6 Mb File

Demonstrates how to become adjusted to the Macintosh operating system and how to transfer data from a Windows system to a Macintosh, discussing topics such as moving files and Macintosh equivalents to Windows-only programs.

Advances in Digital Forensics VI describes original research results and innovative applications in the discipline of digital forensics. In addition, it highlights some of the major technical and legal issues related to digital evidence and electronic crime investigations. The areas of coverage include: Themes and Issues, Forensic Techniques, Internet Crime Investigations, Live Forensics, Advanced Forensic Techniques, and Forensic Tools. This book is the sixth volume in the annual series produced by the International Federation for Information Processing (IFIP) Working Group 11.9 on Digital Forensics; an international community of scientists, engineers and practitioners dedicated to advancing the state of the art of research and practice in digital forensics. The book contains a selection of twenty-one edited papers from the Sixth Annual IFIP WG 11.9 International Conference on Digital Forensics, held at the University of Hong Kong, Hong Kong, China, in January 2010.

Addresses innovations in technology relating to the energy efficiency of a wide variety of contemporary computer systems and networks With concerns about global energy consumption at an all-time high, improving computer networks energy efficiency is becoming an increasingly important topic. Large-Scale Distributed Systems and Energy Efficiency: A Holistic View addresses innovations in technology relating to the energy efficiency of a wide variety of contemporary computer systems and networks. After an introductory overview of the energy demands of current Information and Communications Technology (ICT), individual chapters offer in-depth analyses of such topics as cloud computing, green networking (both wired and wireless), mobile computing, power modeling, the rise of green data centers and high-performance computing, resource allocation, and energy efficiency in peer-to-peer (P2P) computing networks. Discusses measurement and modeling of the energy consumption method Includes methods for energy consumption reduction in diverse computing environments Features a variety of case studies and examples of energy reduction and assessment Timely and important, Large-Scale Distributed Systems and Energy Efficiency is an invaluable resource for ways of increasing the energy efficiency of computing systems and networks while simultaneously reducing the carbon footprint.

Implement state-of-the-art Mobile TV networks with this comprehensive guide to the latest technologies and standards, including MediaFLO, ATSC Mobile DTV, and CMMB, the same technologies seeing large-scale rollouts today around the world. You not only gain deep insight into the maze of technologies, but also the principles of mobile content-what makes it work, how it's produced, repurposed and delivered securely, and how it integrates with mobile and Internet domains. Learn about the key enablers of a mobile TV service, like smartphones, chipsets, and mobile software. Gain access to a detailed look at the networks deployed worldwide with real-world case studies. The informative diagrams provide rich visualization of the new technologies, services, and revenue models. Gain understanding of how mobile TV can be made interactive and how it can be delivered seamlessly in multiple markets. Get insight into the growing capabilities of multimedia handsets and software which drives innovative applications. Author Amitabh Kumar begins with the basics of mobile multimedia and progresses to cover details of technologies, networks, and firmware for mobile TV services. Easy to follow, Implementing Mobile TV features a rich presentation that includes dozens of FAQs and "Quick Facts." This new edition is updated to reflect the quickly evolving world of Mobile TV, focusing on factors for success and providing understanding of: * 3G, Terrestrial broadcast, and Mobile WiMAX networks * MediaFLO, ATSC Mobile DTV, and CMMB Broadcasting * Enabling technologies and protocols, spectrum, and opportunities for deployment * Content security, conditional access and DRM for the mobile world, based on OMA-BCAST Smartcard and DRM profiles * Handset features for mobile TV and multimedia services * Insight into making content interactive-traffic, weather, interactive polling, targeted advertising * Roaming and interoperability in multimedia networks

Adobe Photoshop CS2 for Photographers
Implementing Mobile TV
Privacy Enhancing Technologies
Design and Analysis of Security Protocol for Communication
Advances in Communications, Computing, Electronics, Networks, Robotics and Security Volume 12
A Professional Image Editor's Guide to the Creative Use of PhotoShop for the Macintosh and PC
Embedded and Ubiquitous Computing

Written specifically for photographers, this resource gives a complete overview of Painter X, showing how to master each exciting tool, including the brand-new RealBristle and Smart Stroke brush libraries. The accompanying DVD contains more than two hours of video tutorials.

This book constitutes the refereed proceedings of the International Conference on Embedded and Ubiquitous Computing, EUC 2006, held in Seoul, Korea, August 2006. The book presents 113 revised full papers together with 3 keynote articles, organized in topical sections on power aware computing, security and fault tolerance, agent and distributed computing, wireless communications, real-time systems, embedded systems, multimedia and data management, mobile computing, network protocols, middleware and P2P, and more.

This comprehensive manual covers all aspects required by Module 1 ECDL/ICDL Syllabus 4.0. Designed to gradually build up your knowledge taking a step by step, exercise based approach. The ideal training solution, whether you are a beginner, or if you just need to fill gaps in your existing knowledge. Module 1 gives an insight into hardware and software as well as giving examples of how computers are used every day.Approved by the ECDL Foundation.

A second volume in a series of volumes on the art of digital photography introduces a variety of new digital printing technologies and their applications, explaining the entire process of creating, managing, editing, and printing digital photos. Original.

A Switchers' Guide
Compute-IT: Student's Book 3 - Computing for KS3
Python Data Science Essentials
ATSC Mobile DTV, MediaFLO, DVB-H/SH, DMB, WiMAX, 3G Systems, and Rich Media Applications
Embedded Linux System Design and Development

Products and Services from ERS-NASS.

Explains how to use Macintosh's all-purpose audio program to create MP3 files from music CDs, link to streaming Internet broadcasts, use the Music Visualizer, and burn customized CDs.

This book constitutes the refereed proceedings of the 12 th International Symposium on Privacy Enhancing Technologies, PET 2012, held in Vigo, Spain, in July 2012. The 16 full papers presented were carefully selected from 72 submissions. Topics addressed include anonymization of statistics, content, and traffic, network traffic analysis, censorship-resistant systems, user profiling, training users in privacy risk management, and privacy of internet and cloud-bases services. A further highlight is the HotPETs session, designed as a venue to present existing but still preliminary and evolving ideas.

If you are an aspiring data scientist and you have at least a working knowledge of data analysis and Python, this book will get you started in data science. Data analysts with experience of R or MATLAB will also find the book to be a comprehensive reference to enhance their data manipulation and machine learning skills.

Martin Evening's award-winning Adobe Photoshop for Photographers titles have become must-have reference sources - the only Photoshop books written to deal directly with the needs of photographers. This book contains a wealth of invaluable practical advice, with even more hints and tips to help you achieve professional-looking results. Adobe Photoshop 7.0 for Photographers begins with an introduction to working with digital images, providing essential, up-to-date information on everything from scanning devices to color management and output issues. Practical workshops show you how to master the essential techniques, with full coverage of all that's new in Photoshop 7.0, including: improved retouching techniques with the Healing Brush and Patch tool; removing color casts with the new Auto Color image adjustment feature; navigating, sorting and managing your photographs with the enhanced File Browser option; and how to save as many custom palette configurations as you like via the Workspace settings. Each technique is described in step-by-step detail, showing exactly which command to use, whether you're working on a Mac or PC. Detailed coverage is also given for Mac OSX users which Photoshop supports for the first time in version 7.0, as well as information on Windows XP for PC users. The accompanying free CD-ROM contains invaluable movie tutorials and a selection of images to experiment with, surely the quickest way to learn. If you have an initial grasp of the Photoshop basics and are looking for ways to improve the quality of your work, want to find new ideas and tutorials for the best techniques direct from a pro whilst making sure you are fully up-to-date on Photoshop 7.0, then this is the book for you!

Adobe PhotoShop 7.0 for Photographers
Creating Painterly Images Step by Step
Marc Blitzstein
Perl Tutorials - Herong's Tutorial Examples
Design for 3D Printing
User's guide for the Aermod Meteorological Preporcessor (AERMET)
Internet Transmission Software for Document Delivery

Written by renowned author and 3D artist Kelly L. Murdock Autodesk Maya 2019 Basics Guide is designed to give new users a solid understanding of the fundamental skills needed to create beautiful 3D models and stunning animations with Autodesk Maya. Using clear and easy to follow instructions this book will guide you through learning all the major features of Maya. The text is complemented by video instruction. Each chapter has a corresponding video tutorial that introduces you to the topics and allows you to watch and learn how functions are performed in a way that a text alone cannot do. Autodesk Maya 2019 Basics Guide makes no assumptions about your previous experience with Autodesk Maya. It begins by helping you get comfortable with the user interface and navigating scenes before moving into modeling, texturing, lighting, animating, rendering and more. Additionally, more advanced features such as character rigging, skinning, animating with dynamics and MEL scripting are also introduced. Each chapter begins by examining the concept behind each task, the goal and the necessary features that are involved. Then you go in-depth with the objective of your task as you study examples and learn the steps necessary to complete it. Working your way through the comprehensive, step-by-step lessons, you'll develop the confidence you need to create incredible renderings and animations using Autodesk Maya. Who this book is for This text was created specifically for users with no prior 3D modeling or animation experience. If you want to work in a creative field or are just curious about how 3D animated movies are made this book is the perfect way to get started. Users who are migrating from another 3D application or upgrading from a previous version of Maya will also benefit greatly from this text. What you'll learnHow to create models using curves, NURBS, Polygons and moreHow to assign materials and textures to make realistic-looking modelsHow to use Paint Effects to paint on and quickly create complex 3D ModelsHow to use lights, cameras, and depth of field to render captivating scenesHow to use keyframes, motion paths and the Graph Editor to create animationsHow to use character rigging, skinning, and inverse kinematics to animate realistic movementsHow to add influence objects, skin weights and hair to a character for a more realistic lookHow to use dynamics to create fire, smoke, lightning, explosions, cloth and ocean effectsHow to enable raytracing, motion blur, and fog effects for increased realismHow to render stills and animations using Maya Vector and Mental Ray for different looksHow to use the Command Line and MEL Scripting to work fasterAbout Autodesk Maya Maya is a program, created by Autodesk, used to model, animate, and render 3D scenes. 3D scenes created with Maya have appeared in movies, television, advertisements, games, product visualizations, and on the Web. With Maya, you can create and animate your own 3D scenes and render them as still images or as animation sequences.

Award-winning music historian Howard Pollack's new biography of Marc Blitzstein deftly captures the fascinating life and career of an American composer who was openly gay and Marxist at a time when neither was acceptable to the American public. The first biographer to deal with Blitzstein's music as well as his life, Pollack delves deeply into the Blitzstein's life, uncovering new details about his marriage to novelist Eva Goldbeck and his compositional process. Beautifully written and meticulously researched, this book is a must-have for any fan of Broadway or American music.

This Perl tutorial book is a collection of notes and sample codes written by the author while he was learning Perl language himself. Topics include introduction of ActivePerl; data types, variables and expressions; scalars, arrays, hash maps, and references; input/output and file systems; DBM files and MySQL access; socket communication; generating executables; XML::Simple and RPC::XML modules; LWP::UserAgent, HTTP::Request and SOAP::Lite modules; CGI, and IIS/Apache integrations. Updated in 2022 (Version v6.01) with minor updates. For latest updates and free sample chapters, visit https://www.herongyang.com/Perl.

Ready to go to the next level with Rails? From examining the parts of Ruby that make this framework possible to deploying large Rails applications, Advanced Rails offers you an in-depth look at techniques for dealing with databases, security, performance, web services and much more. Chapters in this book help you understand not only the tricks and techniques used within the Rails framework itself, but also how to make use of ideas borrowed from other programming paradigms. Advanced Rails pays particular attention to building applications that scale -- whether "scale" means handling more users, or working with a bigger and more complex database. You'll find plenty of examples and code samples that explain: Aspects of Ruby that are often confusing or misunderstood Metaprogramming How to develop Rails plug-ins Different database management systems Advanced database features, including triggers, rules, and stored procedures How to connect to multiple databases When to use the Active Support library for generic, reusable functions Security principles for web application design, and security issues endemic to the Web When and when not to optimize performance Why version control and issue tracking systems are essential to any large or long-lived Rails project Advanced Rails also gives you a look at REST for developing web services, ways to incorporate and extend Rails, how to use internationalization, and many other topics. If you're just starting out with rails, or merely experimenting with the framework, this book is not for you. But if you want to improve your skills with Rails through advanced techniques, this book is essential.

European Computer Driving Licence
z/OS Distributed File Service zSeries File System Implementation z/OS V1R13
Capital and Labour in the British Columbia Forest Industry, 1934-74
50 Ways to Create Cool Pictures
File System Forensic Analysis
A professional image editor's guide to the creative use of Photoshop for the Macintosh and PC
A Comprehensive, Step-by-step Guide on How to Set Up, Customize, and Market Your Blog Using Apache Roller

Supplement traditional interlibrary loan programs with this speedy document delivery system! Since its introduction in 1991, the Ariel system has transformed the interlibrary loan of documents. Compared to standard interlibrary loan, Ariel is often simpler, faster, and cheaper, and it allows many users at a time to have access to requested documents. Though Ariel has enjoyed a rapidly increasing user base, Ariel: Internet Transmission Software for Document Delivery is the first book dedicated to Ariel and the experiences of libraries using it. Ariel: Internet Transmission Software for Document Delivery provides practical details on this innovative technology, including clear discussions of how the system works. The software manages the process of scanning requested documents, transmitting them between libraries and document suppliers over high-speed Internet connections, and logging their receipt. Ariel discusses the pros and cons of various delivery options, including Web-based delivery, email, and delivery of laser-printed hard copy by hand, mail, or courier service. This comprehensive volume covers all aspects of adopting and using Ariel, including: training library staff and overcoming their resistance patron needs and response choosing scanners and other equipment setting up consortia to share Ariel files copyright issues international use of Ariel enhancing the system to suit your needs Like its Shakespearean namesake, the Ariel system darts through the air to rapidly fetch what someone needs. Ariel: Internet Transmission Software for Document Delivery gives you the solid data you need to get the most out of Ariel.

Economic globalization requires data to be available globally. With most data stored in file systems, solutions to make this data globally available become more important. Files that are in file systems can be protected or shared by replicating these files to another file system that is in a remote location. The remote location might be just around the corner or in a different country. Therefore, the techniques that are used to protect and share files must account for long distances and slow and unreliable wide area network (WAN) connections. IBM® Spectrum Scale is a scalable clustered file system that can be used to store all kinds of unstructured data. It provides open data access by way of Network File System (NFS); Server Message Block (SMB); POSIX Object Storage APIs, such as S3 and OpenStack Swift; and the Hadoop Distributed File System (HDFS) for accessing and sharing data. The IBM Aspera® file transfer solution (IBM Aspera Sync) provides predictable and reliable data transfer across large distance for small and large files. The combination of both can be used for global sharing and protection of data. This IBM RedpaperTM publication describes how IBM Aspera Sync can be used to protect and share data that is stored in IBM SpectrumTM Scale file systems across large distances of several hundred to thousands of miles. We also explain the integration of IBM Aspera Sync with IBM Spectrum ScaleTM and differentiate it from solutions that are built into IBM Spectrum Scale for protection and sharing. We also describe different use cases for IBM Aspera Sync with IBM Spectrum Scale.

The purpose of designing this book is to discuss and analyze security protocols available for communication. Objective is to discuss protocols across all layers of TCP/IP stack and also to discuss protocols independent to the stack. Authors will be aiming to identify the best set of security protocols for the similar applications and will also be identifying the drawbacks of existing protocols. The authors will be also suggesting new protocols if any.

The z/OS® Distributed File Service zSeries® File System (zFS) is a z/OS UNIX® file system that can be used like the Hierarchical File System (HFS). zFS file systems contain files and directories, including Access Control Lists (ACLs), that can be accessed with the z/OS HFS application programming interfaces (APIs). zFS file systems can be mounted into the z/OS UNIX hierarchy along with other local or remote file system types (for example, HFS, TFS, AUTOMNT, NFS, and so on). zFS does not replace HFS, but it is the z/OS UNIX strategic file system and IBM® recommends migrating HFS file systems to zFS. Beginning with z/OS V1R7, there are no restrictions for file system structures that should be kept as HFS instead of zFS. This IBM Redbooks® publication helps you to install, tailor, and configure new zFS file systems. This information can be used by system administrators who work with the zFS component of the IBM z/OS Distributed File Service base element. The book provides a broad description of the new architecture of the zFS file system for all releases up to zFS V1R13. You can use it as a reference when converting HFS file systems to zFS file systems. It will help you to create a solution for migrating to zFS file systems, and to understand the performance differences between HFS file systems and zFS file systems.

Ariel
The Canada Gazette
Integration of IBM Aspera Sync with IBM Spectrum Scale: Protecting and Sharing Files Globally
Proceedings of ICAEES 2014, Volume 2
Apache Roller 4. 0, Beginner's Guide

High Noon
Advanced Rails

As IBM® Scale Out Network Attached Storage (SONAS) is adopted, it is important to provide information about planning, installation, and daily administration. This IBM Redbooks® publication also describes leading tuning practices information gained by those who implement and support SONAS. These preferred practices are based on hands-on experience from the field. Monitoring of the SONAS system is included. This IBM Redbooks publication provides information about IBM SONAS features and function at the 1.5.1 level. This book is the companion to the IBM SONAS Implementation Guide, SG24-7962 IBM Redbooks publication. It is intended for readers who have implemented SONAS and are responsible for daily administration and monitoring.

Just a decade ago, many industry luminaries predicted the collapse of the centralized data center and IT structure. In its place would be a more decentralized client/server model built upon the Open Systems Interconnect (OSI) networking architecture. However, client/server never fully realized all of its promises, and OSI floundered. Now, instead of client/server and OSI, we have the Web-based model and TCP/IP. Together, Web-oriented technologies (i.e., browsers, web servers, HTML, Java) and TCP/IP are completely changing how the enterprise views its network. Instead of serving as primarily an internal utility, the enterprise network is now a vital means of delivering products and services and of tying an enterprise more closely to its customers, partners and suppliers. The impact to the very structure of the enterprise network could not be more profound. Providing extensive coverage of planning, networking, LANs, systems management, communications issues and trends, Communications Systems Management Handbook, 6th Edition is your most reliable source for solid, dependable solutions to real-world data communications problems. The tips, strategies, and case-studies provided do more than just save you time and money. They also save your data communications network, and with it your professional life. This new edition of the Communications Systems Management Handbook provides you with detailed information on the different facets of change in the enterprise network: Enterprise network architectures LAN and campus networking Remote access WAN Data centers Client and servers Security Network Management What's more, the New Edition is dramatically restructured, providing a more logical grouping of articles into discrete sections that bring focus to a particular enterprise networking topic. In addition, the content of this edition has been substantially updated. Almost three-quarters of the articles are new to this edition. The common theme throughout the handbook is the change that the enterprise network is undergoing and how to manage it. The handbook's generous use of illustrations simplifies the technical workings of networks and communications systems. The comprehensive index makes it easy to find the topics you want and related topics. And because each chapter is written by an expert with first-hand experience in data communications, no other book gives you such a full range of perspectives and explanations of the technical, planning, administrative, personnel, and budget challenges of the communication manager's job. Covering everything from electronic commerce to multimedia, from system design and cost allocation to Ethernet switches and the impact of virtual private networks, this is your one-stop source for the best, most essential data communications expertise to be found anywhere. The Communications Systems Management Handbook serves as an information tool for proven advice and methods on managing network services and costs, creating networking solutions, and preparing for advanced communications network technologies.

The book is a collection of high-quality peer-reviewed research papers presented in Proceedings of International Conference on Artificial Intelligence and Evolutionary Algorithms in Engineering Systems (ICAEES 2014) held at Noorul Islam Centre for Higher Education, Kumaracoil, India. These research papers provide the latest developments in the broad area of use of artificial intelligence and evolutionary algorithms in engineering systems. The book discusses wide variety of industrial, engineering and scientific applications of the emerging techniques. It presents invited papers from the inventors/originators of new applications and advanced technologies.

When it comes time to show off your digital photographs, you want them to look as professional as possible. No more portraits of Mom marred by bad lighting, no more of those baby shots of a lifetime ruined by a rumpled collar. This essential guide to Photoshop Elements 4 gives you the best techniques for enhancing and retouching your photos, and encourages you to unleash your creativity on your photo projects. Sample files downloadable from http://www.peachpit.com/50coolwaysPSE4 let you re-create effects and techniques relating to nearly every aspect of digital photography, including repairing old photographs, fixing lighting and color problems, producing professional-looking slide shows with music and pan-and-zoom effects, creating photo panoramas, and much more. This revised edition illuminates tools that are new to Photoshop Elements, such as the Adjust Skin Tone command, Magic Selection tool and Magic Extractor, and includes coverage on the more robust Organizer and Slide Show features. In just a matter of hours, award-winning photographer Dave Huss will have you producing better pictures than you ever thought possible. Use professional techniques for quickly fixing your pictures: cropping, removing red-eye, sharpening, and correcting lighting and color problems Create dazzling slide shows with Hollywood-style effects with the redesigned Slide Show Editor -Use the Photo Organizer to keep track of your ever-expanding library of digital images Use a variety of tools and techniques to turn average photos into stunning masterpieces Give photos a hand-tinted look, sculpt them into unique shapes, simulate natural-media paintings, and generally make digital scrapbooking more fun Create glamour shots like a pro, using retouching secrets for removing wrinkles and unwanted pounds -Stitch several images together for dramatic panorama prints This book is for Windows users only. DAVE HUSS is a photographer with 40 years of experience. He has taught classes in digital photography and photo editing in the U.S. and Europe, and his numerous books on these topics have been translated into six languages. He has been honored frequently for his photo work, receiving awards in international competitions including the Grand Prize for his photo-montage work at the Corel International Design Contest. A contributing editor for Photoshop User magazine, he has also appeared on CNN and TechTV.

The Magic of Digital Printing
Sixth IFIP WG 11.9 International Conference on Digital Forensics, Hong Kong, China, January 4-6, 2010, Revised Selected Papers
IBM SONAS Best Practices
Scanning, Creating, Editing, Remixing, and Making in Three Dimensions
Ecdl/Icdl Syllabus 4 Module 1 Basic Concepts of IT
Digital Imaging for Photographers
Painter X for Photographers

This book contains the combined proceedings of the 4th International Conference on Ubiquitous Computing Application and Wireless Sensor Network (UCAWSN-15) and the 16th International Conference on Parallel and Distributed Computing, Applications and Technologies (PDCAT-15). The combined proceedings present peer-reviewed contributions from academic and industrial researchers in fields including ubiquitous and context-aware computing, context-awareness reasoning and representation, location awareness services, and architectures, protocols and algorithms, energy, management and control of wireless sensor networks. The book includes the latest research results, practical developments and applications in parallel/distributed architectures, wireless networks and mobile computing, formal methods and programming languages, network routing and communication algorithms, database applications and data mining, access control and authorization and privacy preserving computation.

This book is the twelfth in a series presenting research papers arising from MSc/MRes research projects undertaken by students of the School of Computing and Mathematics at Plymouth University. The publications in this volume are based upon research projects that were undertaken during the 2013/14 academic year. A total of 17 papers are presented, covering many aspects of modern networking and communication technology, including security, mobility, coding schemes and quality measurement. The expanded topic coverage compared to earlier volumes in this series reflects the broadening of our range of MSc programmes. Specifically contributing programmes are: Communications Engineering and Signal Processing, Computer and Information Security, Computer Science, Computing, Electrical and Electronic Engineering, Network Systems Engineering, and Robotics.

"Starring screen legend Gary Cooper and Grace Kelly ... High Noon was shot on a lean budget over just thirty-two days but achieved instant box-office and critical success. It won four Academy Awards in 1953, including a best actor win for Cooper ... Yet what has been often overlooked is that High Noon was made during the height of the Hollywood blacklist, a time of political inquisition and personal betrayal ... In this book ... Frankel tells the story of the making of a great American Western, exploring how Carl Foreman's concept of High Noon evolved from idea to first draft to final script, taking on allegorical weight"--Amazon.com.

The Definitive Guide to File System Analysis: Key Concepts and Hands-on Techniques Most digital evidence is stored within the computer's file system, but understanding how file systems work is one of the most technically challenging concepts for a digital investigator because there exists little documentation. Now, security expert Brian Carrier has written the definitive reference for everyone who wants to understand and be able to testify about how file system analysis is performed. Carrier begins with an overview of investigation and computer foundations and then gives an authoritative, comprehensive, and illustrated overview of contemporary volume and file systems: Crucial information for discovering hidden evidence, recovering deleted data, and validating your tools. Along the way, he describes data structures, analyzes example disk images, provides advanced investigation scenarios, and uses today's most valuable open source file system analysis tools—including tools he personally developed. Coverage includes Preserving the digital crime scene and duplicating hard disks for "dead analysis" Identifying hidden data on a disk's Host Protected Area (HPA) Reading source data: Direct versus BIOS access, dead versus live acquisition, error handling, and more Analyzing DOS, Apple, and GPT partitions; BSD disk labels; and Sun Volume Table of Contents using key concepts, data structures, and specific techniques Analyzing the contents of multiple disk volumes, such as RAID and disk spanning Analyzing FAT, NTFS, Ext2, Ext3, UFS1, and UFS2 file systems using key concepts, data structures, and specific techniques Finding evidence: File metadata, recovery of deleted files, data hiding locations, and more Using The Sleuth Kit (TSK), Autopsy Forensic Browser, and related open source tools When it comes to file system analysis, no other book offers this much detail or expertise. Whether you're a digital forensics specialist, incident response team member, law enforcement officer, corporate security specialist, or auditor, this book will become an indispensable resource for forensic investigations, no matter what analysis tools you use.

Mamala Bay Study
Advances in Digital Forensics VI
Adobe Photoshop Elements 4
Advances in Parallel and Distributed Computing and Ubiquitous Services
The Hollywood Blacklist and the Making of an American Classic
Building Industrial-Strength Web Apps in Record Time
Mac OS X for Windows Users
Digital Imaging for PhotographersTaylor & Francis
A comprehensive, step-by-step guide on how to set up, customize, and market your blog using Apache Roller.
Bestselling essential reference work for all digital photographers.

The history of British Columbia's economy in the twentieth century is inextricably bound to the development of the forest industry. In this comprehensive study, Gordon Hak approaches the forest industry from the perspectives of workers and employers, examining the two institutions that structured the relationship during the Fordist era: the companies and the unions. He relates daily routines of production and profit-making to broader forces of unionism, business ideology, ecological protest, technological change, and corporate concentration. The struggle of the small-business sector to survive in the face of corporate growth, the history of the industry on the Coast and in the Interior, the transformations in capital-labour relations during the period, government forest policy, and the forest industry's encounter with the emerging environmental movement are all considered in this eloquent analysis.

Final Report
His Life, His Work, His World
12th International Symposium, PETS 2012, Vigo, Spain, July 11-13, 2012, Proceedings
Communications Systems Management Handbook, Sixth Edition
Autodesk Maya 2019 Basics Guide
International Conference, EUC 2006, Seoul, Korea, August 1-4, 2006, Proceedings
Federal Register

Based upon the authors' experience in designing and deploying an embedded Linux system with a variety of applications, Embedded Linux System Design and Development contains a full embedded Linux system development roadmap for systems architects and software programmers. Explaining the issues that arise out of the use of Linux in embedded systems, the book facilitates movement to embedded Linux from traditional real-time operating systems, and describes the system design model containing embedded Linux. This book delivers practical solutions for writing, debugging, and profiling applications and drivers in embedded Linux, and for understanding Linux BSP architecture. It enables you to understand: various drivers such as serial, I2C and USB gadgets; uClinux architecture and its programming model; and the embedded Linux graphics subsystem. The text also promotes learning of methods to reduce system boot time, optimize memory and storage, and find memory leaks and corruption in applications. This volume benefits IT managers in planning to choose an embedded Linux distribution and in creating a roadmap for OS transition. It also describes the application of the Linux licensing model in commercial products.

France's Le FabShop has extensive experience testing 3D printers and creating digital models for them. From an articulated Makey Robot to a posable elephant model, Samuel N. Bernier and the rest of Le FabShop's team have created some of the most-printed designs in the 3D printing world. This book uses their work to teach you how to get professional results out of a desktop 3D printer without needing to be trained in design. Through a series of tutorials and case studies, this book gives you the techniques to turn a product idea into a 3D model and a prototype. Focusing on free design software and affordable technologies, the exercises in this book are the perfect boost to any beginner looking to start designing for 3D printing. Designing for the tool and finding a good tool to fit the design--these are at the core of the product designer's job, and these are the tools this book will help you master. Foreword by Carl Bass, Autodesk's CEO, a passionate and prolific Maker. In Design For 3D Printing, you'll: Learn the different 3D printing technologies Choose the best desktop 3D printer Discover free 3D modeling software Become familiar with 3D scanning solutions Find out how to go from a bad to a good 3D source file, one that's ready-to-print

Compute-IT will help you deliver innovative lessons for the new Key Stage 3 Computing curriculum with confidence, using resources and meaningful assessment produced by expert educators. With Compute-IT you will be able to assess and record students' attainment and monitor progression all the way through to Key Stage 4. Developed by members of Computing at School, the national subject association for Computer Science, and a team of Master Teachers who deliver CPD through the Network of Excellence project funded by the Department for Education, Compute-IT provides a cohesive and supportive learning package structured around the key strands of Computing. Creative and flexible in its approach, Compute-IT makes Computing for Key Stage 3 easy to teach, and fun and meaningful to learn, so you can: Follow well-structured and finely paced lessons along a variety of suggested routes through Key Stage 3 Deliver engaging and interesting lessons using a range of files and tutorials provided for a range of different programming languages Ensure progression throughout Key Stage 3 with meaningful tasks underpinned by unparalleled teacher and student support Assess students' work with confidence, using ready-prepared formative and summative tasks that are mapped to meaningful learning outcomes and statements in the new Programme of Study Creative and flexible in its approach, Compute-IT makes Computing for Key Stage 3 easy to teach, and fun and meaningful to learn. This is the third title in the Compute-IT course, which comprises three Student's Books, three Teacher Packs and a range of digital teaching and learning resources delivered through Dynamic Learning.

CD-ROM contains: Selected images from text -- Animations -- Software.
The Little ITunes Book
A Holistic View
Large-scale Distributed Systems and Energy Efficiency
Artificial Intelligence and Evolutionary Algorithms in Engineering Systems
UCAWSN & PDCAT 2015