for Beginners* is a hands-on guide to learning Android and Java. Each example application demonstrates a different aspect of Android programming. Alongside these mini apps, we push your abilities by building three larger applications to demonstrate Android application development in context. This book contains a selection of thoroughly refereed and revised papers from the Fourth International ICST Conference on Digital Forensics and Cyber Crime, ICDF2C 2012, held in October 2012 in Lafayette,

Indiana, USA. The 20 papers in this volume are grouped in the following topical sections: cloud investigation; malware; behavioral; law; mobile device forensics; and cybercrime investigations. The huge and growing demand for wireless communication systems has spurred a massive effort on the parts of the computer science and electrical engineering communities to formulate ever-more efficient protocols and algorithms. Written by a respected figure in the field, *Handbook of Wireless Networks and Mobile Computing* is the first book to cover the subject from a computer scientist's perspective. It provides detailed practical coverage of an array of key topics, including cellular networks, channel assignment, queuing, routing, power optimization, and much more.

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