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Mobiles magazine 2002-06 Mobiles magazine est depuis 1997 le magazine de référence en langue française sur les téléphones mobiles, avec plus de 15.000 pages publiées et 1.000 tests de produits depuis le n°1. Tous les mois, Mobiles magazine décrypte les tendances, teste les nouveaux modèles et apporte à ses lecteurs le meilleur des informations pratiques pour être à la pointe des usages et produits mobiles.

**Tempo** 2003

**30 Years of Mobile Phones in the UK** Nigel Linge 2015-10-15 The astonishing story of the development of the mobile phone in the UK

*RFID Handbook* Syed A. Ahson 2017-12-19 Radio Frequency Identification (RFID) tagging is now used by the department of defense and many of the world's largest retailers including Wal-Mart. As RFID continues to infiltrate industries worldwide, organizations must harness a clear understanding of this technology in order to maximize its potential and protect against the potential risks it poses. The RFID Handbook provides an overview of RFID technology, its associated security and privacy risks, and recommended practices that will enable organizations to realize productivity improvements while also protecting sensitive information and the privacy of individuals. Expert contributors present a host of applications including RFID enabled automated receiving, triage with RFID for massive incidents, RFID and NFC in relation to mobile phones, and RFID technologies for communication robots and a privacy preserving video surveillance system. The unprecedented coverage also includes detailed descriptions of adaptive splitting protocols as well as tree-based and probabilistic anti-collision protocols. Drawing on its distinguished editors and world-renowned contributors, this one-of-a-kind handbook serves as the ultimate reference on RFID, from basic research concepts to future applications.

**Advances in Computers** Marvin Zelkowitz 2011-09-21 The series covers new developments in computer technology. Most chapters present an overview of a

current subfield within computers, with many citations, and often include new developments in the field by the authors of the individual chapters. Topics include hardware, software, theoretical underpinnings of computing, and novel applications of computers. This current volume emphasizes architectural advances and includes five chapters on hardware development, games for mobile devices such as cell phones, and open source software development. The book series is a valuable addition to university courses that emphasize the topics under discussion in that particular volume as well as belonging on the bookshelf of industrial practitioners who need to implement many of the technologies that are described. Current information on power requirements for new processors Development of games for devices with limited screen sizes (e.g. cellular telephones) Open source software development Multicore processors

*HWM* 2002-11 Singapore's leading tech magazine gives its readers the power to decide with its informative articles and in-depth reviews.

Opera Mini 83 Success Secrets - 83 Most Asked Questions on Opera Mini - What You Need to Know Larry Delgado 2014-12-02 New, enriched Opera Mini. There has never been a Opera Mini Guide like this. It contains 83 answers, much more than you can imagine; comprehensive answers and extensive details and references, with insights that have never before been offered in print. Get the information you need--fast! This all-embracing guide offers a thorough view of key knowledge and detailed insight. This Guide introduces what you want to know about Opera Mini. A quick look inside of some of the subjects covered: Nokia 6000 series - Nokia 6275i, ItsNat - Requisites, platforms, Nokia Asha series - Nokia Xpress Browser, Incremental search - Specific applications, Spaces (social network), Huawei E5 - E5830s, Features of the Opera web browser - Opera Link, Nokia 2730 classic - Browsing, Browser wars Embedded devices, Danger Hiptop - Mobilicity Mobiflip / Sharp Jump / Sharp PV300GR (Sharp), Acid2 - Non-compliant applications, Nokia 3600 slide - Features, MarioNet split web browser - Proof of concept, Opera.com - Devices, Mobile web browser - Mobile HTML transcoders, Sony Ericsson W205, Opera.com - Usability and accessibility, Opera 7 - Version 9, Opera Mini - Awards, Features of the Opera web browser - Speed Dial, Nokia 2700 classic - Browsing, Opera Link - Speed Dial, Opera Mini - Functionality, Mobile Web - Limitations, Internet Channel, Opera Mini - Devices, Opera Mini - Market adoption, List of web browsers - For Java platform, Cross-origin resource sharing - Browser support, Opera Mini - History, Samsung SPH-M800 - Specifications, Mobile browser - Mobile HTML transcoders, Cross-document messaging - Support, Opera (web browser) - Mobile phones, Opera Mini - Network operators, Skyfire (web browser), Opera (web browser) - Tablets, Digest access authentication - Browser implementation, INQ1 - Supported functionality, and much more...

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

**Les inrockuptibles** 2002

Mobiles magazine 2008-10 Mobiles magazine est depuis 1997 le magazine de référence en langue française sur les téléphones mobiles, avec plus de 15.000 pages publiées et 1.000 tests de produits depuis le n°1. Tous les mois, Mobiles magazine décrypte les tendances, teste les nouveaux modèles et apporte à ses lecteurs le meilleur des informations pratiques pour être à la pointe des usages et produits mobiles.

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Encyclopedia of Cloud Computing San Murugesan 2016-05-09 The Encyclopedia of Cloud Computing provides IT professionals, educators, researchers and students with a compendium of cloud computing knowledge. Authored by a spectrum of subject matter experts in industry and academia, this unique publication, in a single volume, covers a wide range of cloud computing topics, including technological trends and developments, research opportunities, best practices, standards, and cloud adoption. Providing multiple perspectives, it also addresses questions that stakeholders might have in the context of development, operation, management, and use of clouds. Furthermore, it examines cloud computing's impact now and in the future. The encyclopedia presents 56 chapters logically organized into 10 sections. Each chapter covers a major topic/area with cross-references to other chapters and contains tables, illustrations, side-bars as appropriate. Furthermore, each chapter presents its summary at the beginning and backend material, references and additional resources for further information.

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India Today 2004

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**Cine Blitz** 2003

Tiempo de hoy 2003-03

**InfoWorld** 1999-03-15 InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

**Kapital** 2002

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

**Mobiles magazine** 2003-09 Mobiles magazine est depuis 1997 le magazine de référence en langue française sur les téléphones mobiles, avec plus de 15.000 pages publiées et 1.000 tests de produits depuis le n°1. Tous les mois, Mobiles magazine décrypte les tendances, teste les nouveaux modèles et apporte à ses lecteurs le meilleur des informations pratiques pour être à la pointe des usages et produits mobiles.

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Newsline 2003

Outlook 2003

Goldman Sachs 1999

Drum 2002-11

**AdvancED Flash on Devices** Scott Janousek 2009-10-22 AdvancED Flash on Devices begins with a discussion of the mobile development landscape—the different players, tools, hardware, platforms, and operating systems. The second part of the book covers Flash Lite and how to take advantage newer features supported in Flash Lite 3.x. Then, the book covers AIR applications for multiple screens and includes topics such as: How to utilize new features of AIR 1.5 and Flash 10 as well as pitfalls to be aware of when building an AIR application for mobile How to include platform and context awareness for better adaptation How to adopt an application on multiple devices using dynamic graphical GUI Creating two full working real life touch screen mobile application The last part of the book covers creating Flex applications running Flash 9 and 10 in mobile device browsers and includes topics such as: How to adopt Flex for multiple mobile device browsers How to create various video players for Flash Lite and Flash 10 and optimize your content. How to take advantage of Flash Media Server Experienced Flash and ActionScript programmers who want to extend their skills to mobile platforms should find this book a great help in developing in this exciting and expanding marketplace.

*Programming the Mobile Web* Maximiliano Firtman 2013-03-15 The market for mobile apps continues to evolve at a breakneck pace, as tablets join the parade of smartphones and feature phones. If you're an experienced web developer, this second edition of this popular book shows you how to build HTML5 and CSS3-based apps that access geolocation, accelerometer, multi touch screens and other features in these mobile devices. You'll learn how to build a standard app core that you can extend to work with specific devices. You'll also discover how to deal with platform variations, browsers, native web platforms, HTML5 compatibility, design patterns for mobile development, and other issues. Learn how to use your existing web skills to move into mobile development Discover the particulars and pitfalls of building mobile apps with HTML5, CSS, and other standard web tools Create effective user interfaces in the mobile environment for touch and non-touch devices Understand variations among iOS, Android, Windows Phone, BlackBerry, and other mobile platforms Bypass the browser to create full screen and native web apps, e-books and Apache Cordova (PhoneGap) applications Build apps for the App Store, Google Play Store, Windows

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Marketplace, App World, and other online retailers

**Micro Java Game Development** David Fox 2002 Micro Java Games Development explains game development for devices that support J2ME MIDP. The six parts cover a full range of topics, from a tour of all available micro-devices (Palms, cell phones and pagers), a discussion of software standards apart from J2ME (cell phones, messaging, I-mode and wireless enhancements such as Bluetooth), and available J2ME extensions (Siemens, Ericsson, Nokia), development tools and restrictions, to the creation of a meaty J2ME game!

**Mobiles magazine** 2007-12 Mobiles magazine est depuis 1997 le magazine de référence en langue française sur les téléphones mobiles, avec plus de 15.000 pages publiées et 1.000 tests de produits depuis le n°1. Tous les mois, Mobiles magazine décrypte les tendances, teste les nouveaux modèles et apporte à ses lecteurs le meilleur des informations pratiques pour être à la pointe des usages et produits mobiles.

Business World 2004

**Nouveau Paris Match** 2003-05

**Veja** 2005

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.

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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.

Mobiles magazine 2003-04 Mobiles magazine est depuis 1997 le magazine de référence en langue française sur les téléphones mobiles, avec plus de 15.000 pages publiées et 1.000 tests de produits depuis le n°1. Tous les mois, Mobiles magazine décrypte les tendances, teste les nouveaux modèles et apporte à ses lecteurs le meilleur des informations pratiques pour être à la pointe des usages et produits mobiles.

*Femina* 2004

**Журнал «Хакер» No10/2014** 2017-05-20 «Хакер» – это культовый журнал для тех, кто страстно увлечен современными технологиями. Для тех, кто хочет развиваться в IT или просто быть на острие. В каждом номере: подробные HOWTO, практические материалы по разработке и администрированию, интервью с выдающимися людьми, создавших технологические продукты и известные IT-компании, и, конечно, экспертные статьи о хакерстве и информационной безопасности. Мы предельно открыто пишем о существующих проблемах, рассказывая, как их могут использовать злоумышленники. При этом легкость изложения, даже невероятно сложных тем, – наш конек. У издания нет аналогов ни в России, ни в мире. В номере: На смерть Трукрипта CyberSafe – шифровальщик на все случаи жизни 20 лет истории смартфонов Как телефоны превратились в карманные компьютеры Карманный Макинтош История о том, как Стив Джобс превратил Mac OS X в мобильную ОС Криптография под прицелом Ищем ключи криптографических алгоритмов C++ в браузере Вкуриваем в технологию Native Client от Гугла Лето руля, право руля Обзор средств администрирования OpenLMIPicaso 3D Designer Обзор российского 3D-принтера и многое другое

**Jeune Afrique L'intelligent** 2002