

Htc Merge User Guide

With more than 60 practical and creative hacks, this book helps you turn Raspberry Pi into the centerpiece of some cool electronics projects. Want to create a controller for a camera or a robot? Set up Linux distributions for media centers or PBX phone systems? That's just the beginning of what you'll find inside Raspberry Pi Hacks. If you're looking to build either a software or hardware project with more computing power than Arduino alone can provide, Raspberry Pi is just the ticket. And the hacks in this book will give you lots of great ideas. Use configuration hacks to get more out of your Pi Build your own web server or remote print server Take the Pi outdoors to monitor your garden or control holiday lights Connect with SETI or construct an awesome Halloween costume Hack the Pi's Linux OS to support more complex projects Decode audio/video formats or make your own music player Achieve a low-weight payload for aerial photography Build a Pi computer cluster or a solar-powered lab The only book to focus on integrating Microsoft's advance scripting technologies to build n-tier applications, this advanced guide shows how to create powerful Web applications using integrated technologies, including XML, DHTML behaviors, scripting components and ASP. It also explains how to build components and increase code re-use, how to apply scripting to the new capabilities of Internet Explorer 5, and how to use Web Scripting to build and e-commerce application.

Distributed and Cloud Computing: From Parallel Processing to the Internet of Things offers complete coverage of modern distributed computing technology including clusters, the grid, service-oriented architecture, massively parallel processors, peer-to-peer networking, and cloud computing. It is the first modern, up-to-date distributed systems textbook; it explains how to create high-performance, scalable, reliable systems, exposing the design principles, architecture, and innovative applications of parallel, distributed, and cloud computing systems. Topics covered by this book include: facilitating management, debugging, migration, and disaster recovery through virtualization; clustered systems for research or ecommerce applications; designing systems as web services; and social networking systems using peer-to-peer computing. The principles of cloud computing are discussed using examples from open-source and commercial applications, along with case studies from the leading distributed computing vendors such as Amazon, Microsoft, and Google. Each chapter includes exercises and further reading, with lecture slides and more available online. This book will be ideal for students taking a distributed systems or distributed computing class, as well as for professional system designers and engineers looking for a reference to the latest distributed technologies including cloud, P2P and grid computing. Complete coverage of modern distributed computing technology including clusters, the grid, service-oriented architecture, massively parallel processors, peer-to-peer networking, and cloud computing Includes case studies from the leading distributed computing vendors: Amazon, Microsoft, Google, and more Explains how to use virtualization to facilitate management, debugging, migration, and disaster recovery Designed for undergraduate or graduate students taking a distributed systems course—each chapter includes exercises and further reading, with lecture slides and more available online

There are many Android programming guides that give you the basics. This book goes beyond simple apps into many areas of

Android development that you simply will not find in competing books. Whether you want to add home screen app widgets to your arsenal, or create more complex maps, integrate multimedia features like the camera, integrate tightly with other applications, or integrate scripting languages, this book has you covered. Moreover, this book has over 50 pages of Honeycomb-specific material, from dynamic fragments, to integrating navigation into the action bar, to creating list-based app widgets. It also has a chapter on using NFC, the wireless technology behind Google Wallet and related services. This book is one in CommonsWare's growing series of Android related titles, including "The Busy Coder's Guide to Android Development," "Android Programming Tutorials," and the upcoming "Tuning Android Applications." Table of Contents
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This open access book explores the concept of Industry 4.0, which presents a considerable challenge for the production and service sectors. While digitization initiatives are usually integrated into the central corporate strategy of larger companies, smaller firms often have problems putting Industry 4.0 paradigms into practice. Small and medium-sized enterprises (SMEs) possess neither the human nor financial resources to systematically investigate the potential and risks of introducing Industry 4.0. Addressing this obstacle, the international team of authors focuses on the development of smart manufacturing concepts, logistics solutions and managerial models specifically for SMEs. Aiming to provide methodological frameworks and pilot solutions for SMEs during their digital transformation, this innovative and timely book will be of great use to scholars researching technology management, digitization and small business, as well as practitioners within manufacturing companies.

The first comprehensive guide to discovering and preventing attacks on the Android OS As the Android operating system continues to increase its share of the smartphone market, smartphone hacking remains a growing threat. Written by experts who rank among the world's foremost Android security researchers, this book presents vulnerability discovery, analysis, and exploitation tools for the good guys. Following a detailed explanation of how the Android OS works and its overall security architecture, the authors examine how vulnerabilities can be discovered and exploits developed for various system components, preparing you to defend against them. If you are a mobile device administrator, security researcher, Android app developer, or consultant responsible for evaluating Android security, you will find this guide is essential to your toolbox. A crack team of leading Android security researchers explain Android security risks, security design and architecture, rooting, fuzz testing, and vulnerability analysis
Covers Android application building blocks and security as well as debugging and auditing Android apps
Prepares mobile device administrators, security researchers, Android app developers, and security consultants to defend Android systems against attack

Android Hacker's Handbook is the first comprehensive resource for IT professionals charged with smartphone security. Learn Android Studio covers Android Studio and its rich tools ecosystem, including Git and Gradle: this book covers how Android Studio works seamlessly with Git, for source control, and Gradle, a build and test tool. In addition, this book demonstrates how to develop/collaborate with remote Git web-hosting services such as GitHub and Bitbucket. Four complete Android projects accompany this volume and are available for download from a public Git repository. With this book, you learn the latest and most productive tools in the Android tools ecosystem, and the best practices for Android app development. You will be able to take away the labs' code as templates or frameworks to re-use and customize for your own similar apps. Android Studio is an intuitive, feature-rich, and extremely forgiving Integrated Development Environment (IDE). This IDE is more productive and easier to use for your Android app creations than Eclipse. With this book you will quickly master Android Studio and maximize your Android development time. Source code on the remote web-hosting service is targeted to the latest Android Studio release, version 1.2. Provides basic information about the biology, life cycles, and behavior of birds, along with brief profiles of each of the eighty bird families in North America.

This handbook provides an overview of the research on the changing nature of work and workers by marshalling interdisciplinary research to summarize the empirical evidence and provide documentation of what has actually changed. Connections are explored between the changing nature of work and macro-level trends in technological change, income inequality, global labor markets, labor unions, organizational forms, and skill polarization, among others. This edited volume also reviews evidence for changes in workers, including generational change (or lack thereof), that has accumulated across domains. Based on documented changes in work and worker behavior, the handbook derives implications for a range of management functions, such as selection, performance management, leadership, workplace ethics, and employee well-being. This evaluation of the extent of changes and their impact gives guidance on what best practices should be put in place to harness these developments to achieve success.

In this handy new Pocket Guide, mobile device expert Jason O'Grady reveals the secrets to using the DROID. He covers everything from how to make phone calls, send text messages and email to syncing data with your Google account. In addition he covers how to surf the web with the built-in browser, use the phone's GPS, Google Maps, how to download and use apps found on the app store, and much more. This handy, low-priced book is packed with quick results for people who want to jump in and master DROID by Motorola and HTC Droid mobile phones. Snappy writing and eye-catching graphics walk readers through the most common features of the DROID Phone Jason O'Grady is a leading expert on mobile technology; his O'Grady's PowerPage blog has been publishing daily news on mobile technology since 1995 Covers popular features including the camera, keyboard, search, music, and Android Market

This book constitutes the refereed post-conference proceedings of the 5th International Conference on Future Access Enablers for Ubiquitous and Intelligent Infrastructures, FABULOUS 2021, held in May 2021. Due to COVID-19 pandemic the conference was held virtually. This year's conference topic covers security of innovative services and infrastructure in traffic, transport and logistic ecosystems. The 30 revised full papers were carefully reviewed and selected from 60 submissions. The papers are organized in thematic sessions on: Internet of things and smart city; smart environment applications; information and communications technology; smart health applications; sustainable communications and computing infrastructures.

Pinch analysis and related techniques are the key to design of inherently energy-efficient plants. This book shows engineers how to understand and optimize energy use in their processes, whether large or small. Energy savings go straight to the bottom line as increased profit, as well as reducing emissions. This is the key guide to process integration for both experienced and newly qualified engineers, as well as academics and students. It begins with an introduction to the main concepts of pinch analysis, the calculation of energy targets for a given process, the pinch temperature and the golden rules of pinch-based design to meet energy targets. The book shows how to extract the stream data necessary for a pinch analysis and describes the targeting process in depth. Other essential details include the design of heat exchanger networks, hot and cold utility systems, CHP (combined heat and power), refrigeration and optimization of system operating conditions. Many tips and techniques for practical application are covered, supported by several detailed case studies and other examples covering a wide range of industries, including buildings and other non-process situations. The only dedicated pinch analysis and process integration guide, fully revised and expanded supported by free downloadable energy targeting software The perfect guide and reference for chemical process, food and biochemical engineers, plant engineers and professionals concerned with energy optimisation, including building designers Covers the practical analysis of both new and existing systems, with full details of industrial applications and case studies

The Second Edition of Johnny Saldaña's international bestseller provides an in-depth guide to the multiple approaches available for coding qualitative data. Fully up to date, it includes new chapters, more coding techniques and an additional glossary. Clear, practical and authoritative, the book: -describes how coding initiates qualitative data analysis -demonstrates the writing of analytic memos -discusses available analytic software -suggests how best to use The Coding Manual for Qualitative Researchers for particular studies. In total, 32 coding methods are profiled that can be applied to a range of research genres from grounded theory to phenomenology to narrative inquiry. For each approach, Saldaña discusses the method's origins, a description of the method, practical applications, and a clearly illustrated

example with analytic follow-up. A unique and invaluable reference for students, teachers, and practitioners of qualitative inquiry, this book is essential reading across the social sciences.

“A good read for anyone who wants to understand what actually determines whether a developing economy will succeed” (Bill Gates, “Top 5 Books of the Year”). An Economist Best Book of the Year from a reporter who has spent two decades in the region, and who The Financial Times said “should be named chief myth-buster for Asian business.” In *How Asia Works*, Joe Studwell distills his extensive research into the economies of nine countries—Japan, South Korea, Taiwan, Indonesia, Malaysia, Thailand, the Philippines, Vietnam, and China—into an accessible, readable narrative that debunks Western misconceptions, shows what really happened in Asia and why, and for once makes clear why some countries have boomed while others have languished. Studwell’s in-depth analysis focuses on three main areas: land policy, manufacturing, and finance. Land reform has been essential to the success of Asian economies, giving a kick-start to development by utilizing a large workforce and providing capital for growth. With manufacturing, industrial development alone is not sufficient, Studwell argues. Instead, countries need “export discipline,” a government that forces companies to compete on the global scale. And in finance, effective regulation is essential for fostering, and sustaining growth. To explore all of these subjects, Studwell journeys far and wide, drawing on fascinating examples from a Philippine sugar baron’s stifling of reform to the explosive growth at a Korean steel mill. “Provocative . . . *How Asia Works* is a striking and enlightening book . . . A lively mix of scholarship, reporting and polemic.” —The Economist

This book approaches condensed matter physics from the perspective of quantum information science, focusing on systems with strong interaction and unconventional order for which the usual condensed matter methods like the Landau paradigm or the free fermion framework break down. Concepts and tools in quantum information science such as entanglement, quantum circuits, and the tensor network representation prove to be highly useful in studying such systems. The goal of this book is to introduce these techniques and show how they lead to a new systematic way of characterizing and classifying quantum phases in condensed matter systems. The first part of the book introduces some basic concepts in quantum information theory which are then used to study the central topic explained in Part II: local Hamiltonians and their ground states. Part III focuses on one of the major new phenomena in strongly interacting systems, the topological order, and shows how it can essentially be defined and characterized in terms of entanglement. Part IV shows that the key entanglement structure of topological states can be captured using the tensor network representation, which provides a powerful tool in the classification of quantum phases. Finally, Part V discusses the exciting prospect at the intersection of quantum information and condensed matter physics – the unification of information and matter. Intended for graduate students and researchers in condensed matter physics, quantum information science and related fields, the book is self-contained and no prior knowledge of these topics is assumed.

‘Coreference’ presents specificities of reference, anaphora and coreference in Polish, establish identity-of-reference annotation

model and present methodology used to create the corpus of Polish general nominal coreference. Various resolution approaches are presented, followed by their evaluation. By discussing the subsequent steps of building a coreference-related component of the natural language processing toolset and offering deeper explanation of the decisions taken, this volume might also serve as a reference book on state-of-the-art methods of carrying out coreference projects for new languages and a tutorial for NLP practitioners. Apart from serving as a description of the first complete approach to annotation and resolution of direct nominal coreference for Polish, this book is a useful starting point for further work on other types of anaphora/coreference, semantic annotation, cognitive linguistics (related to the topic of near-identity, discussed in the book) etc. With extended tutorial-like sections on important subtopics, such as evaluation metrics for coreference resolution, it can prove useful to both researchers and practitioners interested in semantic description of Balto-Slavic languages and their processing, engineers developing language resources, tools and linguistic processing chains, as well as computational linguists in general.

Virtual reality is a set of technologies that enables two-way communication, from computer to user and vice versa. In one direction, technologies are used to synthesize visual, auditory, tactile, and sometimes other sensory experiences in order to provide the illusion that practically non-existent things can be seen, heard, touched, or otherwise felt. In the other direction, technologies are used to adequately record human movements, sounds, or other potential input data that computers can process and use. This book contains six chapters that cover topics including definitions and principles of VR, devices, educational design principles for effective use of VR, technology education, and use of VR in technical and natural sciences.

This is a history of Eighteenth-Century Collections Online, a database of over 180,000 titles. Published by Gale in 2003 it has had an enormous impact on the study of the eighteenth century. Like many commercial digital archives, ECCO's continuing development obscures its precedents. This Element examines its prehistory as, first, a computer catalogue of eighteenth-century print, and then as a commercial microfilm collection, before moving to the digitisation and development of the interfaces to ECCO, as well as Gale's various partnerships and licensing deals. An essential aspect of this Element is how it explores the socio-cultural and technological debates around the access to old books from the 1930s to the present day: Stephen Gregg demonstrates how these contexts powerfully shape the way ECCO works to this day. The Element's aim is to make us better users and better readers of digital archives.

"In this book, Andy Baxevanis and Francis Ouellette . . . have undertaken the difficult task of organizing the knowledge in this field in a logical progression and presenting it in a digestible form. And they have done an excellent job. This fine text will make a major impact on biological research and, in turn, on progress in biomedicine. We are all in their debt." —Eric Lander from the Foreword
Reviews from the First Edition "...provides a broad overview of the basic tools for sequence analysis ... For biologists approaching this subject for the first time, it will be a very useful handbook to keep on the shelf after the first reading, close to the computer."
—Nature Structural Biology "...should be in the personal library of any biologist who uses the Internet for the analysis of DNA and protein sequence data." —Science "...a wonderful primer designed to navigate the novice through the intricacies of in scripto analysis

... The accomplished geneseacher will also find this book a useful addition to their library ... an excellent reference to the principles of bioinformatics." —Trends in Biochemical Sciences This new edition of the highly successful *Bioinformatics: A Practical Guide to the Analysis of Genes and Proteins* provides a sound foundation of basic concepts, with practical discussions and comparisons of both computational tools and databases relevant to biological research. Equipping biologists with the modern tools necessary to solve practical problems in sequence data analysis, the Second Edition covers the broad spectrum of topics in bioinformatics, ranging from Internet concepts to predictive algorithms used on sequence, structure, and expression data. With chapters written by experts in the field, this up-to-date reference thoroughly covers vital concepts and is appropriate for both the novice and the experienced practitioner. Written in clear, simple language, the book is accessible to users without an advanced mathematical or computer science background. This new edition includes: All new end-of-chapter Web resources, bibliographies, and problem sets. Accompanying Web site containing the answers to the problems, as well as links to relevant Web resources. New coverage of comparative genomics, large-scale genome analysis, sequence assembly, and expressed sequence tags. A glossary of commonly used terms in bioinformatics and genomics. *Bioinformatics: A Practical Guide to the Analysis of Genes and Proteins, Second Edition* is essential reading for researchers, instructors, and students of all levels in molecular biology and bioinformatics, as well as for investigators involved in genomics, positional cloning, clinical research, and computational biology.

Please note that this title's color insert (referred to as "Plates" within the text) is not available for this digital product. OpenGL is a powerful software interface used to produce high-quality, computer-generated images and interactive applications using 2D and 3D objects, bitmaps, and color images. The *OpenGL® Programming Guide, Seventh Edition*, provides definitive and comprehensive information on OpenGL and the OpenGL Utility Library. The previous edition covered OpenGL through Version 2.1. This seventh edition of the best-selling "red book" describes the latest features of OpenGL Versions 3.0 and 3.1. You will find clear explanations of OpenGL functionality and many basic computer graphics techniques, such as building and rendering 3D models; interactively viewing objects from different perspective points; and using shading, lighting, and texturing effects for greater realism. In addition, this book provides in-depth coverage of advanced techniques, including texture mapping, antialiasing, fog and atmospheric effects, NURBS, image processing, and more. The text also explores other key topics such as enhancing performance, OpenGL extensions, and cross-platform techniques. This seventh edition has been updated to include the newest features of OpenGL Versions 3.0 and 3.1, including Using framebuffer objects for off-screen rendering and texture updates. Examples of the various new buffer object types, including uniform-buffer objects, transform feedback buffers, and vertex array objects. Using texture arrays to increase performance when using numerous textures. Efficient rendering using primitive restart and conditional rendering. Discussion of OpenGL's deprecation mechanism and how to verify your programs for future versions of OpenGL. This edition continues the discussion of the OpenGL Shading Language (GLSL) and explains the mechanics of using this language to create complex graphics effects and boost the computational power of OpenGL. The OpenGL Technical Library provides tutorial and reference books for OpenGL. The Library enables programmers to gain a practical understanding of OpenGL.

and shows them how to unlock its full potential. Originally developed by SGI, the Library continues to evolve under the auspices of the Khronos OpenGL ARB Working Group, an industry consortium responsible for guiding the evolution of OpenGL and related technologies.

It is estimated that literally billions of residents in urban and peri-urban areas of Africa, Asia, and Latin America are served by onsite sanitation systems (e.g. various types of latrines and septic tanks). Until recently, the management of faecal sludge from these onsite systems has been grossly neglected, partially as a result of them being considered temporary solutions until sewer-based systems could be implemented. However, the perception of onsite or decentralized sanitation technologies for urban areas is gradually changing, and is increasingly being considered as long-term, sustainable options in urban areas, especially in low- and middle-income countries that lack sewer infrastructures. This is the first book dedicated to faecal sludge management. It compiles the current state of knowledge of the rapidly evolving field of faecal sludge management, and presents an integrated approach that includes technology, management, and planning based on Sandecs 20 years of experience in the field. *Faecal Sludge Management: Systems Approach for Implementation and Operation* addresses the organization of the entire faecal sludge management service chain, from the collection and transport of sludge, and the current state of knowledge of treatment options, to the final end use or disposal of treated sludge. The book also presents important factors to consider when evaluating and upscaling new treatment technology options. The book is designed for undergraduate and graduate students, and engineers and practitioners in the field who have some basic knowledge of environmental and/or wastewater engineering.

The fastest, easiest, most comprehensive way to learn Adobe After Effects CC Classroom in a Book, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe After Effects CC Classroom in a Book contains 14 lessons that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchasing this book gives you access to the downloadable lesson files you need to work through the projects in the book, and to electronic book updates covering new features that Adobe releases for Creative Cloud customers. For access, go to www.peachpit.com/redeem and redeem the unique code provided inside this book. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." Barbara Binder, Adobe Certified Instructor Rocky Mountain Training

Total quality management (TQM), reengineering, the workplace of the twenty-first century--the 1990s have brought a sense of urgency to organizations to change or face stagnation and decline, according to *Enhancing Organizational Performance*. Organizations are adopting popular management techniques, some scientific, some faddish, often without

introducing them properly or adequately measuring the outcome. Enhancing Organizational Performance reviews the most popular current approaches to organizational change--total quality management, reengineering, and downsizing--in terms of how they affect organizations and people, how performance improvements can be measured, and what questions remain to be answered by researchers. The committee explores how theory, doctrine, accepted wisdom, and personal experience have all served as sources for organization design. Alternative organization structures such as teams, specialist networks, associations, and virtual organizations are examined. Enhancing Organizational Performance looks at the influence of the organization's norms, values, and beliefs--its culture--on people and their performance, identifying cultural "levers" available to organization leaders. And what is leadership? The committee sorts through a wealth of research to identify behaviors and skills related to leadership effectiveness. The volume examines techniques for developing these skills and suggests new competencies that will become required with globalization and other trends. Mergers, networks, alliances, coalitions--organizations are increasingly turning to new intra- and inter-organizational structures. Enhancing Organizational Performance discusses how organizations cooperate to maximize outcomes. The committee explores the changing missions of the U.S. Army as a case study that has relevance to any organization. Noting that a musical greeting card contains more computing power than existed in the entire world before 1950, the committee addresses the impact of new technologies on performance. With examples, insights, and practical criteria, Enhancing Organizational Performance clarifies the nature of organizations and the prospects for performance improvement. This book will be important to corporate leaders, executives, and managers; faculty and students in organizational performance and the social sciences; business journalists; researchers; and interested individuals. Embedded Android is for Developers wanting to create embedded systems based on Android and for those wanting to port Android to new hardware, or creating a custom development environment. Hackers and moders will also find this an indispensable guide to how Android works.

Enhance your SAP HANA skills using this step-by-step guide to creating and reporting data models for real-time analytics
About This Book This book will help you to process analytical and transactional data in real time with the help of SAP HANA. Walk through the steps of the data modeling process and build various data models and artifacts in SAP HANA Studio. Packed with rich examples and use cases that are closely focused on developing real-time applications. Who This Book Is For If you are a SAP HANA data modeler, developer, implementation/migration consultant, project manager, or architect who is responsible for implementing/migrating to SAP HANA, then this book is for you. What You Will Learn Get to grips with the basic building blocks of Analytics/Data models in the SAP HANA environment. Discover various schemas, modeling principles, Joins, and the architecture of the SAP HANA engine. Build data models and artifacts in

Sap HANA Studio. Design decision tables and understand the concept of transport management in the SAP HANA landscape. Work with the different views in SAP HANA Studio. Explore full-text search and fuzzy search in SAP HANA. Create your own scenarios and use cases using sample data and code. In Detail SAP HANA is an in-memory database created by SAP. SAP HANA breaks traditional database barriers to simplify IT landscapes, eliminating data preparation, pre-aggregation, and tuning. SAP HANA and in-memory computing allow you to instantly access huge volumes of structured and unstructured data, including text data, from different sources. Starting with data modeling, this fast-paced guide shows you how to add a system to SAP HANA Studio, create a schema, packages, and delivery unit. Moving on, you'll get an understanding of real-time replication via SLT and learn how to use SAP HANA Studio to perform this. We'll also have a quick look at SAP Business Object DATA service and SAP Direct Extractor for Data Load. After that, you will learn to create HANA artifacts—Analytical Privileges and Calculation View. At the end of the book, we will explore the SMART DATA access option and AFL library, and finally deliver pre-packaged functionality that can be used to build information models faster and easier. Style and approach This is an easy-to-follow, step-by-step, rapid guide to help you learn analytics in SAP HANA through ample hands-on exercises and use case scenarios.

The open source nature of the platform has not only established a new direction for the industry, but enables a developer or forensic analyst to understand the device at the most fundamental level. Android Forensics covers an open source mobile device platform based on the Linux 2.6 kernel and managed by the Open Handset Alliance. The Android platform is a major source of digital forensic investigation and analysis. This book provides a thorough review of the Android platform including supported hardware devices, the structure of the Android development project and implementation of core services (wireless communication, data storage and other low-level functions). Finally, it will focus on teaching readers how to apply actual forensic techniques to recover data. Ability to forensically acquire Android devices using the techniques outlined in the book Detailed information about Android applications needed for forensics investigations Important information about SQLite, a file based structured data storage relevant for both Android and many other platforms.

Galaxy S4 is amazing right out of the box, but if you want to get the most of out your S4 or S4 Mini, start here. With clear instructions and savvy advice from technology expert Preston Gralla, you'll learn how to go online, play games, listen to music, watch movies & TV, monitor your health, and answer calls with a wave of your hand. The important stuff you need to know: Be connected. Browse the Web, manage email, and download apps through WiFi or S4's 3G/4G network. Navigate without touch. Use Air Gestures with your hand, or scroll with your eyes using Smart Screen. Find new ways to link up. Chat, videochat, and add photos, video, or entire slideshows to text messages. Get together with Group Play.

Play games or share pictures, documents, and music with others nearby. Create amazing images. Shoot and edit photos and videos—and combine images from the front and back cameras. Keep music in the cloud. Use Google Play Music to store and access tunes. Check your schedule. Sync the S4 with your Google and Outlook calendars.

The International Conference on E-business Technology & Strategy (CETS) provides a peer-reviewed forum for researchers from across the globe to share contemporary research on developments in the fields of e-business, information technology and business strategy. It seeks to promote effective and vibrant networking among researchers and practitioners from around the world who are concerned about the effective management of information technology in organizations. This network of researchers views fostering the development of emerging scholars in the information technology and e-business fields as its primary task. Consequently the conference is designed to provide a venue for researchers to get substantive and beneficial feedback on their work. There were 134 contributions submitted to CETS 2010. After in-depth discussions, 29 high-quality contributions were selected for publication in this volume. The authors are from Canada, USA, China, Japan, India and Malaysia. We thank all the authors who submitted papers, the Program Committee members, and the external reviewers. We also thank all the local people who were instrumental in making this edition of CETS another very successful event. In particular, we are very grateful to Ying Xie, who was responsible for the local arrangements. Special gratitude goes to the publishing editor, Leonie Kunz, who managed the complexity of information and communication aspects. Furthermore, we thank the many students who volunteered on the organization team, as well as the IT services of Carleton University.

Until the late 1980s, information processing was associated with large mainframe computers and huge tape drives. During the 1990s, this trend shifted toward information processing with personal computers, or PCs. The trend toward miniaturization continues and in the future the majority of information processing systems will be small mobile computers, many of which will be embedded into larger products and interfaced to the physical environment. Hence, these kinds of systems are called embedded systems. Embedded systems together with their physical environment are called cyber-physical systems. Examples include systems such as transportation and fabrication equipment. It is expected that the total market volume of embedded systems will be significantly larger than that of traditional information processing systems such as PCs and mainframes. Embedded systems share a number of common characteristics. For example, they must be dependable, efficient, meet real-time constraints and require customized user interfaces (instead of generic keyboard and mouse interfaces). Therefore, it makes sense to consider common principles of embedded system design. Embedded System Design starts with an introduction into the area and a survey of specification models and languages for embedded and cyber-physical systems. It provides a brief overview of hardware devices used for such systems and presents the essentials of system software for embedded systems, like real-time operating systems. The book also discusses evaluation and validation techniques for embedded systems. Furthermore, the book presents an overview of techniques for mapping applications to execution platforms. Due to the importance of resource efficiency, the book also contains a selected set of optimization techniques for embedded systems, including special compilation techniques. The book closes with a brief survey on testing.

Embedded System Design can be used as a text book for courses on embedded systems and as a source which provides pointers to relevant material in the area for PhD students and teachers. It assumes a basic knowledge of information processing hardware and software. Courseware related to this book is available at <http://ls12-www.cs.tu-dortmund.de/~marwedel>.

Collaboration with Cloud Computing discusses the risks associated with implementing these technologies across the enterprise and provides you with expert guidance on how to manage risk through policy changes and technical solutions. Drawing upon years of practical experience and using numerous examples and case studies, author Ric Messier discusses: The evolving nature of information security The risks, rewards, and security considerations when implementing SaaS, cloud computing and VoIP Social media and security risks in the enterprise The risks and rewards of allowing remote connectivity and accessibility to the enterprise network Discusses the risks associated with technologies such as social media, voice over IP (VoIP) and cloud computing and provides guidance on how to manage that risk through policy changes and technical solutions Presents a detailed look at the risks and rewards associated with cloud computing and storage as well as software as a service (SaaS) and includes pertinent case studies Explores the risks associated with the use of social media to the enterprise network Covers the bring-your-own-device (BYOD) trend, including policy considerations and technical requirements

More physicists today are taking on the role of software developer as part of their research, but software development isn't always easy or obvious, even for physicists. This practical book teaches essential software development skills to help you automate and accomplish nearly any aspect of research in a physics-based field. Written by two PhDs in nuclear engineering, this book includes practical examples drawn from a working knowledge of physics concepts. You'll learn how to use the Python programming language to perform everything from collecting and analyzing data to building software and publishing your results. In four parts, this book includes: Getting Started: Jump into Python, the command line, data containers, functions, flow control and logic, and classes and objects Getting It Done: Learn about regular expressions, analysis and visualization, NumPy, storing data in files and HDF5, important data structures in physics, computing in parallel, and deploying software Getting It Right: Build pipelines and software, learn to use local and remote version control, and debug and test your code Getting It Out There: Document your code, process and publish your findings, and collaborate efficiently; dive into software licenses, ownership, and copyright procedures

Summary Gradle in Action is a comprehensive guide to end-to-end project automation with Gradle. Starting with the basics, this practical, easy-to-read book discusses how to build a full-fledged, real-world project. Along the way, it touches on advanced topics like testing, continuous integration, and monitoring code quality. You'll also explore tasks like setting up your target environment and deploying your software. About the Technology Gradle is a general-purpose build automation tool. It extends the usage patterns established by its forerunners, Ant and Maven, and allows builds that are expressive, maintainable, and easy to understand. Using a flexible Groovy-based DSL, Gradle provides declarative and extendable language elements that let you model your project's needs the way you want. About the Book Gradle in Action is a comprehensive guide to end-to-end project automation with Gradle. Starting with the basics, this practical, easy-to-read book discusses how to establish an effective build process for a full-fledged, real-world project. Along the way, it covers advanced topics like testing, continuous integration, and monitoring code quality. You'll also explore tasks like setting up your target environment and deploying your software. The book assumes a basic background in Java, but no knowledge of Groovy. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. Whats Inside A comprehensive guide to Gradle Practical, real-world examples Transitioning from Ant and Maven In-depth plugin development Continuous delivery with Gradle About the Author Benjamin

Muschko is a member of the Gradleware engineering team and the author of several popular Gradle plugins. Table of Contents PART 1 INTRODUCING GRADLE Introduction to project automation Next-generation builds with Gradle Building a Gradle project by example PART 2 MASTERING THE FUNDAMENTALS Build script essentials Dependency management Multiproject builds Testing with Gradle Extending Gradle Integration and migration PART 3 FROM BUILD TO DEPLOYMENT IDE support and tooling Building polyglot projects Code quality management and monitoring Continuous integration Artifact assembly and publishing Infrastructure provisioning and deployment

"If you're interested in developing for this burgeoning platform, there is no one better able to get you up-to-speed." –From the Foreword by Rob Tiffany, mobility architect, Microsoft Completely revised and updated for .NET Compact Framework 2.0 and 3.5, Visual Studio 2008, and Windows Mobile Smart Phones, Programming .NET Compact Framework 3.5, Second Edition, teaches you how to write highly effective applications for handheld wireless devices with small screens, limited memory, and finite battery life. This book is the definitive tutorial and reference for the .NET Compact Framework and Windows Mobile. If you're interested in developing for this burgeoning platform, there is no one better able to get you up to speed than industry veterans, master programmers, and teachers Paul Yao and David Durant. With this book you will learn how to Use each of the ten API sets available for Windows Mobile; when to use each; and, especially, when to use Win32 and the .NET Compact Framework 2.0 and 3.5 Write programs that make the most of a Windows Mobile device's limited battery life Efficiently invoke Win32 APIs from the .NET Compact Framework Write exceptional, data-driven applications using data binding and .NET controls Manage device data with the object store, file I/O, and the registry Work with databases using ADO.NET and LINQ Synchronize mobile data with remote databases and the remote API Make a mobile device work with the Windows Communication Foundation (WCF) Create graphical output on Windows Mobile devices If you want to learn Windows Mobile development but only have limited experience with the .NET Framework, this is the only book you need.

OpenGL® ES™ is the industry's leading software interface and graphics library for rendering sophisticated 3D graphics on handheld and embedded devices. The newest version, OpenGL ES 3.0, makes it possible to create stunning visuals for new games and apps, without compromising device performance or battery life. In the OpenGL® ES™ 3.0 Programming Guide, Second Edition, the authors cover the entire API and Shading Language. They carefully introduce OpenGL ES 3.0 features such as shadow mapping, instancing, multiple render targets, uniform buffer objects, texture compression, program binaries, and transform feedback. Through detailed, downloadable C-based code examples, you'll learn how to set up and program every aspect of the graphics pipeline. Step by step, you'll move from introductory techniques all the way to advanced per-pixel lighting and particle systems. Throughout, you'll find cutting-edge tips for optimizing performance, maximizing efficiency with both the API and hardware, and fully leveraging OpenGL ES 3.0 in a wide spectrum of applications. All code has been built and tested on iOS 7, Android 4.3, Windows (OpenGL ES 3.0 Emulation), and Ubuntu Linux, and the authors demonstrate how to build OpenGL ES code for each platform. Coverage includes EGL API: communicating with the native windowing system, choosing configurations, and creating rendering contexts and surfaces Shaders: creating and attaching shader objects; compiling shaders; checking for compile errors; creating, linking, and querying program objects; and using source shaders and program binaries OpenGL ES Shading Language: variables, types, constructors, structures, arrays, attributes, uniform blocks, I/O variables, precision qualifiers, and invariance Geometry, vertices, and primitives: inputting geometry into the pipeline, and assembling it into primitives 2D/3D, Cubemap, Array texturing: creation, loading, and rendering; texture wrap modes, filtering, and formats; compressed textures, sampler objects, immutable textures, pixel unpack buffer objects, and mipmapping Fragment shaders: multitexturing, fog, alpha test, and user clip

planes
Fragment operations: scissor, stencil, and depth tests; multisampling, blending, and dithering
Framebuffer objects: rendering to offscreen surfaces for advanced effects
Advanced rendering: per-pixel lighting, environment mapping, particle systems, image post-processing, procedural textures, shadow mapping, terrain, and projective texturing
Sync objects and fences: synchronizing within host application and GPU execution
This edition of the book includes a color insert of the OpenGL ES 3.0 API and OpenGL ES Shading Language 3.0 Reference Cards created by Khronos. The reference cards contain a complete list of all of the functions in OpenGL ES 3.0 along with all of the types, operators, qualifiers, built-ins, and functions in the OpenGL ES Shading Language.

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