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The Netsize Guide 2009: Mobile Society & Me, when worlds combine *Digital Forensics and Cyber Crime Location-Aware Applications* **ECGBL2009- 4th European Conference on Games-Based Learning** Emerging Perspectives on the Design, Use, and Evaluation of Mobile and Handheld Devices **Innovations in Mobile Educational Technologies and Applications** Programming the Mobile Web **New York** Integration Throughout and Beyond the Enterprise **Cloud Computing for Teaching and Learning: Strategies for Design and Implementation** **Bluetooth Security** **Beginning Smartphone Web Development** *Futuristic Trends in Network and Communication Technologies* From GSM to LTE-Advanced Pro and 5G *The Telecommunications Handbook Display Interfaces* **The Twenty-First-Century Media Industry** *Repère* **Startup Windows 7 All-in-One For Dummies** *Digital Compositing for Film and Video* **The Symbian OS Architecture Sourcebook** *Recent Trends in Intelligent Computing, Communication and Devices* **The Massively Parallel Processing System JUMP-1** Inside Symbian SQL *Land of Marvels* The Winn Rosh Hardware Bible The Definitive Guide to the ARM Cortex-M0 **Literature Review in Mobile Technologies and Learning** *Ringtone Mobile Learning* **Mobile Usability: How Nokia Changed the Face of the Mobile Phone** Achtung-Panzer! New-Product Diffusion Models *Mathematics for Finance* **Vertical Turbulent Buoyant Jets** **Lacrimal Gland, Tear Film, and Dry Eye Syndromes 2** **The Story of a Novel (Annotated)** *Nokia Mobile As 7th of the Mass Media*

This is one of the most significant military books of the twentieth century. By an outstanding soldier of independent mind, it pushed forward the evolution of land warfare and was directly responsible for German armoured supremacy in the early years of the Second World War. Published in 1937, the result of 15 years of careful study since his days on the German General Staff in the First World War, Guderian's book argued, quite clearly, how vital the proper use of tanks and supporting armoured vehicles would be in the conduct of a future war. When that war came, just two years later, he proved it, leading his Panzers with distinction in the Polish, French and Russian campaigns. Panzer warfare had come of age, exactly as he had forecast. This first English translation of Heinz Guderian's classic book - used as a textbook by Panzer officers in the war - has an introduction and extensive background notes by the modern English historian Paul Harris. This book gathers a collection of high-quality, peer-reviewed research papers presented at the International Conference on Intelligent Computing, Communication and Devices (ICCD 2018), which address three core dimensions of the intelligent sciences—intelligent computing, intelligent communication, and intelligent devices. Intelligent computing includes areas such as intelligent and distributed computing, intelligent grid and cloud computing, Internet of Things, soft computing and engineering applications, data mining and knowledge discovery, semantic and web technology, hybrid systems, agent computing, bioinformatics, and recommendation systems. In turn, intelligent communication is concerned with communication and network technologies, such as mobile broadband and all-optical networks, which are the key to groundbreaking advances in intelligent communication technologies. It includes communication hardware, software and networked intelligence, mobile technologies, machine-to-machine communication networks, speech and natural language processing, routing techniques and network analytics, wireless ad hoc and sensor networks, communications and information security, signal, image and video processing, network management, and traffic engineering. Lastly, intelligent devices refer to any equipment, instruments, or machines that have their own computing capability, and covers areas such as embedded systems, radiofrequency identification (RFID), radiofrequency microelectromechanical systems (RF MEMS), very large-scale integration (VLSI) design and electronic devices, analog and mixed-signal integrated circuit (IC) design and testing, microelectromechanical systems (MEMS) and microsystems, solar cells and photonics, nanodevices, single electron and spintronic devices, space electronics, and intelligent robotics.

Summary Location-Aware Applications is a comprehensive guide to the technology and business of creating compelling location-based services and applications. The book walks you through the LBS landscape, from mapping technologies to available platforms; from toolkits to business questions like monetization and privacy. About the Book Mobile customers want entertainment, business apps, and on-the-go services that recognize and respond to location. This book will guide you through the technology and business of mobile applications so you can create competitive and innovative apps based on location-based services. It is an engaging look at the LBS landscape, from choosing the right mobile platform, to making money with your application, to dealing with privacy issues. It provides insight into a wealth of ideas for LBS development so you can build the next killer app. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Managing location-aware content Making money from location-based services Augmented reality and tablets Detailed examples for iPhone and Android Who Should Read this Book This book is written for developers and business pros - no prior knowledge of location-based services is assumed. Table of Contents PART 1 LBS, THE BIG PICTURE Location-based services: An overview Positioning technologies Mapping Content options PART 2 TECHNOLOGY Consumer applications Mobile platforms Connectivity issues Server-side integration PART 3 CREATING WINNING LBS BUSINESSES Monetization of location-based services The privacy debate Distributing your application Securing your business idea This textbook contains the fundamentals for an undergraduate course in mathematical finance aimed primarily at students of mathematics. Assuming only a basic knowledge of probability and calculus, the material is presented in a mathematically rigorous and complete way. The book covers the time value of money, including the time structure of interest rates, bonds and stock valuation; derivative securities (futures, options), modelling in discrete time, pricing and hedging, and many other core topics. With numerous examples, problems and exercises, this book is ideally suited for independent study. A comparative introduction to major global wireless standards, technologies and their applications From GSM to LTE-Advanced Pro and 5G: An Introduction to Mobile Networks and Mobile Broadband, 3rd Edition provides technical descriptions of the various wireless technologies currently in use. It explains the rationales behind their differing mechanisms and implementations while exploring the advantages and limitations of each technology. This edition has been fully updated and substantially expanded to reflect the significant evolution in mobile network technology occurring over the past several years. The chapter on LTE has been extensively enhanced with new coverage of current implementations of LTE carrier aggregation, mobility management, cell reselection and handover procedures, as well as the latest developments in 5G radio and core networks in 3GPP. It now features additional information on the TD-LTE air interface, IPv6 in mobile networks, Network Function Virtualization (NFV) and Narrowband Internet of Things (NB-IOT). Voice-over-LTE (VoLTE) is now treated extensively in a separate chapter featuring coverage of the VoLTE call establishment process, dedicated bearer setup, header compression, speech codec and bandwidth negotiation, supplementary service configuration and VoLTE emergency calls. In addition, extensive coverage of Voice-over-Wifi and mission critical communication for public safety organizations over LTE has been added. The WLAN chapter now provides coverage of WPA2-Professional with certificates for authentication in large deployments, such as the global Eduroam network and the new WLAN 60 GHz air interface. Bluetooth evolution has been addressed by including a detailed description of Bluetooth Low Energy (BLE) in the chapter devoted to Bluetooth. Describes the different systems based on the standards, their practical implementation and design assumptions, and the performance and capacity of each system in practice is analyzed and explained Questions at the end of each chapter and answers on the accompanying website make this book ideal for self-study or as course material. The current educational system continues to face challenges in the wake of new technological advancements in our society. Continuous advances in education technology have provided the mobile learning community with inquiries on how these innovative devices may be used for teaching. Innovations in Mobile Educational Technologies and Applications presents a collection of knowledge on the developments and approaches of mobile educational technology. Bringing together points of view from both technological and pedagogical practices, this book aims to enhance interest in nontraditional approaches to learning. Throughout the history of the IT industry, integration has been an important part of most projects. Whether it is integration of transactions, data, or processes, each has challenges and associated patterns and antipatterns. In an age of mobile devices, social networks, and cloud services, and big data analytics, integration is more important than ever, but the scope of the challenge for IT projects has changed. Partner APIs, social networks, physical sensors and devices, all of these

and more are important sources of capability or insight. It is no longer sufficient to integrate resources under control of the enterprise, because many important resources are in the ecosystem beyond enterprise boundaries. With this as the basic tenet, we address these questions: What are the current integration patterns that help enterprises become and remain competitive? How do you choose when to use which pattern? What is the topology for a "composable business"? And how do you accelerate the process of implementation through intelligent choice of supporting integration middleware? This IBM® Redbooks® publication guides integration practitioners and architects in choosing integration patterns and technologies. Today's Web 2.0 applications (think Facebook and Twitter) go far beyond the confines of the desktop and are widely used on mobile devices. The mobile Web has become incredibly popular given the success of the iPhone and BlackBerry, the importance of Windows Mobile, and the emergence of Palm Pre (and its webOS platform). At Apress, we are fortunate to have Gail Frederick of the well-known training site Learn the Mobile Web offer her expert advice in *Beginning Smartphone Web Development*. In this book, Gail teaches the web standards and fundamentals specific to smartphones and other feature-driven mobile phones and devices. Shows you how to build interactive mobile web sites using web technologies optimized for browsers in smartphones Details markup fundamentals, design principles, content adaptation, usability, and interoperability Explores cross-platform standards and best practices for the mobile Web authored by the W3C, dotMobi, and similar organizations Dives deeps into the feature sets of the most popular mobile browsers, including WebKit, Chrome, Palm Pre webOS, Pocket IE, Opera Mobile, and Skyfire By the end of this book, you'll have the training, tools, and techniques for creating robust mobile web experiences on any of these platforms for your favorite smartphone or other mobile device. With the subtitle of *Cellphone, Cameraphone, iPhone, Smartphone*, Tomi's latest book takes readers to a journey of the most advanced content and media services deployed on mobile phones in the most advanced mobile telecoms countries such as Japan, South Korea, HongKong, Finland etc. He goes through the taxonomy of the seven massmedia, with an emphasis of what lessons can be learned when newer media were introduced. These lessons he applies now to the 7th media, mobile, with compelling arguments for why just copying television, newspaper or internet content to mobile is not enough. The book starts by setting the stage by examining the overall industry and the consumers of mobile content in four chapters. Next Tomi devotes two chapters into explaining how to build compelling content to mobile, and exploding the myths of the limitations of supposedly too small keypad and tiny screen. In the book he then devotes a chapter each to the most promising early media content types: music, gaming, TV, internet, advertising and social networking. Tomi explains what works and what doesn't when deploying content to the mobile. He also includes a chapter on SMS text messaging. In the book Tomi expands his 5 M's mobile service theory to 6 M's. He discusses the seven unique benefits of mobile as a mass media channel, and he discusses how mobile phones have evolved through the 8 C's. He concludes the book with essays on related matters such as disruptive factors now creating new opportunities, and a chapter on discussing why the American industry lags the rest of the world in mobile telecoms. Like Tomi's previous books with us (*Communities Dominate Brands*, co-authored with Alan Moore and *Digital Korea*, co-authored with Jim O'Reilly) *Mobile as 7th of the Mass Media* is also a hardcover book, which runs 322 pages and is packed with 16 case studies, up-to-the-minute statistics, end-user analysis, and real world examples. The book is in production and will be available in bookstores soon. We are currently taking pre-orders for the book. We also will sell this book in bulk orders at a discount for those who may consider it as a corporate gift for example or for in-house use. When it comes to delivering product design innovations to mobile device users, Nokia is the yardstick by which all others are judged. Now the process and working methods that have enabled Nokia to revolutionize usability are fully explained for the first time in this beautiful, four-color book. Written with insight by two veterans of Nokia's design triumphs (co-author Christian Lindholm was featured in the August 2002 issue of *Business 2.0* magazine) this one-of-a-kind reference vividly delivers:

- * The complete design process, from concept creation to product testing
- * The future of small interfaces
- * Usability engineering in practice in the mobile environment
- * The elements of a Nokia User Interface
- * First person accounts of the product development cycle

Learn the processes that helped Nokia develop the world's most desirable handheld

The Twenty-First-Century Media Industry: Economic and Managerial Implications in the Age of New Media examines the role that new media technologies are having on the traditional media industry from a media management perspective. Consumer behaviors and consumer expectations are being shaped by new media technologies. They now expect information on-demand and on-the-go as well as at their finger-tips via the Internet. In order to stay relevant, traditional media managers and practitioners are adapting to these

consumer demands and expectations by developing new business models and new business philosophies to stay competitive. The contributors to this volume explore the business strategies being implemented by some media industries such as newspapers and the recording industry who are struggling to not only remain competitive and profitable, but also to survive. The Twenty-First-Century Media Industry provides an intriguing examination of how traditional media industries are adapting to new media technologies and evolving in the twenty-first century. Eight references in one-fully revised to include all the new features and updates to Windows 7 As the #1 operating system in the world, Windows provides the platform upon which all essential computing activities occur. This much-anticipated version of the popular operating system offers an improved user experience with an enhanced interface to allow for greater user control. This All-in-One reference is packed with valuable information from eight minibooks, making it the ultimate resource. You'll discover the improved ways in which Windows 7 interacts with other devices, including mobile and home theater. Windows 7 boasts numerous exciting new features, and this reference is one-stop shopping for discovering them all! Eight minibooks cover Windows 7 basics, security, customizing, the Internet, searching and sharing, hardware, multimedia, Windows media center, and wired and wireless networking Addresses the new multi-touch feature that will allow you to control movement on the screen with your fingers With this comprehensive guide at your fingertips, you'll quickly start taking advantages of all the exciting new features of Windows 7. This practical, hands-on guide addresses the problems and difficult choices that professional compositors face on a daily basis. You are presented with tips, techniques, and solutions for dealing with badly shot elements, color artifacts, mismatched lighting and other commonly-faced compositing obstacles. Practical, in-depth lessons are featured for bluescreen matte extraction, despill operations, compositing operations, as well as color-correction. The book is presented entirely in an application-agnostic manner, allowing you to apply lessons learned to your compositing regardless of the software application you are using. The DVD contains before and after examples as well as exercise files for you to refine your own techniques on. New to the 3rd edition is an entirely new chapter entitled 'CGI Compositing Techniques', covering how the modern CGI production pipeline is now pushing many tasks that used to be done in the 3D department into the compositing department. All technological changes that have occurred between now and the publication of the 2nd edition are covered, as well as new media on the DVD and corresponding lessons within the book. This book contains a selection of thoroughly refereed and revised papers from the Fourth International ICST Conference on Digital Forensics and Cyber Crime, ICDF2C 2012, held in October 2012 in Lafayette, Indiana, USA. The 20 papers in this volume are grouped in the following topical sections: cloud investigation; malware; behavioral; law; mobile device forensics; and cybercrime investigations. The work features the development of the fundamental technologies for massively parallel processing, covering research on the applications, the language, the operating system and the hardware architecture. Also the present status and future plans are addressed. The following topics are discussed in the section on applications: the MGCG Method; Parallelization of FEM; Modeling of Group Behaviors; Parallel Visualization; Functional Memory Type Parallel Processing; a Parallel Reduction Algorithm and Combination Algorithm. As for the programming languages, the SIMD-Based Language NCX, the Dataflow-based Language V and the Parallel Object-Oriented Language A-NETL are discussed. In the chapter on operating systems, the subjects Design Philosophy and Objectives; COS Software Architecture and Elements of the Operating System are - amongst others - addressed. Finally, the part on hardware architecture covers an Overview of the JUMP-1 System; Memory Architecture; Network Architecture; I/O Architecture and Implementation Issues. Massively parallel processing is expected to play a crucial role in the development of almost all advanced technologies for the 21st century. This book is intended to serve a large variety of researchers in the area of parallel computing. With its cost efficiency, enabling of collaboration and sharing of resources, and its ability to improve access, cloud computing is likely to play a big role in the classrooms of tomorrow. Cloud Computing for Teaching and Learning: Strategies for Design and Implementation provides the latest information about cloud development and cloud applications in teaching and learning. The book also include empirical research findings in these areas for professionals and researchers working in the field of e-learning who want to implement teaching and learning with cloud computing, as well as provide insights and support to executives concerned with cloud development and cloud applications in e-learning communities and environments. Display technology is evolving at an impressive rate with LCD and flat panel technologies gaining an increasing market share over traditional CRT display applications. Focusing on the development of new industry standards, this timely exposition of display systems and applications covers display timings, interfaces, specifications,

measurement procedures and all forms of display control and identification. Reviews interface and graphics subsystem standards, including FPDI (Flat Panel Display Interface), P&D (Plug and Display) and Intel's Digital Video Interface (DVI) Compares and contrasts current and future developments of television and computer industry standards Describes the major new display system applications (HDTV, notebook computer, cellphone, cockpit instrumentation etc) and illustrates how user needs have dictated technological requirements (eg power, size and bistability) Provides an accessible treatment of current and future display device development, including guidance on selecting devices for particular applications Designed to meet the needs of professionals using and implementing display technologies and as a reference for those developing new display systems, this text is a valuable resource for display technology developers and system integrators, video graphics interface engineers and professionals. The comprehensive coverage of this leading edge topic makes it also of interest to postgraduate students in Computer Science and Electrical Engineering. The Society for Information Display (SID) is an international society, which has the aim of encouraging the development of all aspects of the field of information display. Complementary to the aims of the society, the Wiley-SID series is intended to explain the latest developments in information display technology at a professional level. The broad scope of the series addresses all facets of information displays from technical aspects through systems and prototypes to standards and ergonomics 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 Jerry Kaplan had a dream: he would redefine the known universe (and get very rich) by creating a new kind of computer. All he needed was sixty million dollars, a few hundred employees, a maniacal belief in his ability to win the Silicon Valley startup game. Kaplan, a well-known figure in the computer industry, founded GO Corporation in 1987, and for several years it was one of the hottest new ventures in the Valley. Startup tells the story of Kaplan's wild ride: how he assembled a brilliant but fractious team of engineers, software designers, and investors; pioneered the emerging market for hand-held computers operated with a pen instead of a keyboard; and careened from crisis to crisis without ever losing his passion for his revolutionary idea. Along the way, Kaplan vividly recreates his encounters with eccentric employees, risk-addicted venture capitalists, and industry giants such as Bill Gates and John Sculley. And no one -- including Kaplan himself -- is spared his sharp wit. This book constitutes the refereed proceedings of the First International Conference on Futuristic Trends in Network and Communication Technologies, FTNCT 2018, held in Solan, India, in February 2018. The 37 revised full papers presented were carefully reviewed and selected from 239 submissions. The prime aim of the conference is to invite researchers from different domains of network and communication technologies to a single platform to showcase their research ideas. The selected papers are organized in topical sections on communication technologies, Internet of Things (IoT), network technologies, and wireless networks. This first-of-its-kind book, from expert authors actively contributing to the evolution of Bluetooth specifications, provides an overview and detailed descriptions of all the security functions and features of this standard's latest core release. After categorizing all the security issues involved in ad hoc networking, this hands-on volume shows you how to design a highly secure Bluetooth system and implement security enhancements. The book also helps you fully understand the main security risks involved with introducing Bluetooth-based communications in your organization As with television and computers before it, today's mobile technology challenges educators to respond and ensure their work is relevant to students. What's changed is that this portable, cross-contextual way of engaging with the world is driving a more proactive approach to learning on the part of young people. The first full-length authored treatment of the relationship between the centrality of technological development in daily life and its potential as a means of education, Mobile Learning charts the rapid emergence of new forms of mass

communication and their potential for gathering, shaping, and analyzing information, studying their transformative capability and learning potential in the contexts of school and socio-cultural change. The focus is on mobile/cell phones, PDAs, and to a lesser extent gaming devices and music players, not as "the next new thing" but meaningfully integrated into education, without objectifying the devices or technology itself. And the book fully grounds readers by offering theoretical and conceptual models, an analytical framework for understanding the issues, recommendations for specialized resources, and practical examples of mobile learning in formal as well as informal educational settings, particularly with at-risk students. Among the topics covered:

- Core issues in mobile learning
- Mobile devices as educational resources
- Socioeconomic approaches to mobile learning
- Creating situations that promote mobile learning
- Ubiquitous mobility and its implications for pedagogy
- Bridging the digital divide at the policy level

Mobile Learning is a groundbreaking volume, sure to stimulate both discussion and innovation among educational professionals interested in technology in the context of teaching and learning. This book recounts one of the greatest and most spectacular business successes and downfalls in history: that of Nokia in mobile phones. The analysis of Nokia's story distills more general observations and learning points for leaders of other corporations, management scholars, and students. The Definitive Guide to the ARM Cortex-M0 is a guide for users of ARM Cortex-M0 microcontrollers. It presents many examples to make it easy for novice embedded-software developers to use the full 32-bit ARM Cortex-M0 processor. It provides an overview of ARM and ARM processors and discusses the benefits of ARM Cortex-M0 over 8-bit or 16-bit devices in terms of energy efficiency, code density, and ease of use, as well as their features and applications. The book describes the architecture of the Cortex-M0 processor and the programmers model, as well as Cortex-M0 programming and instruction set and how these instructions are used to carry out various operations. Furthermore, it considers how the memory architecture of the Cortex-M0 processor affects software development; Nested Vectored Interrupt Controller (NVIC) and the features it supports, including flexible interrupt management, nested interrupt support, vectored exception entry, and interrupt masking; and Cortex-M0 features that target the embedded operating system. It also explains how to develop simple applications on the Cortex-M0, how to program the Cortex-M0 microcontrollers in assembly and mixed-assembly languages, and how the low-power features of the Cortex-M0 processor are used in programming. Finally, it describes a number of ARM Cortex-M0 products, such as microcontrollers, development boards, starter kits, and development suites. This book will be useful to both new and advanced users of ARM Cortex devices, from students and hobbyists to researchers, professional embedded- software developers, electronic enthusiasts, and even semiconductor product designers. The first and definitive book on the new ARM Cortex-M0 architecture targeting the large 8-bit and 16-bit microcontroller market Explains the Cortex-M0 architecture and how to program it using practical examples Written by an engineer at ARM who was heavily involved in its development During the past two decades, a significant international research effort has been directed toward understanding the composition and regulation of the precocular tear film. This effort has been motivated by the recognition that the tear film plays an essential role in maintaining corneal and conjunctival integrity, protecting against microbial challenge, and preserving visual acuity. In addition, research has been stimulated by the knowledge that alteration or deficiency of the tear film, which occurs in countless individuals throughout the world, may lead to desiccation of the ocular surface, ulceration and perforation of the cornea, an increased incidence of infectious disease, and, potentially, pronounced visual disability and blindness. To promote further progress in this field of vision research, the Second International Conference on the Lacrimal Gland, Tear Film and Dry Eye Syndromes: Basic Science and Clinical Relevance was held at the Southampton Princess Resort in Bermuda November 16-19, 1996. This conference was organized and directed by David A. Sullivan, Ph. D. , codirected by Darlene A. Dartt, Ph. D. , and Michele A. Meneray, Ph. D. , and sponsored by the Schepens Eye Research Institute (Boston, MA), an affiliate of Harvard Medical School. The meeting was designed to assess critically the current knowledge and "state of the art" research on the structure and function of lacrimal tissue, tears, and the ocular surface in both health and disease. THE TELECOMMUNICATIONS HANDBOOK THE TELECOMMUNICATIONS HANDBOOK ENGINEERING GUIDELINES FOR FIXED, MOBILE AND SATELLITE SYSTEMS Taking a practical approach, The Telecommunications Handbook examines the principles and details of all the major and modern telecommunications systems currently available to industry and to end-users. It gives essential information about usage, architectures, functioning, planning, construction, measurements and optimization. The structure of the book is modular, giving both overall descriptions of the architectures and functionality of typical use cases, as well as deeper and practical

guidelines for telecom professionals. The focus of the book is on current and future networks, and the most up-to-date functionalities of each network are described in sufficient detail for deployment purposes. The contents include an introduction to each technology, its evolution path, feasibility and utilization, solution and network architecture, and technical functioning of the systems (signaling, coding, different modes for channel delivery and security of core and radio system). The planning of the core and radio networks (system-specific field test measurement guidelines, hands-on network planning advices and suggestions for parameter adjustments) and future systems are also described. With contributions from specialists in both industry and academia, the book bridges the gap between communications in the academic context and the practical knowledge and skills needed to work in the telecommunications industry.

The only authoritative history of Nokia, the world's most successful wireless telecommunications company. - Behind the scenes with the pivotal decisions that transformed Nokia from small-town rubber factory to global wireless leader. - Definitive and unflinching coverage of the firm's greatest successes, most disastrous failures, and most significant challenges. - The first Nokia history to benefit from privileged access to the firm's archives and employees. 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.

Human-computer interaction is a growing field of study in which researchers and professionals aim to understand and evaluate the impact of new technologies on human behavior. With the integration of smart phones, tablets, and other portable devices into everyday life, there is a greater need to understand the influence of such technology on the human experience. Emerging Perspectives on the Design, Use, and Evaluation of Mobile and Handheld Devices is an authoritative reference source consisting of the latest scholarly research and theories from international experts and professionals on the topic of human-computer interaction with mobile devices. Featuring a comprehensive collection of chapters on critical topics in this dynamic field, this publication is an essential reference source for researchers, educators, students, and practitioners interested in the use of mobile and handheld devices and their impact on individuals and society as a whole. This publication features timely, research-based chapters pertaining to topics in the design and evaluation of smart devices including, but not limited to, app stores, category-based interfaces, gamified mobility applications, mobile interaction, mobile learning, pervasive multimodal applications, smartphone interaction, and social media use. Product sales, especially for new products, are influenced by many factors. These factors are both internal and external to the selling organization, and are both controllable and uncontrollable. Due to the enormous complexity of such factors, it is not surprising that product failure rates are relatively high. Indeed, new product failure rates have variously been reported as between 40 and 90 percent. Despite this multitude of factors, marketing researchers have not been deterred from developing and designing techniques to predict or explain the levels of new product sales over time. The proliferation of the internet, the necessity of developing a road map to plan the launch and exit times of various generations of a product, and the shortening of product life cycles are challenging firms to investigate market penetration, or innovation diffusion, models. These models not only provide information on new product sales over time but also provide insight on the speed with which a new product is being accepted by various buying groups, such as those identified as innovators, early adopters, early majority, late majority, and laggards. New Product Diffusion Models aims to distill, synthesize, and integrate the best thinking that is currently available on the theory and practice of new product diffusion models. This state-of-the-art assessment includes contributions by individuals who have been at the forefront of developing and applying these models

in industry. The book's twelve chapters are written by a combined total of thirty-two experts who together represent twenty-five different universities and other organizations in Australia, Europe, Hong Kong, Israel, and the United States. The book will be useful for researchers and students in marketing and technological forecasting, as well as those in other allied disciplines who study relevant aspects of innovation diffusion. Practitioners in high-tech and consumer durable industries should also gain new insights from *New Product Diffusion Models*. The book is divided into five parts: I. Overview; II. Strategic, Global, and Digital Environments for Diffusion Analysis; III. Diffusion Models; IV. Estimation and V. Applications and Software. The final section includes a PC-based software program developed by Gary L. Lilien and Arvind Rangaswamy (1998) to implement the Bass diffusion model. A case on high-definition television is included to illustrate the various features of the software. A free, 15-day trial access period for the updated software can be downloaded from <http://www.mktgeng.com/diffusionbook>. Among the book's many highlights are chapters addressing the implications posed by the internet, globalization, and production policies upon diffusion of new products and technologies in the population. Barry Unsworth, a writer with an "almost magical capacity for literary time travel" (New York Times Book Review) has the extraordinary ability to re-create the past and make it relevant to contemporary readers. In *Land of Marvels*, a thriller set in 1914, he brings to life the schemes and double-dealings of Western nations grappling for a foothold in Mesopotamia (now Iraq) in the dying days of the Ottoman Empire. Somerville, a British archaeologist, is excavating a long-buried Assyrian palace. The site lies directly in the path of a new railroad to Baghdad, and he watches nervously as the construction progresses, threatening to destroy his discovery. The expedition party includes Somerville's beautiful, bored wife, Edith; Patricia, a smart young graduate student; and Jehar, an Arab man-of-all-duties whose subservient manner belies his intelligence and ambitions. Posing as an archaeologist, an American geologist from an oil company arrives one day and insinuates himself into the group. But he's not the only one working undercover to stake a claim on Iraq's rich oil fields. Historical fiction at its finest, *Land of Marvels* opens a window on the past and reveals its lasting impact. The current Symbian Press list focuses very much on the small scale features of Symbian OS in a programming context. The *Architecture Sourcebook* is different. It's not a how-to book, it's a 'what and why' book. And because it names names as it unwinds the design decisions which have shaped the OS, it is also a 'who' book. It will show where the OS came from, how it has evolved to be what it is, and provide a simple model for understanding what it is, how it is put together, and how to interface to it and work with it. It will also show why design decision were made, and will bring those decisions to life in the words of Symbian's key architects and developers, giving an insider feel to the book as it weaves the "inside story" around the architectural presentation. The book will describe the OS architecture in terms of the Symbian system model. It will show how the model breaks down the system into parts, what role the parts play in the system, how the parts are architected, what motivates their design, and how the design has evolved through the different releases of the system. Key system concepts will be described; design patterns will be explored and related to those from other operating systems. The unique features of Symbian OS will be highlighted and their motivation and evolution traced and described. The book will include a substantial reference section itemising the OS and its toolkit at component level and providing a reference entry for each component. Includes a biography of the author Thomas Wolfe. The great author Thomas Wolfe gives insight in his writing and feelings. Published after the completion of his second novel, he shares without arrogance his struggles. A personal reflection of a famous and successful writer, a book about writing a book.

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