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## **A Broadband Apparatus for Underserved Remote Communities** Christoffel Kotze 2019-09-03

This book investigates how broadband internet can be provided to remote and isolated communities through the use of satellite and other enabling technologies, in the form of a self-contained broadband apparatus. It discusses how the proposed design can help bridge the digital divide by removing one of the main hurdles to adopting technologies: infrastructure. In turn, the book explores how the lack of infrastructure, especially with regard to connectivity and electricity, can be addressed by exploiting new technological advances in a number of fields, notably the newly proposed large broadband satellite constellations. In closing, it uses concrete examples to demonstrate the potential positive impacts of a "broadband ecosystem" on economics, governance and society, and on achieving the United Nations' Sustainable Development Goals.

eCulture Alfredo M. Ronchi 2009-03-10 Do virtual museums really provide added value to end-users, or do they just contribute to the abundance of images? Does the World Wide Web save endangered cultural heritage, or does it foster a society with less variety? These and other related questions are raised and answered in this book, the result of a long path across the digital heritage landscape. It provides a comprehensive view on issues and achievements in digital collections and cultural content.

**Head First Java** Kathy Sierra 2005-02-09 Learning a complex new language is no easy task especially when it's an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and

development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. 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. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

Linux Dictionary Binh Nguyen This document is designed to be a resource for those Linux users wishing to seek clarification on Linux/UNIX/POSIX related terms and jargon. At approximately 24000 definitions and two thousand pages it is one of the largest Linux related dictionaries currently available. Due to the rapid rate at which new terms are being created it has been decided that this will be an active project. We welcome input into the content of this document. At this moment in time half yearly updates are being envisaged. Please note that if you wish to find a 'Computer Dictionary' then see the 'Computer Dictionary Project' at <http://computerdictionary.tsf.org.za/> Searchable databases exist at locations such as: <http://www.swpearl.com/eng/scripts/dictionary/> (SWP) Sun Wah-PearL Linux Training and Development Centre is a centre of the Hong Kong Polytechnic University, established in 2000. Presently SWP is delivering professional grade Linux and related Open Source Software (OSS) technology training and consultant service in Hong Kong. SWP has an ambitious aim to promote the use of Linux and related Open Source Software (OSS) and Standards. The vendor independent positioning of SWP has been very well perceived by the market. Throughout the last couple of years, SWP becomes the Top Leading OSS training and service provider in Hong Kong. <http://www.geona.com/dictionary?b=> Geona, operated by Gold Vision Communications, is a new powerful search engine and internet directory, delivering quick and relevant results on almost any topic or subject you can imagine. The term "Geona" is an Italian and Hebrew name, meaning wisdom, exaltation, pride or majesty. We use our own database of spidered web sites and the Open Directory database, the same database which powers the core directory services for the Web's largest and most popular search engines and portals. Geona is spidering all domains listed in the non-adult part of the Open Directory and millions of additional sites of general interest to maintain a fulltext index of highly relevant web sites. <http://www.linuxdig.com/documents/dictionary.php> LINUXDIG.COM, "Yours News and Resource Site", LinuxDig.com was started in May 2001 as a hobby site with the original intention of getting the RFC's online and becoming an Open Source software link/download site. But since that time the site has evolved to become a RFC distribution site, linux news site and a locally written technology news site (with bad grammer :) with focus on Linux while also containing articles about anything and everything we find interesting in the computer world. LinuxDig.Com contains about 20,000 documents and this number is growing everyday! <http://linux.about.com/library/glossary/blglossary.htm> Each month more than 20 million people visit About.com. Whether it be home repair and decorating ideas, recipes, movie trailers, or car buying tips, our Guides offer practical advice and solutions for every day life. Wherever you land on the new About.com, you'll find other content that is relevant to your interests. If you're looking for "How To" advice on planning to re-finish your deck, we'll also show you the tools you need to get the job done. If you've been to About before, we'll show you the latest updates, so you don't see the same thing twice. No matter where you are on About.com, or how you got here, you'll always find content that is relevant to your needs. Should you wish to possess your own localised searcheable version please make use of the available "dict", <http://www.dict.org/> version at the Linux Documentation Project home page, <http://www.tldp.org/> The author has decided to leave it up to readers to determine how to install and run it on their specific systems. An alternative form of the dictionary is available at: <http://elibrary.fultus.com/covers/technical/linux/guides/Linux-Dictionary/cover.html> Fultus Corporation

helps writers and companies to publish, promote, market, and sell books and eBooks. Fultus combines traditional self-publishing practices with modern technology to produce paperback and hardcover print-on-demand (POD) books and electronic books (eBooks). Fultus publishes works (fiction, non-fiction, science fiction, mystery, ...) by both published and unpublished authors. We enable you to self-publish easily and cost-effectively, creating your book as a print-ready paperback or hardcover POD book or as an electronic book (eBook) in multiple eBook's formats. You retain all rights to your work. We provide distribution to bookstores worldwide. And all at a fraction of the cost of traditional publishing. We also offer corporate publishing solutions that enable businesses to produce and deliver manuals and documentation more efficiently and economically. Our use of electronic delivery and print-on-demand technologies reduces printed inventory and saves time. Please inform the author as to whether you would like to create a database or an alternative form of the dictionary so that he can include you in this list. Also note that the author considers breaches of copyright to be extremely serious. He will pursue all claims to the fullest extent of the law.

### **Delivering Superior Health and Wellness Management with IoT and Analytics** Nilmini

Wickramasinghe 2019-11-27 This in-depth book addresses a key void in the literature surrounding the Internet of Things (IoT) and health. By systematically evaluating the benefits of mobile, wireless, and sensor-based IoT technologies when used in health and wellness contexts, the book sheds light on the next frontier for healthcare delivery. These technologies generate data with significant potential to enable superior care delivery, self-empowerment, and wellness management. Collecting valuable insights and recommendations in one accessible volume, chapter authors identify key areas in health and wellness where IoT can be used, highlighting the benefits, barriers, and facilitators of these technologies as well as suggesting areas for improvement in current policy and regulations. Four overarching themes provide a suitable setting to examine the critical insights presented in the 31 chapters: Mobile- and sensor-based solutions Opportunities to incorporate critical aspects of analytics to provide superior insights and thus support better decision-making Critical issues around aspects of IoT in healthcare contexts Applications of portals in healthcare contexts A comprehensive overview that introduces the critical issues regarding the role of IoT technologies for health, Delivering Superior Health and Wellness Management with IoT and Analytics paves the way for scholars, practitioners, students, and other stakeholders to understand how to substantially improve health and wellness management on a global scale.

**Programming the Mobile Web** Maximiliano Firtman 2010-07-23 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

**The Illustrated Guide to Assistive Technology & Devices** Suzanne Robitaille 2009-12-08 A Doody's Core Title 2012 This new illustrated guide to assistive technologies and devices chronicles the use of

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AT/AD - technology used by individuals with disabilities to perform functions that might otherwise be difficult or impossible. This book empowers people to use assistive technologies to overcome some of their physical or mental limitations and have a more equal playing field. It includes real-life examples about how people with disabilities are using assistive technology (AT) to assist them in daily tasks, and discusses emotional issues related to AT/AD.

**The Information Age** David Stephen Alberts 2004 The Information Age: An Anthology on Its Impacts and Consequences was originally prepared by The Center for Advanced Concepts, Technologies, and Information Strategies of the Institute for National Strategic Studies, National Defense University. The original four volumes have been combined into one volume for this printing. They are: Part One: The Information and Communication Revolution Part Two: Business, Commerce, and Services Part Three: Government and the Military Part Four: International Affairs

**Mobile JavaScript Application Development** Adrian Kosmaczewski 2012 JavaScript has become a key language for mobile web development, with support from a number of competing frameworks. Developers will learn how to create mobile applications using jQuery Mobile and SenchaTouch, how to choose between these frameworks, how to compile applications for distribution in app stores, and best practices for making .....

**Strategic Management** Charles W. L. Hill 2002

*Adobe Acrobat 6 PDF For Dummies* Greg Harvey 2003-08-13 Covers accessing and distilling PDF files; converting MicrosoftOffice documents; capturing paper documents and Web pages;printing, annotating, editing and securing PDF files; extractingtext and graphics; cataloging and distributing PDF files; creatinginteractive forms; and building multimedia presentations. Readers can convert any document to this universal file format,preserving all the fonts, formatting, graphics, and color of thesource document regardless of the application and platform used tocreate it. PDF files can be published and distributed anywhere: in print,attached to e-mail, on corporate servers, posted on Web sites, oron CD-ROM Adobe PDF is the emerging workflow standard in the \$400 billionpublishing industry and plays a key role in financial services,regulated industries, and government, with more than 155 agenciesworldwide sharing Adobe PDF files.

Even Faster Web Sites Steve Souders 2009-06-04 Performance is critical to the success of any web site, and yet today's web applications push browsers to their limits with increasing amounts of rich content and heavy use of Ajax. In this book, Steve Souders, web performance evangelist at Google and former Chief Performance Yahoo!, provides valuable techniques to help you optimize your site's performance. Souders' previous book, the bestselling High Performance Web Sites, shocked the web development world by revealing that 80% of the time it takes for a web page to load is on the client side. In *Even Faster Web Sites*, Souders and eight expert contributors provide best practices and pragmatic advice for improving your site's performance in three critical categories: JavaScript—Get advice for understanding Ajax performance, writing efficient JavaScript, creating responsive applications, loading scripts without blocking other components, and more. Network—Learn to share resources across multiple domains, reduce image size without loss of quality, and use chunked encoding to render pages faster. Browser—Discover alternatives to iframes, how to simplify CSS selectors, and other techniques. Speed is essential for today's rich media web sites and Web 2.0 applications. With this book, you'll learn how to shave precious seconds off your sites' load times and make them respond even faster. This book contains six guest chapters contributed by Dion Almaer, Doug Crockford, Ben Galbraith, Tony Gentilcore, Dylan Schiemann, Stoyan Stefanov, Nicole Sullivan, and Nicholas C. Zakas.

**E-learning Tools and Technologies** William Horton 2003-02-03 A comprehensive guide to help you cut through the hype in order to select the best E-Learning tools and vendors for your specific needs With its ability to both reduce operating costs and train more people, E-Learning is an attractive option for companies that are trying to balance business and educational goals. But in order to implement an E-Learning program, you'll have to wade through hundreds of learning management systems, learning content management systems, authoring schools, and collaboration environments to determine what solution will work best for your situation. In this in-depth book, recognized E-Learning experts William and Katherine Horton survey the entire field of E-Learning tools for you. They provide you with a systematic way to identify, evaluate, and choose products and services based on different E-Learning scenarios. In this no-holds barred look at E-Learning tools, the authors: \* Arm you with a complete list of questions to ask vendors before you commit to a product \* Describe product limitations throughout each chapter and include special Rant sections that you must read \* Present tips and tricks as well as common mistakes to avoid \* List potential vendors and contact information by tool category The companion Web site contains design forms, checklists of features to look for in the various tool categories, spreadsheets, and lists of specific tools and vendors.

High Performance Mobile Web Maximiliano Firtman 2016-09-13 Optimize the performance of your mobile websites and webapps to the extreme. With this hands-on book, veteran mobile and web developer Maximiliano Firtman demonstrates which aspects of your site or app slow down the user's experience, and what you can do to achieve lightning-fast performance. There's much at stake: if you want to boost your app's conversion rate, then tackling performance issues is the best way to start. Learn tools and techniques for working with responsive web design, images, the network layer, and many other ingredients—plus the metrics to check your progress. Ideal for web developers and web designers with HTML, CSS, JavaScript, and HTTP experience, this is your guide to superior mobile web performance. You'll dive into: Emulators, simulators, and other tools for measuring performance Basic web performance concepts, including metrics, charts, and goals How to get real data from mobile browsers on your real networks APIs and specs for measuring, tracking and improving web performance Insights and tricks for optimizing the first view experience Ways to optimize post-loading experiences and future visits Responsive web design and its performance challenges Tips for extreme performance to achieve best conversion rates How to work with web views inside native apps

**Programming the iPhone User Experience** Toby Boudreaux 2009-08-05 Apple's iPhone and iPod Touch not only feature the world's most powerful mobile operating system, they also usher in a new standard of human-computer interaction through gestural interfaces and multi-touch navigation. This book provides you with a hands-on, example-driven tour of UIKit, Apple's user interface toolkit, and includes common design patterns to help you create new iPhone and iPod Touch user experiences. Using Apple's Cocoa Touch framework, you'll learn how to build applications that respond in unique ways when users tap, slide, swipe, tilt, shake, or pinch the screen. Programming the iPhone User Experience is a perfect companion to Apple's Human Interface Guidelines, and provides the practical information you need to develop innovative applications for the iPhone and iPod Touch, whether you're a CTO, developer, or UI/UX designer. Understand the basics of the Cocoa Touch framework for building iPhone and iPod Touch applications Learn theory and best practices for using Cocoa Touch to develop applications with engaging and effective user interfaces Apply your knowledge of Objective-C to the iPhone/iPod Touch framework Customize standard UIKit views according to Apple's Human Interface Guidelines and usability principles Learn patterns for handling user experience concerns outside of the interface, such as network- and location-awareness

Fundamentals of Information Systems Ralph Stair 2015-01-02 Combining the latest research and most

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current coverage available into a succinct nine chapters, **FUNDAMENTALS OF INFORMATION SYSTEMS, 8E** equips students with a solid understanding of the core principles of IS and how it is practiced. The streamlined 560-page eighth edition features a wealth of new examples, figures, references, and cases as it covers the latest developments from the field--and highlights their impact on the rapidly changing role of today's IS professional. In addition to a stronger career emphasis, the text includes expanded coverage of mobile solutions, energy and environmental concerns, the increased use of cloud computing across the globe, and two cases per chapter. Learning firsthand how information systems can increase profits and reduce costs, students explore new information on e-commerce and enterprise systems, artificial intelligence, virtual reality, green computing, and other issues reshaping the industry. The text introduces the challenges and risks of computer crimes, hacking, and cyberterrorism. It also presents some of the most current research on virtual communities, global IS work solutions, and social networking. No matter where students' career paths may lead, **FUNDAMENTALS OF INFORMATION SYSTEMS, 8E** and its resources can help them maximize their success as employees, decision makers, and business leaders. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

**Advances in Computing and Communications, Part II** Ajith Abraham 2011-07-08 This volume is the second part of a four-volume set (CCIS 190, CCIS 191, CCIS 192, CCIS 193), which constitutes the refereed proceedings of the First International Conference on Computing and Communications, ACC 2011, held in Kochi, India, in July 2011. The 72 revised full papers presented in this volume were carefully reviewed and selected from a large number of submissions. The papers are organized in topical sections on database and information systems; distributed software development; human computer interaction and interface; ICT; internet and Web computing; mobile computing; multi agent systems; multimedia and video systems; parallel and distributed algorithms; security, trust and privacy.

**Software Engineering for Internet Applications** Eve Astrid Andersson 2006 After completing this self-contained course on server-based Internet applications software that grew out of an MIT course, students who start with only the knowledge of how to write and debug a computer program will have learned how to build sophisticated Web-based applications.

**Website Optimization** Andrew B. King 2008-07-08 Remember when an optimized website was one that merely didn't take all day to appear? Times have changed. Today, website optimization can spell the difference between enterprise success and failure, and it takes a lot more know-how to achieve success. This book is a comprehensive guide to the tips, techniques, secrets, standards, and methods of website optimization. From increasing site traffic to maximizing leads, from revving up responsiveness to increasing navigability, from prospect retention to closing more sales, the world of 21st century website optimization is explored, exemplified and explained. Website Optimization combines the disciplines of online marketing and site performance tuning to attain the competitive advantage necessary on today's Web. You'll learn how to improve your online marketing with effective paid and natural search engine visibility strategies, strengthened lead creation and conversion to sales methods, and gold-standard ad copywriting guidelines. Plus, your increased site speed, reduced download footprint, improved reliability, and improved navigability will work synergistically with those marketing methods to optimize your site's total effectiveness. In this book for business and IT managers, author Andrew King, president of Website Optimization, LLC, has assembled experts in several key specialties to teach you: Search engine optimization -- addressing best (and worst) practices to improve search engine visibility, including step-by-step keyword optimization guidelines, category and tag cloud creation, and guerilla PR techniques to boost inbound links and improve rankings Pay-per-click optimization -- including ad copywriting guidelines, setting profit-driven goals, calculating and optimizing bids, landing page optimization, and

campaign management tips Optimizing conversion rates -- increasing leads with site landing page guidelines, such as benefit-oriented copy, credibility-based design, value hierarchies, and tips on creating unique selling propositions and slogans Web performance tuning -- optimizing ways to use (X)HTML, CSS, and Ajax to increase speed, reduce your download footprint, and increase reliability Advanced tuning -- including client-side techniques such as on-demand content, progressive enhancement, and inline images to save HTTP requests. Plus server-side tips include improving parallelism, using cache control, browser sniffing, HTTP compression, and URL rewriting to remap links and preserve traffic Web metrics -- illustrating the best metrics and tools to gather details about visitors and measure web conversion and success rates. Covering both search marketing metrics and web performance measures including Pathloss and waterfall graphs Website Optimization not only provides you with a strategy for success, it also offers specific techniques for you and your staff to follow. A profitable website needs to be well designed, current, highly responsive, and optimally persuasive if you're to attract prospects, convert them to buyers, and get them to come back for more. This book describes precisely what you need to accomplish to achieve all of those goals.

*Networks of Control* Wolfie Christl 2016-09-29

*International Marketing* Jennifer Park 2015-11-09

*Software Engineering, Global Edition* Ian Sommerville 2016-03-23 For courses in computer science and software engineering The Fundamental Practice of Software Engineering Software Engineering introduces students to the overwhelmingly important subject of software programming and development. In the past few years, computer systems have come to dominate not just our technological growth, but the foundations of our world's major industries. This text seeks to lay out the fundamental concepts of this huge and continually growing subject area in a clear and comprehensive manner. The 10th Edition contains new information that highlights various technological updates of recent years, providing students with highly relevant and current information. Sommerville's experience in system dependability and systems engineering guides the text through a traditional plan-based approach that incorporates some novel agile methods. The text strives to teach the innovators of tomorrow how to create software that will make our world a better, safer, and more advanced place to live. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you'll gain instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed.

**Organizational Theory, Design, and Change** Gareth R. Jones 2006 This book provides students with a clear, contemporary, and fully Canadian context for understanding Organizational Theory and Change. It explores many facets of Organizational Design, including the challenges presented by emerging new technologies and the global environment. It also addresses the key issues and problems that inform the process of organizational change and transformation, identifying direct and clear managerial implications.

**Ringtone** Yves L. Doz 2018 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.

**Funology** M.A. Blythe 2006-03-28 This book reflects the move in Human Computer Interaction studies from standard usability concerns towards a wider set of problems to do with fun, enjoyment, aesthetics and the experience of use. Traditionally HCI has been concerned with work and task based applications but as digital technologies proliferate in the home fun becomes an important issue. There is an established body of knowledge and a range of techniques and methods for making products and interfaces usable, but far less is known about how to make them enjoyable. Perhaps in the future there will be a body of knowledge and a set of techniques for assessing the pleasure of interaction that will be as thorough as those that currently assess usability. This book is a first step towards that. It brings together a range of researchers from academia and industry to provide answers. Contributors include Alan Dix, Jacob Nielsen and Mary Beth Rosson as well as a number of other researchers from academia and industry.

*Information Technology for Management* Henry C. Lucas 2000 Information Technology for Management 7/e prepares students how to take an active role in the design, use, and management of information systems and technology by providing a broad treatment of issues relating to an organization, the technology used, and how systems are developed. The main focus deals with applying technology in an organization or transforming existing systems with the use of information technology.

**Using Information Technology** Brian K. Williams 1999

**Computer-Related Risks** Peter G. Neumann 1994-10-18 "This sobering description of many computer-related failures throughout our world deflates the hype and hubris of the industry. Peter Neumann analyzes the failure modes, recommends sequences for prevention and ends his unique book with some broadening reflections on the future." —Ralph Nader, *Consumer Advocate* This book is much more than a collection of computer mishaps; it is a serious, technically oriented book written by one of the world's leading experts on computer risks. The book summarizes many real events involving computer technologies and the people who depend on those technologies, with widely ranging causes and effects. It considers problems attributable to hardware, software, people, and natural causes. Examples include disasters (such as the Black Hawk helicopter and Iranian Airbus shootdowns, the Exxon Valdez, and various transportation accidents); malicious hacker attacks; outages of telephone systems and computer networks; financial losses; and many other strange happenstances (squirrels downing power grids, and April Fool's Day pranks). *Computer-Related Risks* addresses problems involving reliability, safety, security, privacy, and human well-being. It includes analyses of why these cases happened and discussions of what might be done to avoid recurrences of similar events. It is readable by technologists as well as by people merely interested in the uses and limits of technology. It is must reading for anyone with even a remote involvement with computers and communications—which today means almost everyone. *Computer-Related Risks*: Presents comprehensive coverage of many different types of risks Provides an essential system-oriented perspective Shows how technology can affect your life—whether you like it or not!

**Startup** Jerry Kaplan 2014-07-08 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.

**Ubiquitous Intelligence and Computing** Daqing Zhang 2009-07-06 This volume contains the proceedings of UIC 2009, the 6th International Conference on Ubiquitous Intelligence and Computing: Building Smart Worlds in Real and Cyber Spaces. The UIC 2009 conference was technically co-sponsored by the IEEE and the IEEE Computer Society Technical Committee on Scalable Computing. The conference was also sponsored by the Australian Centre of Excellence in Information and Communication Technologies (NICTA). UIC 2009 was accompanied by six workshops on a variety of research challenges within the area of ubiquitous intelligence and computing. The conference was held in Brisbane, Australia, July 7-9, 2009. The event was the sixth meeting of this conference series. USW 2005 (First International Workshop on Ubiquitous Smart World), held in March 2005 in Taiwan, was the first event in the series. This event was followed by UISW 2005 (Second International Symposium on Ubiquitous Intelligence and Smart Worlds) held in December 2005 in Japan. Since 2006, the conference has been held annually under the name UIC (International Conference on Ubiquitous Intelligence and Computing). UIC 2006 was held in September 2006 in Wuhan and Three Gorges, China, followed by UIC 2007 held in July 2007 in Hong Kong, and UIC 2008 held in June 2008 in Oslo, Norway. Ubiquitous sensors, computers, networks and information are paving the way toward a smart world in which computational intelligence is distributed throughout the physical environment to provide reliable and relevant services to people.

Software Engineering Ian Sommerville 2011-11-21 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Intended for introductory and advanced courses in software engineering. The ninth edition of Software Engineering presents a broad perspective of software engineering, focusing on the processes and techniques fundamental to the creation of reliable, software systems. Increased coverage of agile methods and software reuse, along with coverage of 'traditional' plan-driven software engineering, gives readers the most up-to-date view of the field currently available. Practical case studies, a full set of easy-to-access supplements, and extensive web resources make teaching the course easier than ever. The book is now structured into four parts: 1: Introduction to Software Engineering 2: Dependability and Security 3: Advanced Software Engineering 4: Software Engineering Management

*Hacking For Beginners* 2010-12-09

**Wireless Internet Access For Dummies?** Curt Simmons 2001-06-29 Wireless Internet Access For Dummies covers the essentials that beginning users need to explore the technology and gain an understanding of what Wireless Internet is, what it costs, how to get it, and any potential problems with wireless communication. This friendly guide includes descriptions of wireless devices (cell phones, pagers, handhelds, and wireless appliances), explains the different providers and service plans (AT&T, Sprint PCS, Microsoft, Ericsson, Nokia), and explains how to e-mail. Send instant messages, get stock updates, shop online, browse the Internet, get weather and news updates. And it even includes coverage of wireless access from abroad-for the technologically savvy business traveler. In short, Wireless Internet Access For Dummies completely demystifies wireless Internet for the new user!

Ubiquitous Computing Systems Haruhisa Ichikawa 2007-11-12 This book constitutes the refereed proceedings of the 4th International Symposium on Ubiquitous Computing Systems, UCS 2007, held in Tokyo, Japan, in November 2007. The 16 revised full papers and eight revised short papers presented were carefully reviewed and selected from 96 submissions. The papers are organized in topical sections on security and privacy, context awareness, sensing systems and sensor network, middleware, modeling

and social aspects, smart devices, and network.

*Supply Chain Management* Nada R. Sanders 2017-10-19 Supply chain management, rapidly-advancing and growing ever more important in the global business climate, requires an intense understanding of both underlying principles and practical techniques. Including both a broad overview of supply chain management and real-world examples of SCM in companies ranging from small to large, this book provides students with both the foundational material required to understand the subject matter and practical tips that demonstrate how the latest techniques are being applied. Spanning functional boundaries, this well-regarded book is now in its second edition and has quickly become a standard course text at many universities. This newest edition continues to provide a balanced, integrative, and business-oriented viewpoint of the material, and deeply explores how SCM is intertwined with other organizational functions. New material has been added to address the importance of big data analytics in SCM, as well as other technological advances such as 3-D printing, cloud computing, machine learning, driverless vehicles, the Internet of Things, RFID, and others.

*Microsoft Exchange Server 2010 Inside Out* Tony Redmond 2010-11-24 Dive into Exchange Server 2010 and SP1—and discover how to really put your messaging solutions to work! This well-organized and in-depth reference packs all the details you need to deploy and manage Exchange 2010, including hundreds of timesaving solutions, expert tips, and workarounds. Topics include preparing for the deployment of Exchange 2010; new features of Service Pack 1; using Remote PowerShell and the Exchange Management Shell; understanding how the new Role Based Access Control (RBAC) permissions model works and how to customize it to your requirements; the new high availability model for the Exchange Store and how to approach designs for Database Availability Groups; using compliance features such as archive mailboxes, retention policies, and multi-mailbox discovery searches; the new role of the Client Access Server as the MAPI endpoint for Microsoft Outlook clients; the redesign of Outlook Web App (OWA) and the introduction of the Exchange Control Panel; and many more topics to ease the roll-out of Microsoft's latest messaging server.

*Hacking Exposed Wireless* Johnny Cache 2007-04-10 Secure Your Wireless Networks the Hacking Exposed Way Defend against the latest pervasive and devastating wireless attacks using the tactical security information contained in this comprehensive volume. Hacking Exposed Wireless reveals how hackers zero in on susceptible networks and peripherals, gain access, and execute debilitating attacks. Find out how to plug security holes in Wi-Fi/802.11 and Bluetooth systems and devices. You'll also learn how to launch wireless exploits from Metasploit, employ bulletproof authentication and encryption, and sidestep insecure wireless hotspots. The book includes vital details on new, previously unpublished attacks alongside real-world countermeasures. Understand the concepts behind RF electronics, Wi-Fi/802.11, and Bluetooth Find out how hackers use NetStumbler, WiSPY, Kismet, KisMAC, and AiroPeek to target vulnerable wireless networks Defend against WEP key brute-force, aircrack, and traffic injection hacks Crack WEP at new speeds using Field Programmable Gate Arrays or your spare PS3 CPU cycles Prevent rogue AP and certificate authentication attacks Perform packet injection from Linux Launch DoS attacks using device driver-independent tools Exploit wireless device drivers using the Metasploit 3.0 Framework Identify and avoid malicious hotspots Deploy WPA/802.11i authentication and encryption using PEAP, FreeRADIUS, and WPA pre-shared keys

*DIY Media* Michele Knobel 2010 Schools remain notorious for co-opting digital technologies to «business as usual» approaches to teaching new literacies. DIY Media addresses this issue head-on, and describes expansive and creative practices of digital literacy that are increasingly influential and popular in contexts beyond the school, and whose educational potential is not yet being tapped to any significant

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degree in classrooms. This book is very much concerned with engaging students in do-it-yourself digitally mediated meaning-making practices. As such, it is organized around three broad areas of digital media: moving media, still media, and audio media. Specific DIY media practices addressed in the chapters include machinima, anime music videos, digital photography, podcasting, and music remixing. Each chapter opens with an overview of a specific DIY media practice, includes a practical how-to tutorial section, and closes with suggested applications for classroom settings. This collection will appeal not only to educators, but to anyone invested in better understanding - and perhaps participating in - the significant shift towards everyday people producing their own digital media.

**Video Vortex Reader II** Geert Lovink 2011

*Amazon Law Library* C. J. Rosenbaum 2016-08-02 Analysis and summary of cases involving Amazon.com across the United States.