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REINA KIDD

Programming the Mobile Web Artech House

This is the definitive guide for Symbian C++ developers looking to use Symbian SQL in applications or system software. Since Symbian SQL and SQLite are relatively new additions to the Symbian platform, Inside Symbian SQL begins with an introduction to database theory and concepts, including a Structured Query Language (SQL) tutorial. Inside Symbian SQL also provides a detailed overview of the Symbian SQL APIs. From the outset, you will "get your hands dirty" writing Symbian SQL code. The book includes snippets and examples that application developers can immediately put to use to get started quickly. For device creators and system software developers, Inside Symbian SQL offers a unique view into the internals of the implementation and a wealth of practical advice on how to make best and most efficient use of the Symbian SQL database. Several case studies are presented - these are success stories 'from the trenches', written by Symbian engineers. Special Features: The book assumes no prior knowledge of databases Includes detailed and approachable explanations of database concepts Easy to follow SQL tutorial with SQLite examples Unique view into the Symbian SQL internals Troubleshooting section with solutions to common problems Written by the Symbian engineers who implemented SQLite on Symbian, with more than 40 years combined Symbian C++ experience, this book is for anyone interested in finding out more about using a database on Symbian.

Бизнес-журнал, 2010/05 "O'Reilly Media, Inc."

This book provides a broad overview of the many card systems and solutions that are in practical use today. This new edition adds content on RFIDs, embedded security, attacks and countermeasures, security evaluation, javacards, banking or payment cards, identity cards and passports, mobile systems security, and security management. A step-by-step approach educates the reader in card types, production, operating systems, commercial applications, new technologies, security design, attacks, application development, deployment and lifecycle management. By the end of the book the reader should be able to play an educated role in a smart card related project, even to programming a card application. This book is designed as a textbook for graduate level students in computer science. It is also as an invaluable post-graduate level reference for professionals and researchers. This volume offers insight into benefits and pitfalls of diverse industry, government, financial and logistics aspects while providing a sufficient level of technical detail to support technologists, information security specialists, engineers and researchers.

Pentaho Solutions Read Books Ltd

The Rough Guide to Cloud Computing is your essential 'how to' guide for taking your life online, sharing 100 websites that will change your life forever. This guide takes a practical view at the phenomena of "cloud computing" - in simple terms, computing that takes the focus away from applications that live on home PCs and instead puts it all online. This guide will teach you how to use

these tools to become more productive, find new ways to work and, of course, play online in this ever changing digital age. Written for novices and experts alike this jargon-busting guide will teach you how to stay in sync so that your contacts, emails, bookmarks and calendars are always at your fingertips. Discover how to keep in touch with friends using Google Docs, Zoho Office, Twiddla and how to take your media online, sharing snaps on Flickr and discovering new music with Spotify and Last.fm. Rely on tips and tricks for protecting precious data online and avoiding getting scammed. Find the coolest Cloud tools including using Remember The Milk to plan your days and discover how to scrapbook your life with Evernote. The Rough Guide to Cloud Computing will help you find your feet, and keep a cool head, in the Cloud.

Land and Labour Steel Gear Press

With the second edition of this popular book, you'll learn how to build HTML5 and CSS3-based apps that access geolocation, accelerometer, multi-touch screens, offline storage, and other features in today's smartphones, tablets, and feature phones. The market for mobile apps continues to evolve at a breakneck pace, and this book is the most complete reference available for the mobile web. Author and mobile development expert Maximiliano Firtman shows you how to develop a standard app core that you can extend to work with specific devices. This updated edition covers many recent advances in mobile development, including responsive web design techniques, offline storage, mobile design patterns, and new mobile browsers, platforms, and hardware APIs. Learn the particulars and pitfalls of building mobile websites and apps with HTML5, CSS, JavaScript and responsive techniques Create effective user interfaces for touch devices and different resolution displays Understand variations among iOS, Android, Windows Phone, BlackBerry, Firefox OS, and other mobile platforms Bypass the browser to create native web apps, ebooks, and PhoneGap applications Build apps for browsers and online retailers such as the App Store, Google Play Store, Windows Store, and App World

High Performance Mobile Web Food & Agriculture Organization of the UN (FAO)

This book presents the techniques and tools to design for mobile devices. It is not easy to understand how the mobile market looks and works in general. There are many questions: How to pick the right mobile strategy and select the right approach for a website? What design patterns and what UX techniques can assist in designing quicker and better for mobile devices? What design patterns help when building responsive websites and to optimize the performance for mobile? How should the design process be different from traditional design workflow? This book attempts to answer these questions with the valuable insights of mobile design experts. --

Nokia John Wiley & Sons

From the industrial revolution to the railway age, through the era of electrification, the advent of mass production, and finally to the information age, the same pattern keeps repeating itself. An exciting, vibrant phase of innovation and financial speculation is followed by a crash, after which begins a longer, more stately period during which the technology is actually deployed properly. This collection of surveys and articles from The Economist examines how far technology has come and

where it is heading. Part one looks at topics such as the “greying” (maturing) of IT, the growing importance of security, the rise of outsourcing, and the challenge of complexity, all of which have more to do with implementation than innovation. Part two looks at the shift from corporate computing towards consumer technology, whereby new technologies now appear first in consumer gadgets such as mobile phones. Topics covered will include the emergence of the mobile phone as the “digital Swiss Army knife”; the rise of digital cameras, which now outsell film-based ones; the growing size and importance of the games industry and its ever-closer links with other more traditional parts of the entertainment industry; and the social impact of technologies such as text messaging, Wi-Fi, and camera phones. Part three considers which technology will lead the next great phase of technological disruption and focuses on biotechnology, energy technology, and nanotechnology.

E-learning Methodologies John Wiley & Sons

Online social media have transformed the face of human interaction in the 21st century. Wikis, blogs, online groups and forums, podcasts, virtual worlds, and social tagging are but a few of the applications enabling innovative behaviors that support acquisition, access, manipulation, retrieval, and visualization of information. It is, therefore, no surprise that educational practitioners and theorists have begun to explore how social media can be harnessed to describe and implement new paradigms for communication, learning, and education. The editors’ goal in publishing this book was to identify original research on the application of online social media and related technologies in education as well as emerging applications in Web technologies that could provide and shape future educational platforms. The selected contributions deal with questions such as how social media can truly enrich and enhance learning and teaching experiences in ways not otherwise possible; how learning can be integrated in a distributed and ubiquitous social computing environment; or what theories, paradigms, and models are applicable for the support of social computing in education. Researchers in education or educational software will find interesting and sometimes provocative chapters on paradigms and methodologies, virtual and mobile learning spaces, and assessment and social factors. Practitioners in these fields will benefit from an additional section devoted to case studies and first experience reports.

Programming the Mobile Web Adobe Press

Your all-in-one resource for using Pentaho with MySQL for Business Intelligence and Data Warehousing Open-source Pentaho provides business intelligence (BI) and data warehousing solutions at a fraction of the cost of proprietary solutions. Now you can take advantage of Pentaho for your business needs with this practical guide written by two major participants in the Pentaho community. The book covers all components of the Pentaho BI Suite. You’ll learn to install, use, and maintain Pentaho and find plenty of background discussion that will bring you thoroughly up to speed on BI and Pentaho concepts. Of all available open source BI products, Pentaho offers the most comprehensive toolset and is the fastest growing open source product suite. Explains how to build and load a data warehouse with Pentaho Kettle for data integration/ETL, manually create JFree (Pentaho reporting services) reports using direct SQL queries, and create Mondrian (Pentaho analysis services) cubes and attach them to a Jpivot cube browser. Review deploying reports, cubes and metadata to the Pentaho platform in order to distribute BI solutions to end-users. Shows how to set up

scheduling, subscription and automatic distribution. The companion Web site provides complete source code examples, sample data, and links to related resources.

The Rough Guide to Cloud Computing Peter Lang

Mobilität, Flexibilität und Unabhängigkeit haben sich in den vergangenen Jahren zu den zentralen Charaktereigenschaften der heutigen Gesellschaft entwickelt. Die mobile Kommunikation passte sich fortwährend diesem Trend an, weshalb auch die mobilen Endgeräte zunehmend an Bedeutung gewinnen. Mit einer Penetrationsrate von über 100 Prozent hat die mobile Kommunikation über alle Bevölkerungsschichten hinweg die Verbreitung von Internet oder Festnetzanschlüssen betroffen. Demzufolge sind mobile Endgeräte längst deutlich stärker als andere Kommunikationsgeräte verbreitet. Dabei beschränkt sich die mobile Kommunikation gegenwärtig keinesfalls mehr nur auf die reine Übertragung von Sprache. Mit dem starken Penetrationsschub der mobilen Endgeräte ging ein Wandel des Mobilfunkmarktes einher, der neben der reinen Sprachübertragung nunmehr insbesondere eine Übertragung von multimedialen Daten erlaubt. In Verbindung mit immer leistungsfähiger werdenden Übertragungsstandards im Mobilfunk und der zunehmenden Verbreitung mobiler Endgeräte rücken auch Mobile-Marketing-Aktivitäten in den Fokus der Marketer. In einer Zeit, die sich sowohl durch eine starke Reiz- und Informationsüberflutung als auch durch ihre Schnelligkeit auszeichnet, liegt es regelrecht auf der Hand, das mobile Endgerät aus Unternehmenssicht für zielgruppengenaue Marketing-Aktivitäten zu verwenden. Das ist vor allem damit zu begründen, dass dieses sehr persönliche Medium mittlerweile nicht nur als Kommunikations-, sondern auch als Werbeinstrument im Rahmen des Mobile Marketings genutzt werden kann. Bislang haben Mobile-Marketing-Akteure das mobile Endgerät fast ausschließlich für Ankündigungen in Form von Sprachmitteilungen oder zur Vermittlung von SMS-/MMS-Botschaften genutzt. Doch im Zuge der anhaltenden Weiterentwicklung mobiler Technologien haben sich eine Vielzahl von Mobile-Marketing-Instrumenten aufgetan, die es beispielsweise erlauben, mobile Gutscheine über Applikationen oder mobile Websites zu verb

To Marry a Prince "O'Reilly Media, Inc."

Provides instruction on how to use jQuery to create applications for use on mobile computing devices like smartphones and tablet computers.

Inside Symbian SQL Penguin

«Бизнес-журнал» (www.b-mag.ru) – самое массовое всероссийское деловое издание, адресованное предпринимателям, управляющим собственникам и топ-менеджерам компаний. Выходит ежемесячно в более чем 20 регионах России общим тиражом около 100 тысяч экземпляров. Журнал является открытой площадкой для обмена предпринимательским опытом, для распространения информации о лучших деловых практиках и популяризации современных управленческих, финансовых и маркетинговых инструментов. Основное внимание редакция уделяет публикациям, затрагивающим практические аспекты ведения бизнеса в России.

Smart Cards, Tokens, Security and Applications L'Erma Di Bretschneider

Information and communication technology (ICT) has always mattered in agriculture. Ever since people have grown crops, raised livestock, and caught fish, they have sought information from one another. Today, ICT represents a tremendous opportunity for rural populations to improve

productivity, to enhance food and nutrition security, to access markets, and to find employment opportunities in a revitalized sector. ICT has unleashed incredible potential to improve agriculture, and it has found a foothold even in poor smallholder farms. ICT in Agriculture, Updated Edition is the revised version of the popular ICT in Agriculture e-Sourcebook, first launched in 2011 and designed to support practitioners, decision makers, and development partners who work at the intersection of ICT and agriculture. Our hope is that this updated Sourcebook will be a practical guide to understanding current trends, implementing appropriate interventions, and evaluating the impact of ICT interventions in agricultural programs.

Attract Mode: The Rise and Fall of Coin-Op Arcade Games "O'Reilly Media, Inc."

Crie e desenvolva websites incríveis. As mais novas ferramentas, dicas e técnicas

The Dancing Partner Random House

The Pulitzer Prize-winner's classic account of the legendary research lab that gave rise to the Digital Age. In the 1970s and '80s, Xerox Corporation brought together a brain-trust of engineering geniuses dubbed PARC (Palo Alto Research Center). This brilliant group created several monumental innovations that triggered a technological revolution, including the first personal computer, the laser printer, and the graphical interface (one of the main precursors of the Internet). And when these breakthroughs were rejected by the corporation, these determined inventors turned their ideas into empires that changed the world. Based on extensive interviews with the scientists, engineers, administrators, and executives who lived the story, *Dealers of Lightning* details PARC's rise from humble beginnings to a hothouse for ideas. It also shows why Xerox was never able to grasp the cutting-edge innovations PARC delivered. Michael A. Hiltzik offers an unprecedented look at the ideas, the inventions, and the individuals that propelled Xerox PARC to the frontier of techno-history—and the corporate machinations that almost prevented it from achieving greatness.

Website Optimization Springer Science & Business Media

The miniature web applications known as gadgets (or widgets) are a key component of the distributed web and an ideal way to publish your content far beyond the reach of your own web site. Packaging web content and functionality into a gadget enables it to be seen anywhere from iGoogle to the iPhone—wherever the user may be, on or off the traditional web. Everyone can access your content without having to visit your web site. This book is a practical guide to building gadgets that will work everywhere, from handheld devices to any site on the web. The core methodology is to develop a single code base that will run on all platforms, multiplying the syndication opportunities for maximum return on your development investment. Extending this approach is a technique of abstracting key API calls from the various gadget platforms into a single interface layer, implemented in the book as a compact JavaScript class, allowing your gadgets full access to every platform's power without your having to rewrite your code for each. Learn the key concepts for successfully syndicating web content via gadgets. Build platform-agnostic gadgets that run on all the major web portals. Deploy your gadgets to web-enabled handheld devices.

The Valley of the Spiders (Cryptofiction Classics - Weird Tales of Strange Creatures) IGI Global

Modern scholarship dealing with the economy of the ancient world has developed rapidly in recent decades. Studies of ancient economic structures and history have in many respects achieve

standards as a discipline comparable to those of economic history, using models and scenarios exactly as it is frequently seen in studies of later periods with better sources. The best example is perhaps the historical demography of Roman Italy. It was a marginal field of research until the early 1990s, but is now one of the key subjects in the study of Roman economy with a lively debate between the followers of a low count reconstruction of the demographic development in Roman Italy versus the scholars who favour a high count. Furthermore, quantitative studies have become serious scholarship and are no longer despised as only number games' as is apparent, for instance, from the new Oxford Roman Economy Project.' This is due to the great amount of published archaeological material such as terra sigillata, amphorae and shipwrecks. It is also illustrated by the shift from the predominant orthodoxy of the primitivism in the 1970s and 1980s to theoretical and methodological orientations inspired by the so-called New Institutional Economics and a diversity of approaches. But it has also rightly been pointed out that the struggle between primitivists' and modernists', which still, a century later, continues to haunt scholarly discussions, often under the revealing name of minimalists and maximalists, signifying that the problem has often wrongly been reduced to one of quantities, mainly of trade. All the chapters of this book were originally published as articles or contributions to proceedings of different conferences between 1990 and 2010.

Utilitarianism and Coordination Springer Science & Business Media

How to develop powerful mobile Web sites using popular content management systems (CMS)

Mobile is the hottest thing going—and developing content for mobile devices and browsers is even hotter than that. This book is your guide to it all—how to design, build, and deploy sites, blogs and services that will work brilliantly for mobile users. You'll learn about the state-of-the-art of mobile web development, the tools available to use, and the best practices for creating compelling mobile user interfaces. Then, using the most popular content management systems, WordPress, Joomla!, and Drupal, you'll learn how to building world-class mobile web sites from existing platforms and content.. The book walks you through each platform, including how to use third-party plug-ins and themes, explains the strategies for writing your own logic, how to switch between mobile and desktop, and much more. Provides a technical review of the mobile landscape and acquaints you with a range of mobile devices and networks Covers topics common to all platforms, including site topologies, switching between mobile and desktop, common user interface patterns, and more Walks you through each content management platform—WordPress, Joomla!, and Drupal—first focusing on standard plug-ins and themes and then exploring advanced techniques for writing your own themes or logic Explains the best practices for testing, deploying, and integrating a mobile web site Also explores analytics, m-commerce, and SEO techniques for mobile Get ahead of the the mobile web development curve with this professional and in-depth reference guide!

Programming the Mobile Web Editions Eyrolles

Optimize the performance of your mobile websites and webapps to the extreme. With this hands-on book, veteran mobile and web developer Maximiliano Firtman demonstrates which aspects of your site or app slow down the user's experience, and what you can do to achieve lightning-fast performance. There's much at stake: if you want to boost your app's conversion rate, then tackling performance issues is the best way to start. Learn tools and techniques for working with responsive web design, images, the network layer, and many other ingredients—plus the metrics to check your

progress. Ideal for web developers and web designers with HTML, CSS, JavaScript, and HTTP experience, this is your guide to superior mobile web performance. You'll dive into: Emulators, simulators, and other tools for measuring performance Basic web performance concepts, including metrics, charts, and goals How to get real data from mobile browsers on your real networks APIs and specs for measuring, tracking and improving web performance Insights and tricks for optimizing the first view experience Ways to optimize post-loading experiences and future visits Responsive web design and its performance challenges Tips for extreme performance to achieve best conversion rates How to work with web views inside native apps

Dealers of Lightning John Wiley & Sons

«Бизнес-журнал» (www.b-mag.ru) – самое массовое всероссийское деловое издание, адресованное предпринимателям, управляющим собственникам и топ-менеджерам компаний. Выходит ежемесячно в более чем 20 регионах России общим тиражом около 100 тысяч экземпляров. Журнал является открытой площадкой для обмена предпринимательским опытом, для распространения информации о лучших деловых практиках и популяризации современных управленческих, финансовых и маркетинговых инструментов. Основное

внимание редакция уделяет публикациям, затрагивающим практические аспекты ведения бизнеса в России.

Бизнес-журнал, 2010/04 John Wiley & Sons

Schools remain notorious for co-opting digital technologies to «business as usual» approaches to teaching new literacies. DIY Media addresses this issue head-on, and describes expansive and creative practices of digital literacy that are increasingly influential and popular in contexts beyond the school, and whose educational potential is not yet being tapped to any significant degree in classrooms. This book is very much concerned with engaging students in do-it-yourself digitally mediated meaning-making practices. As such, it is organized around three broad areas of digital media: moving media, still media, and audio media. Specific DIY media practices addressed in the chapters include machinima, anime music videos, digital photography, podcasting, and music remixing. Each chapter opens with an overview of a specific DIY media practice, includes a practical how-to tutorial section, and closes with suggested applications for classroom settings. This collection will appeal not only to educators, but to anyone invested in better understanding - and perhaps participating in - the significant shift towards everyday people producing their own digital media.

Best Sellers - Books :

- [The Untethered Soul: The Journey Beyond Yourself](#)
- [To Kill A Mockingbird By Harper Lee](#)
- [Mad Honey: A Novel By Jodi Picoult](#)
- [Killers Of The Flower Moon: The Osage Murders And The Birth Of The Fbi By David Grann](#)
- [The Five-star Weekend](#)
- [The Covenant Of Water \(oprah's Book Club\) By Abraham Verghese](#)
- [Meditations: A New Translation](#)
- [Harry Potter Paperback Box Set \(books 1-7\) By J. K. Rowling](#)
- [Killers Of The Flower Moon: The Osage Murders And The Birth Of The Fbi](#)
- [The Wager: A Tale Of Shipwreck, Mutiny And Murder By David Grann](#)