3g Module Usr Iot

Over 60 recipes will help you build smart IoT solutions and surprise yourself with captivating IoT projects you thought only existed in Bond movies About This Book This book offers key solutions and advice to address the hiccups faced when working on Arduino-based IoT projects in the real world Take your existing skills and capabilities to the next level by building challenging IoT applications with ease. Be the tech disruptor you always wanted to be with key recipes that help you solve Arduino IoT related problems smarter and faster. Put IoT to work through recipes on building Arduino-based devices that take control of your home, health, and life! Who This Book Is For This book is primarily for tech enthusiasts and early IoT adopters who would like to make the most of IoT and address the challenges encountered while developing IoT-based applications with Arduino. This book is also good for developers with basic electronics knowledge who need help to successfully build Arduino projects. What You Will Learn Monitor several Arduino boards simultaneously Tweet sensor data directly from your Arduino board Post updates on your Facebook wall directly from your Arduino board Create an automated access control with a fingerprint sensor Control your entire home from a single dashboard Make a GPS tracker that you can track in Google Maps Build a live camera that streams directly from your robot In Detail Arduino is a powerful and very versatile platform used by millions of people around the world to create DIY electronics projects. It can be connected to a wide variety of sensors and other components, making it the ideal platform to build amazing Internet of Things (IoT) projects on—the next wave in the era of computing. This book takes a recipe-based approach, giving you precise examples on how to build IoT projects of all types using the Arduino platform. You will come across projects from several fields, including the popular robotics and home automation domains. Along with being introduced to several forms of interactions within IoT, including projects that directly interact with well-known web services such as Twitter, Facebook, and Dropbox we will also focus on Machine-to-Machine (M2M) interactions, where Arduino projects interact without any human intervention. You will learn to build a few quick and easy-to-make fun projects that will really expand your horizons in the world of IoT and Arduino. Each chapter ends with a troubleshooting recipe that will help you overcome any problems faced while building these projects. By the end of this book, you will not only know how to build these projects, but also have the skills necessary to build your own IoT projects in the future. Style and approach This book takes a recipe-based approach, giving you precise examples on how to build IoT projects using the Arduino platform. You will learn to build fun and easy projects through a task-oriented approach.

Discover how every solution that is in some way related to the IoT needs a platform and how to create that platform. This book is about being agile and reducing your time to market without breaking the bank. It is about designing something that you can scale incrementally without a lot of rework and potentially disrupting the current work. So, the key questions are: What does it take? How long does it take? And, how much does it take to build your own IoT platform? This book answers these questions and provides you with a step-by-step guidance on how to build your own IoT platform. In this book, the author bursts the bubble and highlights how the core of an IoT platform looks like. There are always some must-haves and some nice-to-haves. This book will distinguish the two and focus on how to build the must-haves. Building your IoT platform is not only the biggest cost saver but can also be a satisfying learning experience. In this edition, we will undertake a sample project to further clarify the concepts we learn; additional chapters would show you the hardware interface. What You Will Learn: · Learn how to architect an interconnected system. · Learn how to develop flexible architecture. · Learn to prioritize system requirements with a bottom-up approach. · Be able to create a redundant communications platform. · Be able to create an end-to-end application using the guidelines in this book. Who Is This Book For IoT developers with basic-to-intermediate programming skills would benefit from this book.

Leverage the power of Linux to develop captivating and powerful embedded Linux projects About This Book Explore the best practices for all embedded product development stages Learn about the compelling features offered by the Yocto Project, such as customization, virtualization, and many more Minimize project costs by using open source tools and programs Who This Book Is For If you are a developer who wants to build embedded systems using Linux, this book is for you. It is the ideal guide for you if you want to become proficient and broaden your knowledge. A basic understanding of C programming and experience with systems programming is needed. Experienced embedded Yocto developers will find new insight into working methodologies and ARM specific development competence. What You Will Learn Use the Yocto Project in the embedded Linux development process Get familiar with and customize the bootloader for a board Discover more about real-time layer, security, virtualization, CGL, and LSB See development workflows for the U-Boot and the Linux kernel, including debugging and optimization Understand the open source licensing requirements and how to comply with them when cohabiting with proprietary programs Optimize your production systems by reducing the size of both the Linux kernel and root filesystems Understand device trees and make changes to accommodate new hardware on your device Design and write multi-threaded applications using POSIX threads Measure real-time latencies and tune the Linux kernel to minimize them In Detail Embedded Linux is a complete Linux distribution employed to operate embedded devices such as smartphones, tablets, PDAs, set-top boxes, and many more. An example of an embedded Linux distribution is Android, developed by Google. This learning path starts with the module Learning Embedded Linux Using the Yocto Project. It introduces embedded Linux software and hardware architecture and presents information about the bootloader. You will go through Linux kernel features and source code and get an overview of the Yocto Project components available. The next module Embedded Linux Projects Using Yocto Project Cookbook takes you through the installation of a professional embedded Yocto setup, then advises you on best practices. Finally, it explains how to quickly get hands-on with the Freescale ARM ecosystem and community layer using the affordable and open source Wandboard embedded board. Moving ahead, the final module Mastering Embedded Linux Programming takes you through the product cycle and gives you an in-depth description of the components and options that are available at each stage. You will see how functions are split between processes and the usage of POSIX threads. By the end of this learning path, your capabilities will be enhanced to create robust and versatile embedded projects. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Learning Embedded Linux Using the Yocto Project by Alexandru Vaduva Embedded Linux Projects Using Yocto Project Cookbook by Alex Gonzalez Mastering Embedded Linux Programming by Chris Simmonds Style and approach This comprehensive, step-by-step, pragmatic guide enables you to build custom versions of Linux for new embedded systems with examples that are immediately applicable to your embedded developments. Practical examples provide an easy-to-follow way to learn Yocto project development using the best practices and working methodologies. Coupled with hints and best practices, this will help you understand embedded Linux better.

This book provides an accessible and comprehensive tutorial on the key enabling technologies for 5G and beyond, covering both the fundamentals and the state-of-the-art 5G standards. The book begins with a historical overview of the evolution of cellular technologies and addresses the questions on why 5G and what is 5G. Following this, six tutorial chapters describe the fundamental technology components for 5G and beyond. These include modern advancements in channel coding, multiple access, massive multiple-input and multiple-output (MIMO), network densification, unmanned aerial vehicle enabled cellular networks, and 6G wireless systems. The second part of this book consists of five chapters that introduce the basics of 5G New Radio (NR) standards developed by 3GPP. These include 5G architecture, protocols, and physical layer aspects. The third part of this book provides an overview of the key 5G NR evolution directions. These directions include ultra-reliable low-latency communication (URLLC) enhancements, operation in unlicensed spectrum, positioning, integrated access and backhaul, air-to-ground communication, and non-terrestrial networks with satellite communication.

Build Your Own IoT Platform
A Remote Monitoring and Diagnosis Method Based on Four-Layer IoT Frame Perception
Digital Economy Report 2019
Data Analytics and Management
Technologies and Applications
Wireless Communications and Networks
Hacking Connected Cars

Take your Android programming skills to the next level by unleashing the potential of Android Studio Expert Android Studio bridges the gap between your Android programing skills with the provided tools including Android Studio, NDK, Gradle and Plugins for IntelliJ Idea Platform. Packed with best practices and advanced tips and techniques on Android tools, development cycle, continuos integration, release management, testing, and performance, this book offers professional guidance to experienced developers who want to push the boundaries of the Android platform with the developer tools. You'll discover how to use the tools and techniques to unleash your true potential as a developer. Discover the basics of working in Android Studio and Gradle, as well as the application architecture of the latest Android platform Understand Native Development Kit and its integration with Android Studio Complete your development lifecycle with automated tests, dependency management, continuos integration and release management Writing your own Gradle plugins to customize build cycle Writing your own plugins for Android Studio to help your development tasks. Expert Android Studio is a tool for expert and experienced developers who want to learn how to make use of the tools while creating Android applications for use on mobile devices.

Prepare for CompTIA Network+ N10-007 exam success with this CompTIA approved Exam Cram from Pearson IT Certification, a leader in IT Certification learning and a CompTIA Authorized Platinum Partner. This is the eBook version of the print title. Note that the eBook may not provide access to the practice test software that accompanies the print book. Access to the digital edition of the Cram Sheet is available through product registration at Pearson IT Certification; or see the instructions in the back pages of your eBook. CompTIA® Network+ N10- 007 Exam Cram, Sixth Edition is the perfect study guide to help you pass CompTIA's Network+ N10-007 exam. It provides coverage and practice questions for every exam topic, including substantial new coverage of security, cloud networking, IPv6, and wireless technologies. The book presents you with an organized test-preparation routine through the use of proven series elements and techniques. Exam topic lists make referencing easy. Exam Alerts, Sidebars, and Notes interspersed throughout the text keep you focused on what you need to know. Cram Quizzes help you assess your knowledge, and the Cram Sheet tear card is the perfect last-minute review. Covers the critical information you'll need to know to score higher on your CompTIA Network+ (N10-007) exam! · Understand modern network topologies, protocols, and infrastructure · Implement networks based on specific requirements · Install and configure DNS and DHCP · Monitor and analyze network traffic · Understand IPv6 and IPv4 addressing, routing, and switching · Perform basic router/switch installation and configuration · Explain network device functions in cloud environments · Efficiently implement and troubleshoot WANs · Install, configure, secure, and troubleshoot wireless networks · Apply patches/updates, and support change/configuration management · Describe unified communication technologies · Segment and optimize networks · Identify risks/threats, enforce policies and physical security, configure firewalls, and control access · Understand essential network forensics concepts · Troubleshoot routers, switches, wiring, connectivity, and security

A comprehensive overview of the Internet of Things' core concepts, technologies, and applications Internet of Things A to Z offers a holistic approach to the Internet of Things (IoT) model. The Internet of Things refers to uniquely identifiable objects and their virtual representations in an Internet-like structure. Recently, there has been a rapid growth in research on IoT communications and networks, that confirms the scalability and broad reach of the core concepts. With contributions from a panel of international experts, the text offers insight into the ideas, technologies, and applications of this subject. The authors discuss recent developments in the field and the most current and emerging trends in IoT. In addition, the text is filled with examples of innovative applications and real-world case studies. Internet of Things A to Z fills the need for an up-to-date volume on the topic. This important book: Covers in great detail the core concepts, enabling technologies, and implications of the Internet of Things Addresses the business, social, and legal aspects of the Internet of Things Explores the critical topic of security and privacy challenges for both individuals and organizations Includes a discussion of advanced topics such as the need for standards and interoperability Contains contributions from an international group of experts in academia, industry, and research Written for ICT researchers, industry professionals, and lifetime IT learners as well as academics and students, Internet of Things A to Z provides a much-needed and comprehensive resource to this burgeoning field.

Explore real-world threat scenarios, attacks on mobile applications, and ways to counter them About This Book Gain insights into the current threat landscape of mobile applications in particular Explore the different options that are available on mobile platforms and prevent circumventions made by attackers This is a step-by-step guide to setting up your own mobile penetration testing environment Who This Book Is For If you are a mobile application evangelist, mobile application developer, information security practitioner, penetration tester on infrastructure web applications, an application security professional, or someone who wants to learn mobile application security as a career, then this book is for you. This book will provide you with all the skills you need to get started with Android and iOS pen-testing. What You Will Learn Gain an in-depth understanding of Android and iOS architecture and the latest changes Discover how to work with different tool suites to assess any application Develop different strategies and techniques to connect to a mobile device Create a foundation for mobile application security principles Grasp techniques to attack different components of an Android device and the different functionalities of an iOS device Get to know secure development strategies for both iOS and Android applications Gain an understanding of threat modeling mobile applications Get an in-depth understanding of both Android and iOS implementation vulnerabilities and how to provide counter-measures while developing a mobile app In Detail Mobile security has come a long way over the last few years. It has transitioned from "should it be done?" to "it must be done!"Alongside the growing number of devises and applications, there is also a growth in the volume of Personally identifiable information (PII), Financial Data, and much more. This data needs to be secured. This is why Pen-testing is so important to modern application developers. You need to know how to secure user data, and find vulnerabilities and loopholes in your application that might lead to security breaches. This book gives you the necessary skills to security test your mobile applications as a beginner, developer, or security practitioner. You'll start by discovering the internal components of an Android and an iOS application. Moving ahead, you'll understand the inter-process working of these applications. Then you'll set up a test environment for this application using various tools to identify the loopholes and vulnerabilities in the structure of the applications. Finally, after collecting all information about these security loop holes, we'll start securing our applications from these threats. Style and approach This is an easy-to-follow guide full of hands-on examples of real-world attack simulations. Each topic is explained in context with respect to testing, and for the more inquisitive, there are more details on the concepts and techniques used for different platforms.

LTE and LTE-Advanced
Linux: Embedded Development
Tools and Techniques for Fighting Malicious Code
Abusing the Internet of Things
A guide to attacking embedded systems and protecting them against the most common hardware attacks
BeagleBone Robotic Projects
Porting, Extending, and Customizing

This book includes original unpublished contributions presented at the International Conference on Data Analytics and Management (ICDAM 2020), held at Jan Wyzykowski University, Poland, during June 2020. The book covers the topics in data analytics, data management, big data, computational intelligence, and communication networks. The book presents innovative work by leading academics, researchers, and experts from industry which is useful for young researchers and students.

The aim of this book is to provide comprehensive knowledge of wireless communication for undergraduate students. The flow of topics is maintained in the text which starts from fundamentals of Wireless Communications and proceeds to give a detailed account of 2G, 2.5 G and 3G of Wireless Communications. Emphasis is given on detailed coverage of GSM, GPRS Techniques and WLAN. The concepts of integration architecture, which is the step towards the 4G networks, Mobile Internet Protocol and WiMAX have been discussed in depth. Several references have been provided at end of each chapter for further reading. It uses a wide range of examples and other teaching aids, making it suitable for self-study and university classes.

Learn practical uses for some of the hottest tech applications trending among technology professionals We are living in an era of digital revolution. On the horizon, many emerging digital technologies are being developed at a breathtaking speed. Whether we like it or not, whether we are ready or not, digital technologies are going to penetrate more and more, deeper and deeper, into every aspect of our lives. This is going to fundamentally change how we live, how we work, and how we socialize. Java, as a modern high-level programming language, is an excellent tool for helping us to learn these digital technologies, as well as to develop digital applications, such as IoT, AI, Cybersecurity, Blockchain and more. Practical Java Programming uses Java as a tool to help you learn these new digital technologies and to be better prepared for the future changes. Gives you a brief overview for getting started with Java Programming Dives into how you can apply your new knowledge to some of the biggest trending applications today Helps you understand how to program Java to interact with operating systems, networking, and mobile applications Shows you how Java can be used in trending tech applications such as IoT (Internet of Things), AI (Artificial Intelligence), Cybersecurity, and Blockchain Get ready to find out firsthand how Java can be used for connected home devices, healthcare, the cloud, and all the hottest tech applications.

Updated with the latest advances from the field, GUIDE TO COMPUTER FORENSICS AND INVESTIGATIONS, Fifth Edition combines all-encompassing topic coverage and authoritative information from seasoned experts to deliver the most comprehensive forensics resource available. This proven author team's wide ranging areas of expertise mirror the breadth of coverage provided in the book, which focuses on techniques and practices for gathering and analyzing evidence used to solve crimes involving computers. Providing clear instruction on the tools and techniques of the trade, it introduces readers to every step of the computer forensics investigation-from lab set-up to testifying in court. It also details step-by-step guidance on how to use current forensics software. Appropriate for learners new to the field, it is also an excellent refresher and technology update for professionals in law enforcement, investigations, or computer security. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Value Creation and Capture - Implications for Developing Countries
Internet of Things A to Z
Guide to Computer Forensics and Investigations
Generic Programming and Design Patterns Applied
Instant Optimizing Embedded Systems using Busybox
Fundamentals and Standards
Malware Analyst's Cookbook and DVD

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 indispensible guide to how Android works.

Building Wireless Community Networks is about getting people online using wireless network technology. The 802.11b standard (also known as WiFi) makes it possible to network towns, schools, neighborhoods, small business, and almost any kind of organization. All that's required is a willingness to cooperate and share resources. The first edition of this book helped thousands of people engage in community networking activities. At the time, it was impossible to predict how quickly and thoroughly WiFi would penetrate the marketplace. Today, with WiFi-enabled computers almost as common as Ethernet, it makes even more sense to take the next step and network your community using nothing but freely available radio spectrum. This book has showed many people how to make their network available, even from the park bench, how to extend high-speed Internet access into the many areas not served by DSL and cable providers, and how to build working communities and a shared though intangible network. All that's required to create an access point for high-speed Internet connection is a gateway or base station. Once that is set up, any computer with a wireless card can log onto the network and share its resources. Rob Flickenger built such a network in northern California, and continues to participate in network-building efforts. His nuts-and-bolts guide covers: Selecting the appropriate equipment Finding antenna sites, and building and installing antennas Protecting your network from inappropriate access New network monitoring tools and techniques (new) Regulations affecting wireless deployment (new) IP network administration, including DNS and IP Tunneling (new) His expertise, as well as his sense of humor and enthusiasm for the topic, makes Building Wireless Community Networks a very useful and readable book for anyone interested in wireless connectivity.

This book is a marvellous thing: an important intervention in the policy debate about information security and a practical text for people trying to improve the situation. — Cory Doctorowauthor, co-editor of Boing Boing A future with billions of connected "things" includes monumental security concerns. This practical book explores how malicious attackers can abuse popular IoT-based devices, including wireless LED lightbulbs, electronic door locks, baby monitors, smart TVs, and connected cars. If you're part of a team creating applications for Internet-connected devices, this guide will help you explore security solutions. You'll not only learn how to uncover vulnerabilities in existing IoT devices, but also gain deeper insight into an attacker's tactics. Analyze the design, architecture, and security issues of wireless lighting systems Understand how to breach electronic door locks and their wireless mechanisms Examine security design flaws in remote-controlled baby monitors Evaluate the security design of a suite of IoT-connected home products Scrutinize security vulnerabilities in smart TVs Explore research into security weaknesses in smart cars Delve into prototyping techniques that address security in initial designs Learn plausible attacks scenarios based on how people will likely use IoT devices

This book introduces the Zynq MPSoC (Multi-Processor System-on-Chip), an embedded device from Xilinx. The Zynq MPSoC combines a sophisticated processing system that includes ARM Cortex-A53 applications and ARM Cortex-R5 real-time processors, with FPGA programmable logic. As well as guiding the reader through the architecture of the device, design tools and methods are also covered in detail: both the conventional hardware/software co-design approach, and the newer software-defined methodology using Xilinx's SDx development environment. Featured aspects of Zynq MPSoC design include hardware and software development, multiprocessing, safety, security and platform management, and system booting. There are also special features on PYNQ, the Python-based framework for Zynq devices, and machine learning applications. This book should serve as a useful guide for those working with Zynq MPSoC, and equally as a reference for technical managers wishing to gain familiarity with the device and its associated design methodologies.

API Features and Arduino Projects for Linux Programmers
Building a Pentesting Lab for Wireless Networks
Modern Embedded Computing
Expert Android Studio
A Hands-On Approach for Application Development
ESP8266 Internet of Things Cookbook
5G and Beyond

A computer forensics "how-to" for fighting malicious code andanalyzing incidents With our ever-increasing reliance on computers comes anever-growing risk of malware. Security professionals will findplenty of solutions in this book to the problems posed by viruses,Trojan horses, worms, spyware, rootkits, adware, and other invasivesoftware. Written by well-known malware experts, this guide revealssolutions to numerous problems and includes a DVD of customprograms and tools that illustrate the concepts, enhancing yourskills. Security professionals face a constant battle against maliciousssoftware; this practical manual will improve your analyticalcapabilities and provide dozens of valuable and innovativesolutions Covers classifying malware, packing and unpacking, dynamicmalware analysis, decoding and decrypting, rootkit detection,memory forensics, open source malware research, and much more Includes generous amounts of source code in C, Python, and Perlto extend your favorite tools or build new ones, and customprograms on the DVD to demonstrate the solutions Malware Analyst's Cookbook is indispensible to ITsecurity administrators, incident responders, forensic analysts,and malware researchers.

Intel® Galileo and Intel® Galileo Gen 2: API Features and Arduino Projects for Linux Programmers provides detailed information about Intel® Galileo and Intel® Galileo Gen 2 boards for all software developers interested in Arduino and the Linux platform. The book covers the new Arduino APIs and is an introduction for developers on natively using Linux. Author Manoel Carlos Ramon is a member of the Intel Galileo development team; in this book he draws on his practical experience in working on the Galileo project as he shares the team's findings, problems, fixes, workarounds, and techniques with the open source community. His areas of expertise are wide-ranging, including Linux-embedded kernel and device drivers, C/C++, Java, OpenGL, Assembler, Android NDK/SDK/ADK, and 2G/3G/4G modem integration. He has more than 17 years of experience in research and development of mobile devices and embedded circuits. His personal blog about programming is BytesThink (www.bytesthink.com).

Filled with practical, step-by-step instructions and clear explanations for the most important and useful tasks. A step-by-step guide which provides concise and clear recipes for getting started with Busybox.If you are an embedded system developer or Android developer who wishes to learn to build an embedded (Android Linux) system from scratch, as well as to optimize the system performance, then this book will be great for you. It's assumed that you have some experience in Linux and UNIX utilities. If you are a new developer, this book will also help you to get started with Busybox and Android Linux development.

Summary HTTP/2 in Action is a complete guide to HTTP/2, one of the core protocols of the web. Because HTTP/2 has been designed to be easy to transition to, including keeping it backwards compatible, adoption is rapid and expected to increase over the next few years. Concentrating on practical matters, this interesting book presents key HTTP/2 concepts such as frames, streams, and multiplexing and explores how they affect the performance and behavior of your websites. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology HTTP—Hypertext Transfer Protocol—is the standard for exchanging messages between websites and browsers. And after 20 years, it's gotten a much-needed upgrade. With support for streams, server push, header compression, and prioritization, HTTP/2 delivers vast improvements in speed, security, and efficiency. About the Book HTTP/2 in Action teaches you everything you need to know to use HTTP/2 effectively. You'll learn how to optimize web performance with new features like frames, multiplexing, and push. You'll also explore real-world examples on advanced topics like flow control and dependencies. With ready-to-implement tips and best practices, this practical guide is sure to get you—and your websites—up to speed! What's Inside HTTP/2 for web developers Upgrading and troubleshooting Real-world examples and case studies QUIC and HTTP/3 About the Reader Written for web developers and site administrators. About the Authors Barry Pollard is a professional developer with two decades of experience developing, supporting, and tuning software and infrastructure. Table of Contents PART 1 MOVING TO HTTP/2 Web technologies and HTTP The road to HTTP/2 Upgrading to HTTP/2 PART 2 USING HTTP/2 HTTP/2 protocol basics Implementing HTTP/2 push Optimizing for HTTP/2 PART 3 ADVANCED HTTP/2 Advanced HTTP/2 concepts HPACK header compression PART 4 THE FUTURE OF HTTP TCP, QUIC, and HTTP/3 Where HTTP goes from here

Node.js for Embedded Systems
Mastering Python Networking
Mobile Terminal Receiver Design
Collaborative Internet of Things (C-IoT)
Big Data, Cloud and Applications
Proceedings of ICDAM
CompTIA PenTest+ PT0-001 Cert Guide

In order to carry out data analytics, we need powerful and flexible computing software. However the software available for data analytics is often proprietary and can be expensive. This book reviews Apache tools, which are open source and easy to use. After providing an overview of the background of data analytics, covering the different types of analysis and the basics of using Hadoop as a tool, it focuses on different Hadoop ecosystem tools, like Apache Flume, Apache Spark, Apache Storm, Apache Hive, R, and Python, which can be used for different types of analysis. It then examines the different machine learning techniques that are useful for data analytics, and how to visualize data with different graphs and charts. Presenting data analytics from a practice-oriented viewpoint, the book discusses useful tools and approaches for data analytics, supported by concrete code examples. The book is a valuable reference resource for graduate students and professionals in related fields, and is also of interest to general readers with an understanding of data analytics.

New edition of the bestselling guide to mastering Python Networking, updated to Python 3 and including the latest on network data analysis, Cloud Networking, Ansible 2.8, and new libraries Key FeaturesExplore the power of Python libraries to tackle difficult network problems efficiently and effectively, including pyATS, Nornir, and Ansible 2.8Use Python and Ansible for DevOps, network device automation, DevOps, and software-defined networkingBecome an expert in implementing advanced network-related tasks with Python 3Book Description Networks in your infrastructure set the foundation for how your application can be deployed, maintained, and serviced. Python is the ideal language for network engineers to explore tools that were previously available to systems engineers and application developers. In Mastering Python Networking, Third edition, you'll embark on a Python-based journey to transition from traditional network engineers to network developers ready for the next-generation of networks. This new edition is completely revised and updated to work with Python 3. In addition to new chapters on network data analysis with ELK stack (Elasticsearch, Logstash, Kibana, and Beats) and Azure Cloud Networking, it includes updates on using newer libraries such as pyATS and Nornir, as well as Ansible 2.8. Each chapter is updated with the latest libraries with working examples to ensure compatibility and understanding of the concepts. Starting with a basic overview of Python, the book teaches you how it can interact with both legacy and API-enabled network devices. You will learn to leverage high-level Python packages and frameworks to perform network automation tasks, monitoring, management, and enhanced network security followed by Azure and AWS Cloud networking. Finally, you will use Jenkins for continuous integration as well as testing tools to verify your network. What you will learnUse Python libraries to interact with your networkIntegrate Ansible 2.8 using Python to control Cisco, Juniper, and Arista network devicesLeverage existing Flask web frameworks to construct high-level APIsLearn how to build virtual networks in the AWS & Azure CloudLearn how to use Elastic Stack for network data analysisUnderstand how Jenkins can be used to automatically deploy changes in your networkUse PyTest and Unittest for Test-Driven Network Development in networking engineering with PythonWho this book is for Mastering Python Networking, Third edition is for network engineers, developers, and SREs who want to use Python for network automation, programmability, and data analysis. Basic familiarity with Python programming and networking-related concepts such as Transmission Control Protocol/Internet Protocol (TCP/IP) will be useful.

How can we build bridges from the digital world of the Internet to the analog world that surrounds us? By bringing accessibility to embedded components such as sensors and microcontrollers, JavaScript and Node.js might shape the world of physical computing as they did for web browsers. This practical guide shows hardware and software engineers, makers, and web developers how to talk in JavaScript with a variety of hardware platforms. Authors Patrick Mulder and Kelsey Breseman also delve into the basics of microcontrollers, single-board computers, and other hardware components. Use JavaScript to program microcontrollers with Arduino and Espruino Prototype IoT devices with the Tessel 2 development platform Learn about electronic input and output components, including sensors Connect microcontrollers to the Internet with the Particle Photon toolchain Run Node.js on single-board computers such as Raspberry Pi and Intel Edison Talk to embedded devices with Node.js libraries such as Johnny-Five, and remotely control the devices with Bluetooth Use MQTT as a message broker to connect devices across networks Explore ways to use robots as building blocks for shared experiences

In this study, a real-time remote monitoring and fault diagnosis method has been developed based on the Internet of Things (IoT) frame perception, and successfully applied to a mine hoist system. The proposed method combines the sensor technology, online monitoring technology, wireless transmission technology, and fault diagnosis technology.

Modern C++ Design
Designing Connected, Pervasive, Media-rich Systems
Internet of Things with Arduino Cookbook
With Pynq and Machine Learning Applications
IPv6 Introduction and Configuration
Third International Conference, BDCA 2018, Kenitra, Morocco, April 4–5, 2018, Revised Selected Papers
Blackouts, Freakouts, and Stakeouts

A field manual on contextualizing cyber threats, vulnerabilities, and risks to connected cars through penetration testing and risk assessment Hacking Connected Cars deconstructs the tactics, techniques, and procedures (TTPs) used to hack into connected cars and autonomous vehicles to help you identify and mitigate vulnerabilities affecting cyber-physical vehicles. Written by a veteran of risk management and penetration testing of IoT devices and connected cars, this book provides a detailed account of how to perform penetration testing, threat modeling, and risk assessments of telematics control units and infotainment systems. This book demonstrates how vulnerabilities in wireless networking, Bluetooth, and GSM can be exploited to affect confidentiality, integrity, and availability of connected cars. Passenger vehicles have experienced a massive increase in connectivity over the past five years, and the trend will only continue to grow with the expansion of The Internet of Things and increasing consumer demand for always-on connectivity. Manufacturers and OEMs need the ability to push updates without requiring service visits, but this leaves the vehicle's systems open to attack. This book examines the issues in depth, providing cutting-edge preventative tactics that security practitioners, researchers, and vendors can use to keep connected cars safe without sacrificing connectivity. Perform penetration testing of infotainment systems and telematics control units through a step-by-step methodical guide Analyze risk levels surrounding vulnerabilities and threats that impact confidentiality, integrity, and availability Conduct penetration testing using the same tactics, techniques, and procedures used by hackers From relatively small features such as automatic parallel parking, to completely autonomous self-driving cars—all connected systems are vulnerable to attack. As connectivity becomes a way of life, the need for security expertise for in-vehicle systems is becoming increasingly urgent. Hacking Connected Cars provides practical, comprehensive guidance for keeping these vehicles secure.

Explore embedded systems pentesting by applying the most common attack techniques and patterns Key Features Learn various pentesting tools and techniques to attack and secure your hardware infrastructure Find the glitches in your hardware that can be a possible entry point for attacks Discover best practices for securely designing products Book Description Hardware pentesting involves leveraging hardware interfaces and communication channels to find vulnerabilities in a device. Practical Hardware Pentesting will help you to plan attacks, hack your embedded devices, and secure the hardware infrastructure. Throughout the book, you will see how a specific device works, explore the functional and security aspects, and learn how a system senses and communicates with the outside world. You will start by setting up your lab from scratch and then gradually work with an advanced hardware lab. The book will help you get to grips with the global architecture of an embedded system and sniff on-board traffic. You will also learn how to identify and formalize threats to the embedded system and understand its relationship with its ecosystem. Later, you will discover how to analyze your hardware and locate its possible system vulnerabilities before going on to explore firmware dumping, analysis, and exploitation. Finally, focusing on the reverse engineering process from an attacker point of view will allow you to understand how devices are attacked, how they are compromised, and how you can harden a device against the most common hardware attack vectors. By the end of this book, you will be well-versed with security best practices and understand how they can be implemented to secure your hardware. What you will learn Perform an embedded system test and identify security critical functionalities Locate critical security components and buses and learn how to attack them Discover how to dump and modify stored information Understand and exploit the relationship between the firmware and hardware Identify and attack the security functions supported by the functional blocks of the device Develop an attack lab to support advanced device analysis and attacks Who this book is for This book is for security professionals and researchers who want to get started with hardware security assessment but don't know where to start. Electrical engineers who want to understand how their devices can be attacked and how to protect against these attacks will also find this book useful.

Ultra Wide Band Technology (UWB) has reached a level of maturity that allows us to offer wireless links with either high or low data rates. These wireless links are frequently associated with a location capability for which ultimate accuracy varies with the inverse of the frequency bandwidth. Using time or frequency domain waveforms, they are currently the subject of international standards facilitating their commercial implementation. Drawing up a complete state of the art, Ultra Wide Band Antennas is aimed at students, engineers and researchers and presents a summary of internationally recognized studies.

This book provides a simplified visionary approach about the future direction of IoT, addressing its wide-scale adoption in many markets, its interception with advanced technology, the explosive growth in data, and the emergence of data analytics. IoT business applications span multiple vertical markets. The objective is to inspire creative thinking and collaboration among startups and entrepreneurs which will breed innovation and deliver IoT solutions that will positively impact us by making business processes more efficient, and improving our quality of life. With increasing proliferation of smart-phones and social media, data generated by user wearable/mobile devices continue to be key sources of information about us and the markets around us. Better insights will be gained through cognitive computation coupled with business intelligence and visual analytics that are GIS-based.

WebRTC Integrator's Guide
Ultra Wide Band Antennas
Practical Hardware Pentesting
Using Web Technologies to Build Connected Devices
Practical Java Programming for IoT, AI, and Blockchain
Your one-stop solution to using Python for network automation, programmability, and DevOps, 3rd Edition
Develop a Fully Flexible and Scalable Internet of Things Platform in 24 Hours

Presents a collection of reusable design artifacts, called generic components, together with the techniques that make them possible. The author describes techniques for policy-based design, partial template specialization, typelists, and local classes, then goes on to implement generic components for smart pointers, object factories, functor objects, the Visitor design pattern, and multimethod engines. c. Book News Inc.

This is the eBook version of the print title. Note that the eBook does not provide access to the practice test software that accompanies the print book. Learn, prepare, and practice for CompTIA Pentest+ PT0-001 exam success with this CompTIA Cert Guide from Pearson IT Certification, a leader in IT Certification. Master CompTIA Pentest+ PT0-001 exam topics Assess your knowledge with chapter-ending quizzes Review key concepts with exam preparation tasks Practice with realistic exam questions Get practical guidance for next steps and more advanced certifications CompTIA Pentest+ Cert Guide is a best-of-breed exam study guide. Leading IT security experts Omar Santos and Ron Taylor share preparation hints and test-taking

tips, helping you identify areas of weakness and improve both your conceptual knowledge and hands-on skills. Material is presented in a concise manner, focusing on increasing your understanding and retention of exam topics. The book presents you with an organized test preparation routine through the use of proven series elements and techniques. Exam topic lists make referencing easy. Chapter-ending Exam Preparation Tasks help you drill on key concepts you must know thoroughly. Review questions help you assess your knowledge, and a final preparation chapter guides you through tools and resources to help you craft your final study plan. Well regarded for its level of detail, assessment features, and challenging review questions and exercises, this study guide helps you master the concepts and techniques that will allow you to succeed on the exam the first time. The CompTIA study guide helps you master all the topics on the Pentest+ exam, including: Planning and scoping: Explain the importance of proper planning and scoping, understand key legal concepts, explore key aspects of compliance-based assessments Information gathering and vulnerability identification: Understand passive and active reconnaissance, conduct appropriate information gathering and use open source intelligence (OSINT); perform vulnerability scans; analyze results; explain how to leverage gathered information in exploitation; understand weaknesses of specialized systems Attacks and exploits: Compare and contrast social engineering attacks; exploit network-based, wireless, RF-based, application-based, and local host vulnerabilities; summarize physical security attacks; perform post-exploitation techniques Penetration testing tools: Use numerous tools to perform reconnaissance, exploit vulnerabilities and perform post-exploitation activities; leverage the Bash shell, Python, Ruby, and PowerShell for basic scripting Reporting and communication: Write reports containing effective findings and recommendations for mitigation; master best practices for reporting and communication; perform post-engagement activities such as cleanup of tools or shells

Exploring the low cost WiFi module About This Book Leverage the ESP8266's on-board processing and storage capability Get hand- on experience of working on the ESP8266 Arduino Core and its various libraries A practical and enticing recipe-based book that will teach you how to make your environment smart using the ESP8266 Who This Book Is For This book is targeted at IOT enthusiasts who are well versed with electronics concepts and have a very basic familiarity with the ESP8266. Some experience with programming will be an advantage. What You Will Learn Measure data from a digital temperature and humidity sensor using the ESP8266 Explore advanced ESP8266 functionalities Control devices from anywhere in the world using MicroPython Troubleshoot issues with cloud data monitoring Tweet data from the Arduino board Build a cloud-connected power-switch with the ESP8266 Create an ESP8266 robot controlled from the cloud In Detail The ESP8266 Wi-Fi Module is a self contained System on Chip (SOC) with an integrated TCP/IP protocol stack and can give any microcontroller access to your Wi-Fi network. It is capable of either hosting an application or offloading all Wi-Fi networking functions from another application processor. This book contains practical recipes that will help you master all ESP8266 functionalities. You will start by configuring and customizing the chip in line with your requirements. Then you will focus on core topics such as on-board processing, sensors, GPIOs, programming, networking, integration with external components, and so on. We will also teach you how to leverage Arduino using the ESP8266 and you'll learn about its libraries, file system, OTA updates, and so on. The book also provide recipes on web servers, testing, connecting with the cloud, and troubleshooting techniques. Programming aspects include MicroPython and how to leverage it to get started with the ESP8266. Towards the end, we will use these concepts and create an interesting project (IOT). By the end of the book, readers will be proficient enough to use the ESP8266 board efficiently. Style and approach This recipe-based book will teach you to build projects using the ESP8266.

The Digital Economy Report 2019 on "Value creation and capture: Implications for developing countries" takes stock of recent trends in the global digital landscape and discusses the development and policy implications of data and digital platforms. A key feature of the evolving digital economy is the increasing role of digital data as an economic resource, together with digital platforms as new influential actors, with capacity to collect, process, analyze and monetize data. The report considers policy options for countries to help ensure that they capture a fair part of the value created in the digital economy for inclusive development. Key issues include the market impact of emerging technologies and digital platforms, the impact on smaller businesses in developing countries and the implications for infrastructure, entrepreneurship, skills, competition, data flows, data protection, taxation and other relevant policies.

Embedded Android

Network Data Analytics

Mobile Application Penetration Testing

Exploring Zynq Mpsoc

Practical Linux Forensics

3G and Beyond, 1/e

for Future Smart Connected Life and Business

This book constitutes the thoroughly refereed proceedings of the Third International Conference on Big Data, Cloud and Applications, BDCA 2018, held in Kenitra, Morocco, in April 2018.The 45 revised full papers presented in this book were carefully selected from 99 submissions with a thorough double-blind review process. They focus on the following topics: big data, cloud computing, machine learning, deep learning, data analysis, neural networks, information system and social media, image processing and applications, and natural language processing.

Develop practical example projects with detailed explanations; combine the projects in a vast number of ways to create different robot designs, or work through them in sequence to discover the full capability of the BeagleBone Black. This book is for anyone who is curious about using new, low-cost hardware to create robotic projects that have previously been the domain of research labs, major universities or Defence departments. Some programming experience would be useful, but if you know how to use a personal computer, you can use this book to construct far more complex systems than you would have thought possible.

This book is for programmers who want to learn about real-time communication and utilize the full potential of WebRTC. It is assumed that you have working knowledge of setting up a basic telecom infrastructure as well as basic programming and scripting knowledge.

Combines in one volume the basics of evolving radio access technologies and their implementation in mobile phones Reviews the evolution of radio access technologies (RAT) used in mobile phones and then focuses on the technologies needed to implement the LTE (Long term evolution) capability Coverage includes the architectural aspects of the RF and digital baseband parts before dealing in more detail with some of the hardware implementation Unique coverage of design parameters and operation details for LTE-A phone transceiver Discusses design of multi-RAT Mobile with the consideration of cost and form factors Provides in one book a review of the evolution of radio access technologies and a good overview of LTE and its implementation in a handset Unveils the concepts and research updates of 5G technologies and the internal hardware and software of a 5G phone

CompTIA Network+ N10-007 Exam Cram

HTTP/2 in Action

Building Wireless Community Networks

A Guide for Digital Investigators

Intel Galileo and Intel Galileo Gen 2

Tactics, Techniques, and Procedures

Build your own secure enterprise or home penetration testing lab to dig into the various hacking techniques About This Book Design and build an extendable penetration testing lab with wireless access suitable for home and enterprise use Fill the lab with various components and customize them according to your own needs and skill level Secure your lab from unauthorized access and external attacks Who This Book Is For If you are a beginner or a security professional who wishes to learn to build a home or enterprise lab environment where you can safely practice penetration testing techniques and improve your hacking skills, then this book is for you. No prior penetration testing experience is required, as the lab environment is suitable for various skill levels and is used for a wide range of techniques from basic to advance. Whether you are brand new to online learning or you are a seasoned expert, you will be able to set up your own hacking playground depending on your tasks. What You Will Learn Determine your needs and choose the appropriate lab components for them Build a virtual or hardware lab network Imitate an enterprise network and prepare intentionally vulnerable software and services Secure wired and wireless access to your lab Choose a penetration testing framework according to your needs Arm your own wireless hacking platform Get to know the methods to create a strong defense mechanism for your system In Detail Starting with the basics of wireless networking and its associated risks, we will guide you through the stages of creating a penetration testing lab with wireless access and preparing your wireless penetration testing machine. This book will guide you through configuring hardware and virtual network devices, filling the lab network with applications and security solutions, and making it look and work like a real enterprise network. The resulting lab protected with WPA-Enterprise will let you practice most of the attack techniques used in penetration testing projects. Along with a review of penetration testing frameworks, this book is also a detailed manual on preparing a platform for wireless penetration testing. By the end of this book, you will be at the point when you can practice, and research without worrying about your lab environment for every task. Style and approach This is an easy-to-follow guide full of hands-on examples and recipes. Each topic is explained thoroughly and supplies you with the necessary configuration settings. You can pick the recipes you want to follow depending on the task you need to perform.

Anyone who is involved with information technology knows that the Internet is running out of IP addresses. The last block of Internet Protocol version 4 (IPv4) addresses was allocated in 2011. Internet Protocol version 6 (IPv6) is the replacement for IPv4, and it is designed to address the depletion of IP addresses and change the way traffic is managed. This IBM® RedpaperTM publication describes the concepts and architecture of IPv6 with a focus on: An overview of IPv6 features An examination of the IPv6 packet format An explanation of additional IPv6 functions A review of IPv6 mobility applications This paper provides an introduction to Internet Control Message Protocol (ICMP) and describes the functions of ICMP in an IPv6 network. This paper also provides IPv6 configuration steps for the following clients: Microsoft Windows Red Hat Enterprise Linux IBM AIX® VMware vSphere ESXi 5.0 After understanding the basics of IPv6 concepts and architecture, IT network professionals will be able to use the procedures outlined in this paper to configure various host operating systems to suit their network infrastructure.

A resource to help forensic investigators locate, analyze, and understand digital evidence found on modern Linux systems after a crime, security incident or cyber attack. Practical Linux Forensics dives into the technical details of analyzing postmortem forensic images of Linux systems which have been misused, abused, or the target of malicious attacks. It helps forensic investigators locate and analyze digital evidence found on Linux desktops, servers, and IoT devices. Throughout the book, you learn how to identify digital artifacts which may be of interest to an investigation, draw logical conclusions, and reconstruct past activity from incidents. You'll learn how Linux works from a digital forensics and investigation perspective, and how to interpret evidence from Linux environments. The techniques shown are intended to be independent of the forensic analysis platforms and tools used. Learn how to: • Extract evidence from storage devices and analyze partition tables, volume managers, popular Linux filesystems (Ext4, Btrfs, and Xfs), and encryption • Investigate evidence from Linux logs, including traditional syslog, the systemd journal, kernel and audit logs, and logs from daemons and applications • Reconstruct the Linux startup process, from boot loaders (UEFI and Grub) and kernel initialization, to systemd unit files and targets leading up to a graphical login • Perform analysis of power, temperature, and the physical environment of a Linux machine, and find evidence of sleep, hibernation, shutdowns, reboots, and crashes • Examine installed software, including distro installers, package formats, and package management systems from Debian, Fedora, SUSE, Arch, and other distros • Perform analysis of time and Locale settings, internationalization including language and keyboard settings, and geolocation on a Linux system • Reconstruct user login sessions (shell, X11 and Wayland), desktops (Gnome, KDE, and others) and analyze keyrings, wallets, trash cans, clipboards, thumbnails, recent files and other desktop artifacts • Analyze network configuration, including interfaces, addresses, network managers, DNS, wireless artifacts (Wi-Fi, Bluetooth, WWAN), VPNs (including WireGuard), firewalls, and proxy settings • Identify traces of attached peripheral devices (PCI, USB, Thunderbolt, Bluetooth) including external storage, cameras, and mobiles, and reconstruct printing and scanning activity

Modern embedded systems are used for connected, media-rich, and highly integrated handheld devices such as mobile phones, digital cameras, and MP3 players. All of these embedded systems require networking, graphic user interfaces, and integration with PCs, as opposed to traditional embedded processors that can perform only limited functions for industrial applications. While most books focus on these controllers, Modern Embedded Computing provides a thorough understanding of the platform architecture of modern embedded computing systems that drive mobile devices. The book offers a comprehensive view of developing a framework for embedded systems-on-chips. Examples feature the Intel Atom processor, which is used in high-end mobile devices such as e-readers, Internet-enabled TVs, tablets, and net books. Beginning with a discussion of embedded platform architecture and Intel Atom-specific architecture, modular chapters cover system boot-up, operating systems, power optimization, graphics and multi-media, connectivity, and platform tuning. Companion lab materials compliment the chapters, offering hands-on embedded design experience. Learn embedded systems design with the Intel Atom Processor, based on the dominant PC chip architecture. Examples use Atom and offer comparisons to other platforms Design embedded processors for systems that support gaming, in-vehicle infotainment, medical records retrieval, point-of-sale purchasing, networking, digital storage, and many more retail, consumer and industrial applications Explore companion lab materials online that offer hands-on embedded design experience