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Transmedia Storytelling explores the theories and describes the use of the imagery and techniques shared by producers, authors and audiences of the entertainment, information and brand communication industries as they create and develop their stories in this new, interactive ecosystem.

The complete, start-to-finish guide to Android development -- from concept to market -- completely updated for the latest Android SDK! • •At least one market research firm has predicted that by 2012 there will be more Android phones than iPhones. •Covers application design, development, debugging, packaging, distribution, and much more. •Includes invaluable real-world tips from experienced mobile developers. •This book covers multiple Android SDK versions, which is how developers must work with Android. Android is rapidly gaining traction as an exciting alternative to Apple's iPhone platform, and thousands of developers are eagerly seeking the information they need to begin creating Android applications. Drawing on their experience in mobile and wireless software development, the authors walk through the entire process of developing successful Android applications, from concept through coding, testing through distribution. The only book developers will need, Android Wireless Application Development 2/e is the comprehensive resource for developers who are new to Android - or to wireless development in general. Conder and Darcey cover: • •Mastering the Android development environment. •Understanding the entire Android application lifecycle. •Building effective user interfaces. •Using Android's APIs for networking, location-based services, data, storage, multimedia, telephony, graphics, and more •Working with Android's optional hardware-specific APIs •Designing more effective applications using Notifications and Services •Developing and testing bulletproof Android applications The book also provides valuable appendices on Android's Emulator, DDMS, Debug Bridge, and SQLite database, as well as a convenient glossary that demystifies the terminology of mobile development. Nation Branding: Concepts, Issues, Practice was the ground-breaking first textbook to provide an overview of this recently established but fast-growing practice, in which the principles of brand management are applied to countries rather than companies. Many governments have invested in nation branding in order to strengthen their country's influence, improve its reputation, or boost tourism, trade and investment. This new edition has been comprehensively revised and its influential original framework modified to reflect the very latest changes to this still-developing field. It remains an accessible blend of theory and practice rich with international examples and contributions. Updates to this edition: New international cases of countries as diverse as China, United Arab Emirates, Ghana, Cuba, India, Great Britain and many more; New contributions from distinguished scholars, diplomats and businesspeople providing a range of case studies, practitioner insights and academic perspectives; New Companion Website to support the book featuring instructor aids such as PowerPoint presentations for each chapter and an instructor manual; This much-anticipated update to an influential book is an essential introduction to nation branding for students and policy makers.

Today's market for mobile apps goes beyond the iPhone to include BlackBerry, Nokia, Windows Phone, and smartphones powered by Android, webOS, and other platforms. If you're an experienced web developer, this book shows you how to build a standard app core that you can extend to work with specific devices. You'll learn the particulars and pitfalls of building mobile apps with HTML, CSS, and other standard web tools. You'll also explore platform variations, finicky mobile browsers, Ajax design patterns for mobile, and much more. Before you know it, you'll be able to create mashups using Web 2.0 APIs in apps for the App Store, App World, OVI Store, Android Market, and other online retailers. Learn how to use your existing web skills to move into mobile development Discover key differences in mobile app design and navigation, including touch devices Use HTML, CSS, JavaScript, and Ajax to create effective user interfaces in the mobile environment Learn about technologies such as HTML5, XHTML MP, and WebKit extensions Understand variations of platforms such as Symbian, BlackBerry, webOS, Bada, Android, and iOS for iPhone and iPad Bypass the browser to create offline apps and widgets using web technologies

Programming the Mobile Web

Business Ethics

BeagleBone Cookbook

Offensive Marketing

From Fundamental Technology to Rocket Nozzles, Medical Implants, and Custom Jewelry

Software and Hardware Problems and Solutions

In June 2019, the Committee on the Judiciary initiated a bipartisan investigation into the state of competition online, spearheaded by the Subcommittee on Antitrust, Commercial and Administrative Law. As part of a top-to-bottom review of the market, the Subcommittee examined the dominance of Amazon, Apple, Facebook, and Google, and their business practices to determine how their power affects our economy and our democracy. Additionally, the Subcommittee performed a review of existing antitrust laws, competition policies, and current enforcement levels to assess whether they are adequate to address market power and anticompetitive conduct in digital markets. Over the course of our investigation, we collected extensive evidence from these companies as well as from third parties totaling nearly 1.3 million documents. We held seven hearings to review the effects of market power online-including on the free and diverse press, innovation, and privacy-and a final hearing to examine potential solutions to concerns identified during the investigation and to inform this Report's recommendations. A year after initiating the investigation, we received testimony from the Chief Executive Officers of the investigated companies: Jeff Bezos, Tim Cook, Mark Zuckerberg, and Sundar Pichai. For nearly six hours, we pressed for answers about their business practices, including about evidence concerning the extent to which they have exploited, entrenched, and expanded their power over digital markets in anticompetitive and abusive ways. Their answers were often evasive and non-responsive, raising fresh questions about whether they believe they are beyond the reach of democratic oversight. Although these four corporations differ in important ways, studying their business practices has revealed common problems

Master Qt's Most Powerful APIs, Patterns, and Development Practices Qt has evolved into a remarkably powerful solution for cross-platform desktop, Web, and mobile development. However, even the most

experienced Qt programmers only use a fraction of its capabilities. Moreover, practical information about Qt's newest features has been scarce—until now. Advanced Qt Programming shows developers exactly how to take full advantage of Qt 4.5's and Qt 4.6's most valuable new APIs, application patterns, and development practices. Authored by Qt expert Mark Summerfield, this book concentrates on techniques that offer the most power and flexibility with the least added complexity. Summerfield focuses especially on model/view and graphics/view programming, hybrid desktop/Web applications, threading, and applications incorporating media and rich text. Throughout, he presents realistic, downloadable code examples, all tested on Windows, Mac OS X, and Linux using Qt 4.6 (and most tested on Qt 4.5) and designed to anticipate future versions of Qt. The book Walks through using Qt with WebKit to create innovative hybrid desktop/Internet applications Shows how to use the Phonon framework to build powerful multimedia applications Presents state-of-the-art techniques for using model/view table and tree models, QStandardItemModels, delegates, and views, and for creating custom table and tree models, delegates, and views Explains how to write more effective threaded programs with the QtConcurrent module and with the QThread class Includes detailed coverage of creating rich text editors and documents Thoroughly covers graphics/view programming: architecture, windows, widgets, layouts, scenes, and more Introduces Qt 4.6's powerful animation and state machine frameworks

What are active materials? This book aims to introduce and redefine conceptions of matter by considering materials as entities that 'sense' and respond to their environment. By examining the modeling of, the experiments on, and the construction of these materials, and by developing a theory of their structure, their collective activity, and their functionality, this volume identifies and develops a novel scientific approach to active materials. Moreover, essays on the history and philosophy of metallurgy, chemistry, biology, and materials science provide these various approaches to active materials with a historical and cultural context. The interviews with experts from the natural sciences included in this volume develop new understandings of 'active matter' and active materials in relation to a range of research objects and from the perspective of different scientific disciplines, including biology, physics, chemistry, and materials science. These insights are complemented by contributions on the activity of matter and materials from the humanities and the design field. Discusses the mechanisms of active materials and their various conceptualizations in materials science. Redefines conceptions of active materials through interviews with experts from the natural sciences. Contextualizes, historizes, and reflects on different notions of matter/materials and activity through contributions from the humanities. A highly interdisciplinary approach to a cutting-edge research topic, with contributions from both the sciences and the humanities.

Python is an ideal language for solving problems, especially in Linux and Unix networks. With this pragmatic book, administrators can review various tasks that often occur in the management of these systems, and learn how Python can provide a more efficient and less painful way to handle them. Each chapter in Python for Unix and Linux System Administration presents a particular administrative issue, such as concurrency or data backup, and presents Python solutions through hands-on examples. Once you finish this book, you'll be able to develop your own set of command-line utilities with Python to tackle a wide range of problems. Discover how this language can help you: Read text files and extract information Run tasks concurrently using the threading and forking options Get information from one process to another using network facilities Create clickable GUIs to handle large and complex utilities Monitor large clusters of machines by interacting with SNMP programmatically Master the IPython Interactive Python shell to replace or augment Bash, Korn, or Z-Shell Integrate Cloud Computing into your infrastructure, and learn to write a Google App Engine Application Solve unique data backup challenges with customized scripts Interact with MySQL, SQLite, Oracle, Postgres, Django ORM, and SQLAlchemy With this book, you'll learn how to package and deploy your Python applications and libraries, and write code that runs equally well on multiple Unix platforms. You'll also learn about several Python-related technologies that will make your life much easier.

Introduction to Android Application Development

High Performance Silicon Imaging

Freedom of expression and the internet

Transmedia Storytelling

Designing Interfaces

The 4-hour Workweek

Nation Branding: Concepts, Issues, Practice is a comprehensive and exciting text that demonstrates why nations are embracing the principles of brand management. It clearly explains how the concepts and techniques of branding can be adapted to the context of nations- as opposed to the more usual context of products, services, or companies. Concepts grounded in the brand management literature such as brand identity, brand image, brand positioning, and brand equity, are transposed to the domain of nation branding and supported by country case insights that provide vivid illustrations of nation branding in practice. Nation branding is a means by which more and more nations are attempting to compete on the global stage. Current practice in nation branding is examined and future horizons traced. The book provides: * The first overview of its kind on nation branding * A blend of academic theory and real world practice in an accessible, readable fashion * A clear and detailed adaptation of existing brand theory to the emerging domain of nation branding * An original conceptual framework and models for nation branding * A rich range of international examples and over 20 contributions by leading experts from around the world Country case insights on nation branding strategies currently being utilized by nations such as Japan, Egypt, Brazil, Switzerland, Iceland, and Russia Clearly and coherently structured, the book is an essential introduction to nation branding for both students and policymakers and will be an essential text for those interested in this fast growing area. Key Features: * Seminal text in a cutting-edge, controversial and crucial field of global importance * Ideal blend of theory and practice * Twenty individual country case studies, including USA, Hong Kong, Japan, New Zealand, Spain and China.

Offensive Marketing is the best source for competitive executives who are serious about strengthening their marketing skills and producing new outcomes. The authors bring the acclaimed POISE (Profitable, Offensive, Integrated, Strategic, Effectively Executed) framework to a North American audience. POISE brings together advances in strategy, innovation, and approach to produce a new level of effectiveness and market results. Extensively used by companies and individuals worldwide, this freshly adapted book is an essential resource for all marketing students and professionals interested in achievable strategies and profitable marketing.

Now thoroughly streamlined and revised, PRINCIPLES OF INFORMATION SYSTEMS, Ninth Edition, retains the overall vision and framework that made the previous editions so popular while eliminating outdated topics and updating information, examples, and case studies. In just 600 pages, accomplished authors Ralph Stair and George Reynolds cover IS principles and their real-world applications using timely, current business examples and hands-on activities. Regardless of their majors, students can use this book to understand and practice IS principles so they can

function more effectively as workers, managers, decision makers, and organizational leaders. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This engaging volume presents the exciting new technology of additive manufacturing (AM) of metal objects for a broad audience of academic and industry researchers, manufacturing professionals, undergraduate and graduate students, hobbyists, and artists. Innovative applications ranging from rocket nozzles to custom jewelry to medical implants illustrate a new world of freedom in design and fabrication, creating objects otherwise not possible by conventional means. The author describes the various methods and advanced metals used to create high value components, enabling readers to choose which process is best for them. Of particular interest is how harnessing the power of lasers, electron beams, and electric arcs, as directed by advanced computer models, robots, and 3D printing systems, can create otherwise unattainable objects. A timeline depicting the evolution of metalworking, accelerated by the computer and information age, ties AM metal technology to the rapid evolution of global technology trends. Charts, diagrams, and illustrations complement the text to describe the diverse set of technologies brought together in the AM processing of metal. Extensive listing of terms, definitions, and acronyms provides the reader with a quick reference guide to the language of AM metal processing. The book directs the reader to a wealth of internet sites providing further reading and resources, such as vendors and service providers, to jump start those interested in taking the first steps to establishing AM metal capability on whatever scale. The appendix provides hands-on example exercises for those ready to engage in experiential self-directed learning.

Secrets & Solutions

Principles of Information Systems

Technical, Legal and Social Aspects

Imagery, Shapes and Techniques

Introductory Statistics

This public domain book is an open and compatible implementation of the Uniform System of Citation.

In 2009, a bipartisan Knight Commission found that while the broadband age is enabling an info. and commun. renaissance, local communities in particular are being unevenly served with critical info. about local issues. Soon after the Knight Commission delivered its findings, the FCC initiated a working group to identify crosscurrent and trend, and make recommendations on how the info. needs of communities can be met in a broadband world. This report by the FCC Working Group on the Info. Needs of Communities addresses the rapidly changing media landscape in a broadband age. Contents: Media Landscape; The Policy and Regulatory Landscape; Recommendations. Charts and tables. This is a print on demand report.

The definitive guide to penetrating and defending wireless networks. Straight from the field, this is the definitive guide to hacking wireless networks. Authored by world-renowned wireless security auditors, this hands-on, practical guide covers everything you need to attack -- or protect -- any wireless network. The authors introduce the 'battlefield,' exposing today's 'wide open' 802.11 wireless networks and their attackers. One step at a time, you'll master the attacker's entire arsenal of hardware and software tools: crucial knowledge for crackers and auditors alike. Next, you'll learn systematic countermeasures for building hardened wireless 'citadels' including cryptography-based techniques, authentication, wireless VPNs, intrusion detection, and more. Coverage includes: Step-by-step walkthroughs and explanations of typical attacks Building wireless hacking/auditing toolkit: detailed recommendations, ranging from discovery tools to chipsets and antennas Wardriving: network mapping and site surveying Potential weaknesses in current and emerging standards, including 802.11i, PPTP, and IPSec Implementing strong, multilayered defenses Wireless IDS: why attackers aren't as untraceable as they think Wireless hacking and the law: what's legal, what isn't If you're a hacker or security auditor, this book will get you in. If you're a netadmin, sysadmin, consultant, or home user, it will keep everyone else out.

"Highly informative and remarkably entertaining." —Elle From forest trails in Korea, to islands in Finland, to eucalyptus groves in California, Florence Williams investigates the science behind nature's positive effects on the brain. Delving into brand-new research, she uncovers the powers of the natural world to improve health, promote reflection and innovation, and strengthen our relationships. As our modern lives shift dramatically indoors, these ideas—and the answers they yield—are more urgent than ever.

Designing EEG Experiments for Studying the Brain

The Nature Fix: Why Nature Makes Us Happier, Healthier, and More Creative

Made to Break

Python for Unix and Linux System Administration

Hacking Exposed Computer Forensics

Evolving IP Marketplace

This book takes a look at fully automated, autonomous vehicles and discusses many open questions: How can autonomous vehicles be integrated into the current transportation system with diverse users and human drivers? Where do automated vehicles fall under current legal frameworks? What risks are associated with automation and how will society respond to these risks? How will the marketplace react to automated vehicles and what changes may be necessary for companies? Experts from Germany and the United States define key societal, engineering, and mobility issues related to the automation of vehicles. They discuss the decisions programmers of automated vehicles must make to enable vehicles to perceive their environment, interact with other road users, and choose actions that may have ethical consequences. The authors

further identify expectations and concerns that will form the basis for individual and societal acceptance of autonomous driving. While the safety benefits of such vehicles are tremendous, the authors demonstrate that these benefits will only be achieved if vehicles have an appropriate safety concept at the heart of their design. Realizing the potential of automated vehicles to reorganize traffic and transform mobility of people and goods requires similar care in the design of vehicles and networks. By covering all of these topics, the book aims to provide a current, comprehensive, and scientifically sound treatment of the emerging field of "autonomous driving".

The #1 New York Times Bestseller "An engaging look at the often head-scratching, frequently infuriating mating behaviors that shape our love lives." —Refinery 29 A hilarious, thoughtful, and in-depth exploration of the pleasures and perils of modern romance from Aziz Ansari, the star of *Master of None* and one of this generation's sharpest comedic voices At some point, every one of us embarks on a journey to find love. We meet people, date, get into and out of relationships, all with the hope of finding someone with whom we share a deep connection. This seems standard now, but it's wildly different from what people did even just decades ago. Single people today have more romantic options than at any point in human history. With technology, our abilities to connect with and sort through these options are staggering. So why are so many people frustrated? Some of our problems are unique to our time. "Why did this guy just text me an emoji of a pizza?" "Should I go out with this girl even though she listed Combos as one of her favorite snack foods? Combos?!" "My girlfriend just got a message from some dude named Nathan. Who's Nathan? Did he just send her a photo of his penis? Should I check just to be sure?" But the transformation of our romantic lives can't be explained by technology alone. In a short period of time, the whole culture of finding love has changed dramatically. A few decades ago, people would find a decent person who lived in their neighborhood. Their families would meet and, after deciding neither party seemed like a murderer, they would get married and soon have a kid, all by the time they were twenty-four. Today, people marry later than ever and spend years of their lives on a quest to find the perfect person, a soul mate. For years, Aziz Ansari has been aiming his comic insight at modern romance, but for *Modern Romance*, the book, he decided he needed to take things to another level. He teamed up with NYU sociologist Eric Klinenberg and designed a massive research project, including hundreds of interviews and focus groups conducted everywhere from Tokyo to Buenos Aires to Wichita. They analyzed behavioral data and surveys and created their own online research forum on Reddit, which drew thousands of messages. They enlisted the world's leading social scientists, including Andrew Cherlin, Eli Finkel, Helen Fisher, Sheena Iyengar, Barry Schwartz, Sherry Turkle, and Robb Willer. The result is unlike any social science or humor book we've seen before. In *Modern Romance*, Ansari combines his irreverent humor with cutting-edge social science to give us an unforgettable tour of our new romantic world.

High Performance Silicon Imaging covers the fundamentals of silicon image sensors, with a focus on existing performance issues and potential solutions. The book considers several applications for the technology as well. Silicon imaging is a fast growing area of the semiconductor industry. Its use in cell phone cameras is already well established, and emerging applications include web, security, automotive, and digital cinema cameras. Part one begins with a review of the fundamental principles of photosensing and the operational principles of silicon image sensors. It then focuses in on charged coupled device (CCD) image sensors and complementary metal oxide semiconductor (CMOS) image sensors. The performance issues considered include image quality, sensitivity, data transfer rate, system level integration, rate of power consumption, and the potential for 3D imaging. Part two then discusses how CMOS technology can be used in a range of areas, including in mobile devices, image sensors for automotive applications, sensors for several forms of scientific imaging, and sensors for medical applications. High Performance Silicon Imaging is an excellent resource for both academics and engineers working in the optics, photonics, semiconductor, and electronics industries. Covers the fundamentals of silicon-based image sensors and technical advances, focusing on performance issues Looks at image sensors in applications such as mobile phones, scientific imaging, TV broadcasting, automotive, and biomedical applications

The study of new literacies is quickly emerging as a major research field. This book «samples» work in the broad area of new literacies research along two dimensions. First, it samples some typical examples of new literacies - video gaming, fan fiction writing, weblogging, role play gaming, using websites to participate in affinity practices, memes, and other social activities involving mobile technologies. Second, the studies collectively sample from a wide range of approaches potentially available for researching and studying new literacies from a sociocultural perspective. Readers will come away with a rich sense of what new literacies are, and a generous appreciation of how they are being researched.

Building Marketing Strategy

Modern Romance

Consumer Behavior

Wi-Foo

Android Wireless Application Development

Information Needs of Communities

The Wall Street Journal Bestseller! Updated to include Steve Jobs's iPad and iPad2 launch presentations "The Presentation Secrets of Steve Jobs reveals the operating system behind any great presentation and provides you with a quick-start guide to design your own passionate interfaces with your audiences." —Cliff Atkinson, author of Beyond Bullet Points and The Activist Audience Former Apple CEO Steve Jobs's wildly popular presentations have set a new global gold standard—and now this step-by-step guide shows you exactly how to use his crowd-pleasing techniques in your own presentations. The Presentation Secrets of Steve Jobs is as close as you'll ever get to having the master presenter himself speak directly in your ear. Communications expert Carmine Gallo has studied and analyzed the very best of Jobs's performances, offering point-by-point examples, tried-and-true techniques, and proven presentation secrets in 18 "scenes," including: Develop a messianic sense of purpose Reveal the Conquering hero Channel your inner Zen Stage your presentation with props Make it look effortless With this revolutionary approach, you'll be surprised at how easy it is to sell your ideas, share your enthusiasm, and wow your audience the Steve Jobs way. "No other leader captures an audience like Steve Jobs does and, like no other book, The Presentation Secrets of Steve Jobs captures the formula Steve uses to enthrall audiences." —Rob Enderle, The Enderle Group "Now you can learn from the best there is—both Jobs and Gallo. No matter whether you are a novice presenter or a professional speaker like me, you will read and reread this book with the same enthusiasm that people bring to their iPods." —David Meerman Scott, bestselling author of The New Rules of Marketing & PR and World Wide Rave

Investigate computer crime, corporate malfeasance, and hacker break-ins quickly and effectively with help from this practical and comprehensive resource. You'll get expert information on crucial

procedures to successfully prosecute violators while avoiding the pitfalls of illicit searches, privacy violations, and illegally obtained evidence. It's all here--from collecting actionable evidence, re-creating the criminal timeline, and zeroing in on a suspect to uncovering obscured and deleted code, unlocking encrypted files, and preparing lawful affidavits. Plus, you'll get in-depth coverage of the latest PDA and cell phone investigation techniques and real-world case studies.

Computer Science: An Overview uses broad coverage and clear exposition to present a complete picture of the dynamic computer science field. Accessible to students from all backgrounds, Glenn Brookshear uses a language-independent context to encourage the development of a practical, realistic understanding of the field. An overview of each of the important areas of Computer Science (e.g. Networking, OS, Computer Architecture, Algorithms) provides students with a general level of proficiency for future courses. The Eleventh Edition features two new contributing authors (David Smith — Indiana University of PA; Dennis Brylow — Marquette University), new, modern examples, and updated coverage based on current technology.

Classical and Object-Oriented Software Engineering, 5/e is designed for an introductory software engineering course. This book provides an excellent introduction to software engineering fundamentals, covering both traditional and object-oriented techniques. Schach's unique organization and style makes it excellent for use in a classroom setting. It presents the underlying software engineering theory in Part I and follows it up with the more practical life-cycle material in Part II. Many software engineering books are more like reference books, which do not provide the appropriate fundamentals before inundating students with implementation details. In this edition, more practical material has been added to help students understand how to use what they are learning. This has been done through the use of "How To" boxes and greater implementation detail in the case study. Additionally, the new edition contains the references to the most current literature and includes an overview of extreme programming. The website in this edition will be more extensive. It will include Solutions, PowerPoints that incorporate lecture notes, newly developed self-quiz questions, and source code for the term project and case study.

Escape 9-5, Live Anywhere, and Join the New Rich

Object-Oriented and Classical Software Engineering

The Changing Media Landscape in a Broadband Age

Fundamentals and Applications of CMOS and CCD sensors

The Indigo Book

Interaction Design

Designing EEG Experiments for Studying the Brain: Design Code and Example Datasets details the design of various brain experiments using electroencephalogram (EEG). Providing guidelines for designing an EEG experiment, it is primarily for researchers who want to venture into this field by designing their own experiments as well as those who are excited about neuroscience and want to explore various applications related to the brain. The first chapter describes how to design an EEG experiment and details the various parameters that should be considered for success, while remaining chapters provide experiment design for a number of neurological applications, both clinical and behavioral. As each chapter is accompanied with experiment design codes and example datasets, those interested can quickly design their own experiments or use the current design for their own purposes. Helpful appendices provide various forms for one's experiment including recruitment forms, feedback forms, ethics forms, and recommendations for related hardware equipment and software for data acquisition, processing, and analysis. Written to assist neuroscientists in experiment designs using EEG Presents a step-by-step approach to designing both clinical and behavioral EEG experiments Includes experiment design codes and example datasets Provides inclusion and exclusion criteria to help correctly identify experiment subjects and the minimum number of samples Includes appendices that provide recruitment forms, ethics forms, and various subjective tests associated with each of the chapters

How can we capture the unpredictable evolutionary and emergent properties of nature in software? How can understanding the mathematical principles behind our physical world help us to create digital worlds? This book focuses on a range of programming strategies and techniques behind computer simulations of natural systems, from elementary concepts in mathematics and physics to more advanced algorithms that enable sophisticated visual results. Readers will progress from building a basic physics engine to creating intelligent moving objects and complex systems, setting the foundation for further experiments in generative design. Subjects covered include forces, trigonometry, fractals, cellular automata, self-organization, and genetic algorithms. The book's examples are written in Processing, an open-source language and development environment built on top of the Java programming language. On the book's website (<http://www.natureofcode.com>), the examples run in the browser via Processing's JavaScript mode.

An edition expanded with more than 100 pages of new content offers a blueprint for a better life, whether one's dream is escaping the rat race, experiencing high-end world travel, earning a monthly five-figure income with zero management or just living more and working less.

BeagleBone is an inexpensive web server, Linux desktop, and electronics hub that includes all the tools you need to create your own projects—whether it's robotics, gaming, drones, or software-defined radio. If you're new to BeagleBone Black, or want to explore more of its capabilities, this cookbook provides scores of recipes for connecting and talking to the physical world with this credit-card-sized computer. All you need is minimal familiarity with computer programming and electronics. Each recipe includes clear and simple wiring diagrams and example code to get you started. If you don't know what

BeagleBone Black is, you might decide to get one after scanning these recipes. Learn how to use BeagleBone to interact with the physical world Connect force, light, and distance sensors Spin servo motors, stepper motors, and DC motors Flash single LEDs, strings of LEDs, and matrices of LEDs Manage real-time input/output (I/O) Work at the Linux I/O level with shell commands, Python, and C Compile and install Linux kernels Work at a high level with JavaScript and the BoneScript library Expand BeagleBone's functionality by adding capes Explore the Internet of Things Updated and revised 2nd edition

ALGORITHMS OF THE INTELLIGENT WEB

The Presentation Secrets of Steve Jobs: How to Be Insanely Great in Front of Any Audience

Autonomous Driving

A New Literacies Sampler

Aligning Patent Notice and Remedies with Competition

Made to Break is a history of twentieth-century technology as seen through the prism of obsolescence. Giles Slade explains how disposability was a necessary condition for America's rejection of tradition and our acceptance of change and impermanence. This book gives us a detailed and harrowing picture of how, by choosing to support ever-shorter product lives, we may well be shortening the future of our way of life as well.

The Indigo BookLulu.com

Provides information on designing easy-to-use interfaces.

Revised edition of first part of: Android wireless application development / Shane Conder, Lauren Darcey. c2010.

Advanced Qt Programming

An Overview

Nation Branding

Creating Great Software with C++ and Qt 4

Computer Science

Investigation Of Competition In Digital Markets

Peter Norton is a pioneering software developer and author. Norton's desktop for windows, utilities, backup, antivirus, and other utility programs are installed on millions of PCs worldwide. His inside the IBM PC and DOS guide have helped millions of people understand computers from the inside out. Peter Norton's introduction to computers incorporates features not found in other introductory programs. Among these are the following: Focus on the business-computing environment for the 1990s and beyond, avoiding the standard 'MIS approach.': A 'glass-box' rather than the typical 'black-box' view of computers-encouraging students to explore the computer from the inside out. Special Features: Learning Elements: How to create recommendations just like those on Netflix and Amazon. How to implement Google's Pagerank algorithm. How to discover matches on social-networking sites. How to organize the discussions on your favorite news group. How to select topics of interest from shared bookmarks. How to leverage user clicks. How to categorize emails based on their content. How to build applications that do targeted advertising. How to implement fraud detection About The Book: Algorithms of the Intelligent Web is an example-driven blueprint for creating applications that collect, analyze, and act on the massive quantities of data users leave in their wake as they use the web. You'll learn how to build Amazon- and Netflix-style recommendation engines, and how the same techniques apply to people matches on social-networking sites. See how click-trace analysis can result in smarter ad rotations. With a plethora of examples and extensive detail, this book shows you how to build Web 2.0 applications that are as smart as your users.

This report recommends improvements to two areas of patent law policies affecting how well a patent gives notice to the public of what technology is protected and remedies for patent infringement. The report provides valuable insights on how courts can reform the patent system to best serve consumers. It recognizes that patents play a critical role in encouraging innovation, but it also observes that some strategies by patent holders risk distorting competition and deterring innovation. This is especially true for activity driven by poor patent notice, and by remedies that do not align the compensation received by patent holders for infringement with the economic value of their patented inventions. This is a print on demand report.

An invaluable resource for students of law, politics, international relations and technology as well as for diplomats and civil society actors, this publication demonstrates how the Council of Europe contributes to ensuring that everyone's voice online can be heard. This is key to sustainable, human rights oriented and people-centred digitalisation. Human rights matter on the internet. Without freedom of expression, people cannot participate in everything that the information society has to offer. Yet online free speech is in danger. Between state laws, private rules and algorithms, full participation in the online communicative space faces many challenges. This publication explores the profound impact of the internet on free expression and how it can be effectively secured online. The second, updated edition of this introduction into the protection of freedom of expression online answers essential questions regarding the extent and limits of freedom of expression online and the role of social networks, courts, states and organisations in online communication spaces. In clear language, with vivid examples spanning two decades of internet law, the authors answer questions on freedom of expression in cyberspace. Addressing issues from the protection of bloggers to the right to access online information, the publication also shows the importance of the standard-setting,

monitoring and promotion activities of international and non-governmental organisations and includes a chapter on relevant national practice. It pays special attention to the role of European human rights law and the Council of Europe as this region's most important human rights organisation.

Peter Norton's Introduction to Computers

The Nature of Code

Majority Staff Report And Recommendations

Concepts, Issues, Practice

Android Essentials

Design Code and Example Datasets