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The Rough Guide to World Music Mark Ellingham 1999

The World Beyond Digital Rights Management Jude Umeh 2007 The battle to protect intellectual property and commercial rights in the digital world remains fierce, with content owners and commercial stakeholders under constant threat from online piracy, file-sharing networks and illegal download sites. Jude Umeh calls on content creators, law makers and businesses to work more closely with end-users to harness the fantastic opportunities in the digital age.

Beyond 3G - Bringing Networks, Terminals and the Web Together Martin Sauter 2011-08-17 Giving a sound technical introduction to 3GPP LTE and SAE, this book explains the decisions taken during standardization while also examining the likely competition for LTE such as HSPA+ and WiMAX. As well as looking at next generation network technologies, Beyond 3G - Bringing Networks, Terminals and the Web Together describes the latest mobile device developments, voice and multimedia services and the mobile web 2.0. It considers not only how the systems, devices and software work but also the reasons behind why they are designed in this particular way. How these elements strongly influence each other is discussed as well as how network capabilities, available bandwidth, mobile device capabilities and new application concepts will shape the way we communicate in the future. This book gives an end to end introduction to wireless, from mobile software architecture to core networks, making it a valuable resource for anyone working in the industry. Examines current and next-generation network technologies such as UMTS, HSPA+, WiMAX, LTE and Wifi Analyses and explains performance and capacity in practice as well as future capacity requirements and how they can be fulfilled Introduces the reader to the current cellular telephony architecture and to voice over IP architectures such as SIP, IMS and TISPAN Looks at mobile device hardware and mobile operating system evolution Encompasses all major global wireless standards for application development and the latest state of the mobile web 2.0

Dr. Dobb's Journal 2003

Music in Central Java Benjamin Elon Brinner 2008 Introducing cultural and social processes and the values of music in Javanese life, this text features eye witness accounts of performances, interviews with key performers, hands-on activities, vivid illustrations and a 70 minute CD of the author's field recordings. The author provides a survey of other music that may be found in Central Java.

Advances in Optical Science and Engineering Indrani Bhattacharya 2017-09-21 The Proceedings of 3rd International Conference on Opto-Electronics and Applied Optics, OPTRONIX 2016 is an effort to promote

and present the research works by scientists and researchers including students in India and abroad in the area of Green Photonics and other related areas as well as to raise awareness about the recent trends of research and development in the area of the related fields. The book has been organized in such a way that it will be easier for the readers to go through and find out the topic of their interests. The first part includes the Keynote addresses by Rajesh Gupta, Department of Energy Science and Engineering, Indian Institute of Technology, Bombay; P.T. Ajith Kumar, President and Leading Scientist Light Logics Holography and Optics, Crescent Hill, Trivandrum, Kerala; and K.K. Ghosh, Institute of Engineering & Management, Kolkata, India. The second part focuses on the Plenary and Invited Talks given by eminent scientists namely, Vasudevan Lakshminarayanan, University of Waterloo, Canada; Motoharu Fujigaki, University of Fukuii, Japan; Takeo Sasaki, Tokyo University of Science, Japan; Kehar Singh, Former Professor, Indian Institute of Technology, Delhi, India; Rajpal S. Sirohi, Tezpur University, India; Ajoy Kumar Chakraborty, Institute of Engineering & Management, India; Lakshminarayan Hazra, Emeritus Professor, Calcutta University, India; S.K. Bhadra, Emeritus Scientist, Indian Institute of Chemical Biology, India; Partha Roy Chaudhuri, Department of Physics, Indian Institute of Technology, Kharagpur, India; Navin Nishchal, Indian Institute of Technology, Patna, India; Tarun Kumar Gangopadhyay, CSIR-Central Glass and Ceramic Research Institute, India; Samudra Roy, Department of Physics, Indian Institute of Technology, Kharagpur, India; Kamakhya Ghatak, University of Engineering & Management, India. The subsequent parts focus on contributory papers in : Green Photonics; Fibre and Integrated Optics; Lasers, Interferometry; Optical Communication and Networks; Optical and Digital Data and Image Processing; Opto-Electronic Devices, Terahertz Technology; Nano-Photonics, Bio-Photonics, Bio-Medical Optics; Lasers, Quantum Optics and Information Technology; E. M. Radiation Theory and Antenna; Cryptography; Quantum and Non-Linear Optics, Opto-Electronic Devices; Non-Linear Waveguides; Micro-Electronics and VLSI; Interdisciplinary.

Universal Access in Ambient Intelligence Environments Constantine Stephanidis 2007-08-23 This book constitutes the refereed proceedings of the 9th ERCIM Workshop on User Interfaces for All, focusing on Universal Access in Ambient Intelligence Environments, held in Königswinter, Germany in September 2006. It covers interaction platforms and techniques for ambient intelligence, user and context awareness, inclusive design and evaluation, as well as access to information, education and entertainment.

Buku Ajar : Pemrograman Mobile Berbasis Android (teori, latihan dan tugas mandiri) Iwan Ady Prabowo 2021-02-16

On the Move to Meaningful Internet Systems 2004: CoopIS, DOA, and ODBASE R. Meersman 2004-10-14 A special mention for 2004 is in order for the new Doctoral Symposium Workshop where three young postdoc researchers organized an original setup and formula to bring PhD students together and allow them to submit their research proposals for selection. A limited number of the submissions and their approaches were independently evaluated by a panel of senior experts at the conference, and presented by the students in front of a wider audience. These students also got free access to all other parts of the OTM program, and only paid a heavily discounted fee for the Doctoral Symposium itself. (In fact their attendance was largely sponsored by the other participants!) If evaluated as successful, it is the intention of the General Chairs to expand this model in future editions of the OTM conferences and so draw in an audience of young researchers to the OnTheMove forum. All three main conferences and the associated workshops share the d- tributed aspects of modern computing systems, and the resulting applicati- pull created by the Internet and the so-called Semantic Web. For DOA 2004, the primary emphasis stayed on the distributed object infrastructure; for ODBASE 2004, it was the knowledge bases and methods required for enabling the use of

formalsemantics;andforCoopIS2004themaintopicwastheinteractionofsuch technologies and methods with management issues, such as occurs in networked organizations. These subject areas naturally overlap and many submissions in factalsotreatenvisagedmutualimpactsamongthem.

Wicked Cool Java Brian D. Eubanks 2005 Containing 101 fun, interesting, and useful ways to get more out of Java, this title targets developers and system architects who have some basic Java knowledge but may not be familiar with the wide range of libraries available.

FUNDAMENTALS OF MOBILE COMPUTING PRASANT KUMAR PATTNAIK 2012-07-30 This textbook addresses the main topics associated with mobile computing and wireless networking at a level that enables the students to develop a fundamental understanding of the technical issues involved in this new and fast emerging discipline. The book first examines the basics of wireless technologies and computer communications that form the essential infrastructure required for building knowledge in the area of mobile computations involving the study of invocation mechanisms at the client end, the underlying wireless communication, and the corresponding server-side technologies. The book includes coverage of development of mobile cellular systems, protocol design for mobile networks, special issues involved in the mobility management of cellular system users, realization and applications of mobile ad hoc networks (MANETs), design and operation of sensor networks, special constraints and requirements of mobile operating systems, and development of mobile computing applications. Finally, an example application of the mobile computing infrastructure to M-commerce is described in the concluding chapter of the book. This book is suitable as an introductory text for a one-semester course in mobile computing for the undergraduate students of Computer Science and Engineering, Information Technology, Electronics and Communication Engineering, Master of Computer Applications (MCA), and the undergraduate and postgraduate science courses in computer science and Information Technology. KEY FEATURES : Provides unified coverage of mobile computing and communication aspects Discusses the mobile application development, mobile operating systems and mobile databases as part of the material devoted to mobile computing Incorporates a survey of mobile operating systems and the latest developments such as the Android operating system

Making Musical Apps Peter Brinkmann 2012-02-17 Want to turn your mobile device into a musical instrument? Or equip your game with interactive audio, rather than canned samples? You can do it with Pure Data (Pd), an open source visual programming environment that lets you manipulate digital audio in real time. This concise book shows you how to use Pd—with help from the libpd library—as an easily embeddable and widely portable sound engine. Whether you're an audio developer looking to create musical apps with sophisticated audio capabilities, or an application developer ready to enhance mobile games with real-time procedural audio, Making Musical Apps introduces you to Pd and libpd, and provides hands-on instructions for creating musical apps for Android and iOS. Get a crash course in Pd, and discover how to generate and control sounds Learn how to create and deploy algorithmic compositions that react to a user's activity and environment Use Java or Objective-C to integrate Pd and libpd into mobile apps Learn the steps necessary to build libpd-based apps for Android and iOS

Swing Hacks Joshua Marinacci 2005 Provides information on building enterprise applications using Swing.

Hands-On Data Structures and Algorithms with Python Dr. Basant Agarwal 2018-10-31 Learn to implement complex data structures and algorithms using Python Key FeaturesUnderstand the analysis and design of fundamental Python data structuresExplore advanced Python concepts such as Big O notation and dynamic programmingLearn functional and reactive implementations of traditional data

structuresBook Description Data structures allow you to store and organize data efficiently. They are critical to any problem, provide a complete solution, and act like reusable code. Hands-On Data Structures and Algorithms with Python teaches you the essential Python data structures and the most common algorithms for building easy and maintainable applications. This book helps you to understand the power of linked lists, double linked lists, and circular linked lists. You will learn to create complex data structures, such as graphs, stacks, and queues. As you make your way through the chapters, you will explore the application of binary searches and binary search trees, along with learning common techniques and structures used in tasks such as preprocessing, modeling, and transforming data. In the concluding chapters, you will get to grips with organizing your code in a manageable, consistent, and extendable way. You will also study how to bubble sort, selection sort, insertion sort, and merge sort algorithms in detail. By the end of the book, you will have learned how to build components that are easy to understand, debug, and use in different applications. You will get insights into Python implementation of all the important and relevant algorithms. What you will learnUnderstand object representation, attribute binding, and data encapsulationGain a solid understanding of Python data structures using algorithmsStudy algorithms using examples with pictorial representationLearn complex algorithms through easy explanation, implementing PythonBuild sophisticated and efficient data applications in PythonUnderstand common programming algorithms used in Python data scienceWrite efficient and robust code in Python 3.7Who this book is for This book is for developers who want to learn data structures and algorithms in Python to write complex and flexible programs. Basic Python programming knowledge is expected.

Learn Android App Development Wallace Jackson 2013-08-20 Learn Android App Development is a hands-on tutorial and useful reference. You'll quickly get up to speed and master the Android SDK and the Java that you need for your Android Apps. The Android SDK offers powerful features, and this book is the fastest path to mastering them—and the rest of the Andorid SDK—for programmers with some experience who are new to Android smartphone and tablet apps development. Many books introduce the Android SDK, but very few explain how to develop apps optimally. This book teaches both core Java language concepts and how to wisely but rapidly employ the design patterns and logic using the Android SDK, which is based on Java APIs. You'll also learn best practices that ensure your code will be efficient and perform well. Get an accelerated but complete enough treatment of the fundamentals of Java necessary to get you started. Design your first app using prototyping and other design methods. Build your first Android app using the code given over the course of the book. Finally, debug and distribute your first app on Google Play or other Android app store. After reading this book, you'll have your first app ready and on the app store, earning you the prestige and the money you seek.

Professional Java User Interfaces Mauro Marinilli 2006-05-01 This book covers the full development life cycle for professional GUI design in Java, from cost estimation and design to coding and testing. Focuses on building high quality industrial strength software in Java Ready-to-use source code is given throughout the text based on industrial-strength projects undertaken by the author.

Objects, Components, Models and Patterns Manuel Oriol 2009-06-29 This book constitutes the thoroughly refereed proceedings of the 47th International Conference on Objects, Components, Models and Patterns, TOOLS EUROPE 2009, held in Zurich, Switzerland, in June/July 2009. TOOLS has played a major role in the spread of object-oriented and component technologies. It has now broadened its scope beyond the original topics of object technology and component-based development to encompass all modern, practical approaches to software development. At the same time, TOOLS has kept its traditional spirit of technical excellence, its acclaimed focus on practicality, its well-proven combination of theory and applications, and its reliance on the best experts from academia and industry. The 17 regular papers and

two short papers presented in this book, together with two invited papers, were carefully reviewed and selected from 67 submissions. The topics covered in this volume are reflection and aspects, models, theory, components, monitoring, and systems generation.

InfoWorld 2006-04-17 InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Head First Java Kathy Sierra 2022-05-12 What will you learn from this book? Head First Java is a complete learning experience in Java and object-oriented programming. With this book, you'll learn the Java language with a unique method that goes beyond how-to manuals and helps you become a great programmer. Through puzzles, mysteries, and soul-searching interviews with famous Java objects, you'll quickly get up to speed on Java's fundamentals and advanced topics including lambdas, streams, generics, threading, networking, and the dreaded desktop GUI. If you have experience with another programming language, Head First Java will engage your brain with more modern approaches to coding--the sleeker, faster, and easier to read, write, and maintain Java of today. What's so special about this book? If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. With Head First Java, you'll learn Java through a multisensory experience that engages your mind, rather than by means of a text-heavy approach that puts you to sleep.

Making Music with Java Andrew Brown 2005 Making Music with Java is an introduction to music making through software development in the Java programming language using the jMusic library. It explains musical and programming concepts in a coordinated way. The book is written for the musician who wishes to learn about Java programming and computer music concepts, and for the programmer who is interested in music and sound design with Java. It assumes little musical or programming experience and introduces topics and issues as they arise. Sections on computer music and programming are interlaced throughout, but kept separate enough so that those with experience in either area can skip ahead as required.

Engineering Technology, Engineering Education and Engineering Management Deyao Tan 2015-06-25 This volume contains papers presented at the International Conference on Engineering Technologies, Engineering Education and Engineering Management (ETEEEM 2014, Hong Kong, 15-16 November 2014). A wide variety of topics is included in the book: - Engineering Education - Education Engineering and Technology - Methods and Learning Mechanism

JavaFX Special Effects Lucas Jordan 2010-02-09 Enough about learning the fundamentals of the intriguing JavaFX platform; it's now time to start implementing visually stunning and dynamic Java-based rich Internet applications (RIAs) for your desktop or mobile front end. This book will show you what the JavaFX platform can really do for Java desktop and mobile front ends. It presents a number of excellent visual effects and techniques that will make any JavaFX application stand out—whether it's animation, multimedia, or a game. The techniques shown in this book are invaluable for competing in today's market, and they'll help set your RIAs apart from your competitor's. Create visual effects that perform well. Add subtle animations to bring any application to life. Use the graphical power of the JavaFX platform.

Rubber-Band Banjos and a Java Jive Bass Alex Sabbeth 1997-02-21 Tune up and tune in to the wonderful world of music and sound! Make a hip-hoppin' java jive bass out of an old coffee can. Put on your homemade tuxedo and conduct your own orchestra. Those are just some of the fun projects and

activities you'll enjoy as you discover the mysteries and melodies behind the science of music and sound. Learn how sounds are made, and how we hear them. Find out how your favorite instruments actually make music. You can even create your own electronic music studio. Step-by-step instructions and illustrations guide you through dozens of projects and experiments. From a French horn made from a shower hose to a xylophone made from an egg carton and some household wrenches, Rubber-Band Banjos and a Java Jive Bass makes you part of the coolest band in town!

Self-Organizing Systems David Hutchison 2007-08-26 This book constitutes the refereed proceedings of the Second International Workshop on Self-Organizing Systems, IWSOS 2007. The 17 revised full papers and five revised short papers presented together with two invited talks were carefully selected from more than 36 submissions. The papers are organized in topical sections on ad hoc routing, peer-to-peer networking, network topology, adaptive and self-organizing networks and multicast and mobility protocols.

The Music of the Gamelan Degung of West Java Max Leigh Harrell 1974

OCA Java SE 7 Programmer I Study Guide (Exam 1Z0-803) Edward Finegan 2012-10-09 The definitive Oracle Press guide to the latest release of this entry-level certification for Java programmersnow an Oracle Certified Associate exam.

Nokia Smartphone Hacks Michael Juntao Yuan 2005 A guide to the features and functions of the Nokia smartphone.

HWM 2005-03 Singapore's leading tech magazine gives its readers the power to decide with its informative articles and in-depth reviews.

Exploring the World of Music Dorothea E. Hast 1999 Music and music theory including, frequency, amplitude, duration, timbre, natural enviornment (Bosnian, Ganga, Becarac, Australia, Papua, New Guinea, spirit world, Tuvan; modern urban music, modern minstrels, rap music, transformative power of music, contra dance music, healing music (Kung healing ceremony); political power music (national anthems, protest and resistance); labor movement music, civil rights movement music; toptical songs in the United States; music and memory; much more.

The Complete Idiot's Guide to Java 1.2 Michael Morrison 1999 The Complete Idiot's Guide to Java 1.2 is the fun way to learn the basics. Soon you'll be making your own interactive Web applets with sound, graphics, and animation. Look inside! You'll find plenty of straight-shooting advice for solving real-world problems. The best news is that the author, Mike Morrison, will make you laugh and enjoy yourself while you learn the ropes.

Africa and Indonesia : the Evidence of the Xylophone and Other Musical and Cultural Factors A. M. Jones 1964

Dr. Dobb's Journal of Software Tools for the Professional Programmer 2003

Pervasive Computing and Social Networking G. Ranganathan

Voice User Interface Projects Henry Lee 2018-07-31 Develop intelligent voice-empowered applications and Chatbots that not only understand voice commands but also respond to it Key Features

Target multiple platforms by creating voice interactions for your applications Explore real-world examples of how to produce smart and practical virtual assistants Build a virtual assistant for cars using Android Auto in Xamarin Book Description From touchscreen and mouse-click, we are moving to voice- and conversation-based user interfaces. By adopting Voice User Interfaces (VUIs), you can create a more compelling and engaging experience for your users. Voice User Interface Projects teaches you how to develop voice-enabled applications for desktop, mobile, and Internet of Things (IoT) devices. This book explains in detail VUI and its importance, basic design principles of VUI, fundamentals of conversation, and the different voice-enabled applications available in the market. You will learn how to build your first voice-enabled application by utilizing DialogFlow and Alexa's natural language processing (NLP) platform. Once you are comfortable with building voice-enabled applications, you will understand how to dynamically process and respond to the questions by using NodeJS server deployed to the cloud. You will then move on to securing NodeJS RESTful API for DialogFlow and Alexa webhooks, creating unit tests and building voice-enabled podcasts for cars. Last but not the least you will discover advanced topics such as handling sessions, creating custom intents, and extending built-in intents in order to build conversational VUIs that will help engage the users. By the end of the book, you will have grasped a thorough knowledge of how to design and develop interactive VUIs. What you will learn Understand NLP platforms with machine learning Exploit best practices and user experiences in creating VUI Build voice-enabled chatbots Host, secure, and test in a cloud platform Create voice-enabled applications for personal digital assistant devices Develop a virtual assistant for cars Who this book is for Voice User Interface Projects is for you if you are a software engineer who wants to develop voice-enabled applications for your personal digital assistant devices such as Amazon Echo and Google Home, along with your car's virtual assistant systems. Some experience with JavaScript is required.

Surinamese Music in the Netherlands and Suriname Marcel Weltak 2021-07-29 Contributions by Herman Dijo, J. Ketwaru, Guilly Koster, Lou Lichtveld, Pondo O'Bryan, and Marcel Weltak When Marcel Weltak's Surinamese Music in the Netherlands and Suriname was published in Dutch in 1990, it was the first book to provide an overview of the music styles originating from the land that had recently gained its independence from the Netherlands. Up until the 1990s, little had been published that observed the music of the country. Weltak's book was the first to examine both the instruments and the way in which they are played as well as the melodic and rhythmic components of music produced by the country's ethnically diverse populations, including people of Amerindian, African, Indian, Indonesian/Javanese, and Chinese descent. Since the book's first appearance, a new generation of musicians of Surinamese descent has carried on making music, and some of their elders referred to in the original edition have passed away. The catalog of recordings that have become available has also expanded, particularly in the areas of hip-hop, rap, jazz, R&B, and new fusions such as kaskawi. This edition, in English for the first time, includes a new opening chapter by Marcel Weltak giving a historical sketch of Suriname's relationship to the Netherlands. It includes updates on the popular music of second- and third-generation musicians of Surinamese descent in the Netherlands, and Weltak's own subsequent and vital research into the Amerindian and maroon music of the interior. The new introduction is followed by the integral text of the original edition. New appendices have been added to this edition that include a bibliography and updated discography; a listing of films, videos, and DVDs on or about Surinamese music or musicians; and concise, alphabetically arranged notes on musical instruments and styles as well as brief biographies of those authors who contributed texts.

Principles and Practice of Multi-Agent Systems Matteo Baldoni 2016-11-29 This book constitutes the thoroughly refereed post-workshop proceedings of the 5th International Workshop on Empathic Computing, IWEC 2014, co-loacted with PRICAI 2014, held in Gold Coast, QLD, Australia, in December 2014, as well as the 6th International Workshop on Empathic Computing, IWEC 2015, and the 15th

Workshop on Computational Models of Natural Argument, CMNA XV, both co-located with PRIMA 2015, held in Bertinoro, Italy, in October 2015. The 12 papers presented were carefully reviewed and selected from 32 initial submissions. The workshops are going alongside with the PRIMA 2015 Conference and are intended to facilitate active exchange, interaction and comparison of approaches, methods and various ideas in specific areas related to intelligent agent systems and multiagent systems.

Listening to an Earlier Java Sarah Weiss 2010-01-01 PLEASE NOTE that the accompanying CD-ROM is no longer available due to the incompatibility with current file formats. This study is the first large-scale treatment of gender issues in Indonesian music. Integrating the analysis of gender and music with that of aesthetics, this study of the musical synergy between the puppeteer and his female accompanist describes the ways in which shifting gender constructions have helped to shape and change Central Javanese music and theatre performance practice while throwing new light on the history of Javanese gender relations and culture, as well as on the aesthetics of Central Javanese shadow-puppet theatre.

Handbook of Mobile Systems Applications and Services Anup Kumar 2016-04-19 From fundamental concepts and theories to implementation protocols and cutting-edge applications, the Handbook of Mobile Systems Applications and Services supplies a complete examination of the evolution of mobile services technologies. It examines service-oriented architecture (SOA) and explains why SOA and service oriented computing (SOC) will pl

Penetration Testing Georgia Weidman 2014-06-14 Penetration testers simulate cyber attacks to find security weaknesses in networks, operating systems, and applications. Information security experts worldwide use penetration techniques to evaluate enterprise defenses. In Penetration Testing, security expert, researcher, and trainer Georgia Weidman introduces you to the core skills and techniques that every pentester needs. Using a virtual machine–based lab that includes Kali Linux and vulnerable operating systems, you'll run through a series of practical lessons with tools like Wireshark, Nmap, and Burp Suite. As you follow along with the labs and launch attacks, you'll experience the key stages of an actual assessment—including information gathering, finding exploitable vulnerabilities, gaining access to systems, post exploitation, and more. Learn how to: –Crack passwords and wireless network keys with brute-forcing and wordlists –Test web applications for vulnerabilities –Use the Metasploit Framework to launch exploits and write your own Metasploit modules –Automate social-engineering attacks –Bypass antivirus software –Turn access to one machine into total control of the enterprise in the post exploitation phase You'll even explore writing your own exploits. Then it's on to mobile hacking—Weidman's particular area of research—with her tool, the Smartphone Pentest Framework. With its collection of hands-on lessons that cover key tools and strategies, Penetration Testing is the introduction that every aspiring hacker needs.

Coordination Models and Languages Amy L. Murphy 2007-06-26 This book constitutes the refereed proceedings of the 9th International Conference on Coordination Models and Languages, COORDINATION 2007, held in Paphos, Cyprus, June 2007, as one of the federated conferences on Distributed Computing Techniques. It examines how to increase modularity, simplify reasoning, and ultimately enhance today's software development by exploring the spectrum of languages, middleware, services, and algorithms.