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JavaFX Developer's Guide Jul 29 2022 Updated for JavaFX 1.3 The JavaFX platform makes it possible to write applications that can be deployed across devices ranging from cell phones to desktops, with little or no change required. JavaFX applications are written using JavaFX Script, a new and easy-to-use scripting language. Kim Topley ' s JavaFX™ Developer ' s Guide thoroughly covers the JavaFX language and its core libraries and shows you step by step how to develop and deliver JavaFX applications for the desktop and for mobile devices. It provides complete coverage of all aspects of the language, including Language syntax Tools you can use to develop, debug, and deploy JavaFX applications User interface classes Animation How to play audio and video How to use RESTful Web services and databases to retrieve the data for your application How to create custom components Transformations User interface basics, attributes, events, and controls JavaFX and networking JavaFX development with NetBeans and Eclipse Packaging and deployment Topley highlights critical topics that other books gloss over, presents detailed examples that stretch JavaFX to its limits, and shows you exactly how to build on the skills you already have. Whether you ' ve been focused on HTML/XML/CSS Web development or Java Swing, this book will help you get outstanding results with JavaFX.

Television Violence Apr 01 2020

[Developer's Guide to Computer Game Design](#) Aug 06 2020 An overview of the steps involved in producing an award-winning computer game from a design perspective. The design phase of the business is essential for developers to understand before any code is written. The CD-ROM is very competitive, containing design elements from other leading computer game designers, and a game engine.

Samsung SmartTV Application Development Dec 30 2019 Take your apps from the small screen to the big screen and start developing for the Samsung SmartTV now! Samsung ' s SmartTV platform gives developers the opportunity to bring the app experience to the world of home entertainment, creating a more interactive

and engaging way to reach their audience. If you're ready to expand your app development skills beyond the mobile environment, look no further than Samsung SmartTV Application Development. This unique guide shows you how to incorporate SmartTV features like Smart Interaction, gesture and voice recognition, and personalized recommendations into your app designs and take advantage of movie, video game, web, and other smart content available on the latest SmartTV offerings. Shows how to build a new SmartTV application – from planning the app design to creating a compelling user interface, adding features, and taking the app to market Walks you through the development environment, key platform capabilities, the SmartTV toolset, and testing emulator Includes helpful source code examples to use as inspiration for your own app design and instruction on using video-on-demand, gaming, multi-screen, and Smart Interaction features in your app Written by a team of experts from Handstudio, a global smart media application and solution developer whose clients include Samsung, Humax, and LG, who share their real-world insights and experience developing for the Samsung SmartTV platform Make the smart move and get Samsung SmartTV Application Development today!

Computer Games Sep 26 2019 Lists the most significant writings on computer games, including works that cover recent advances in gaming and the substantial academic research that goes into devising and improving computer games.

Web Design in a Nutshell Jan 29 2020 Details a variety of front-end technologies and techniques and reviews Web design fundamentals while explaining how to work with HTML, graphics, and multimedia and interactive applications.

Official Netscape Dynamic HTML Developer's Guide Jun 03 2020 Two bestselling authors show how to use Dynamic HTML to create richly formatted, interactive Web pages. The guide shows how to deal with all types of Web design challenges--from artistic to contextual to practical. All of the sample scripts from the book are included on the CD-ROM, plus shareware programs, HTML templates and backgrounds, and the EarthLink TotalAccess Internet connection package with the Netscape browser.

Aaron Marks' Complete Guide to Game Audio Jul 05 2020 Whether trying to land that first big gig or working to perfect the necessary skills to fill a game world with sound, Aaron Marks' Complete Guide to Game Audio 3rd edition will teach the reader everything they need to know about the audio side of the multi-million dollar video game industry. This book builds upon the success of the second edition with even more expert advice from masters in the field and notes current changes within the growing video game industry. The tools of the trade excerpts will showcase what professionals, like Marty O'Donnell, Richard Jacques and Tom Salta, use to create their work and to help newcomers in the field prepare their own sound studios. Sample contracts are reviewed within the text as well as helpful advice about contractual terms and negotiable points. These sample contracts can also be found as a downloadable zip for the reader's convenience. Aaron Marks also explores how to set your financial terms and network efficiently along with examples of how projects can go completely awry and achieving the best results in often complicated situations. Aaron Marks' Complete Guide to Game Audio serves as the ultimate survival guide to navigating an audio career in the video game industry. Key Features New, full color edition with a complete update of information. Added and expanded coverage of field recording for games, creating voiceovers, adaptive and interactive audio and other cutting edge sound creation and implementation techniques used within games. Update/Replacement of interviews. Include interviews/features on international game audio professionals New and expanded interview features from game composers and sound designers of every experience level such as Keith Arem, Bradley Meyer, Christopher Tin and Rodney Gates including many international professionals like Pasi Pitkanen, Henning Nugel and Christos Panayides. Expanded and updated game console coverage of the Wii, Wii U, Xbox 360, Xbox One, PS3 and PS4. Includes new scripting and middleware concepts and techniques and review of powerful tools such as FMOD and Wwise.

ActionScript Developer's Guide to PureMVC Sep 18 2021 Gain hands-on experience with PureMVC, the

popular open source framework for developing maintainable applications with a Model-View-Controller architecture. In this concise guide, PureMVC creator Cliff Hall teaches the fundamentals of PureMVC development by walking you through the construction of a complete non-trivial Adobe AIR application. Through clear explanations and numerous ActionScript code examples, you'll learn best practices for using the framework's classes in your day-to-day work. Discover how PureMVC enables you to focus on the purpose and scope of your application, while the framework takes care of the plumbing in a maintainable and portable way. Get a detailed overview of the PureMVC process for developing your application Model the domain by designing the schema and creating framework-agnostic value objects Implement framework-agnostic View components that expose an API of events and properties Use the Proxy pattern to keep track of value objects and hide service interaction Facilitate two-way communication between a View component and the rest of the application Stitch the Model and View tiers together with command objects in the Controller Manage problematic View component life cycles, and learn how to reuse the Model tier

Introduction to Android Application Development Mar 13 2021 Bonus KitKat material is available for download at www.informit.com/title/9780321940261 What Every Android™ App Developer Should Know Today: Android Tools, App/UI Design, Testing, Publishing, And More This fully reworked edition of a proven title is the most useful real-world guide to building robust, commercial-grade Android™ apps. The content is revised and updated for the latest Android 4.3 SDK and the newest development best practices. Introduction to Android™ Application Development: Android Essentials, Fourth Edition, covers all you need to quickly start developing professional apps for today's Android devices. Three expert developers guide you through setting up your development environment, designing user interfaces, developing for diverse devices, and optimizing your entire app-development process — from design through publication. Updated throughout, this title includes extensive coverage of the most useful new Android tools and utilities. It adds an all-new chapter on planning an amazing Android app user experience, plus extensive new coverage of unit testing, dialogs, preferences, and app publishing. Throughout, key concepts are taught through clear, up-to-date example code. This edition offers Fully updated introductions to the latest Android 4.3 APIs, tools, utilities, and best practices Up-to-date strategies for leveraging new Android capabilities while preserving compatibility Navigation patterns and code samples for delivering more intuitive user experiences Example-based explanations of ActionBars, DialogFragments, and other key concepts Expert automated testing techniques to quickly improve code quality New Google Play Developer Console app publishing techniques that also offer more control For Android developers at all levels of experience, this reference is now more valuable than ever. Students, instructors, and self-learners will especially appreciate new chapter-ending questions and exercises, carefully designed to test knowledge and deepen mastery. Annuzzi has released new source code samples for use with Android Studio. The code updates are posted to the associated blog site: <http://introductiontoandroid.blogspot.com/> Note: This revamped, newly titled edition is a complete update of Android™ Wireless Application Development, Volume I: Android Essentials, Third Edition

Designing Mobile Interfaces Oct 20 2021 With hundreds of thousands of mobile applications available today, your app has to capture users immediately. This book provides practical techniques to help you catch—and keep—their attention. You'll learn core principles for designing effective user interfaces, along with a set of common patterns for interaction design on all types of mobile devices. Mobile design specialists Steven Hooper and Eric Berkman have collected and researched 76 best practices for everything from composing pages and displaying information to the use of screens, lights, and sensors. Each pattern includes a discussion of the design problem and solution, along with variations, interaction and presentation details, and antipatterns. Compose pages so that information is easy to locate and manipulate Provide labels and visual cues appropriate for your app's users Use information control widgets to help users quickly access details Take advantage of gestures and other sensors Apply specialized methods to prevent errors and the loss

of user-entered data Enable users to easily make selections, enter text, and manipulate controls Use screens, lights, haptics, and sounds to communicate your message and increase user satisfaction "Designing Mobile Interfaces is another stellar addition to O ' Reilly ' s essential interface books. Every mobile designer will want to have this thorough book on their shelf for reference." —Dan Saffer, Author of Designing Gestural Interfaces

Citrix Virtual Apps and Desktops Troubleshooting Jul 25 2019 The purpose of this book is to provide a well-organized inventory of Citrix Virtual Apps and Desktops troubleshooting tools and methodologies. It first aims to educate Citrix administrators and users about the various concepts of the Citrix Flexcast Management Architecture (FMA) and to deal with the most frequent issues arising in Citrix Virtual Apps and Desktops environments. This book is addressed to Citrix Virtual Apps and Desktops system administrators, network administrators, technical support technicians and help desk operators as well as to any computer science student or IT hobbyist who wishes to expand their knowledge and skill set in the area of Citrix Virtual Apps and Desktops troubleshooting.

Android Wireless Application Development Volume II May 27 2022 Android Wireless Application Development has earned a reputation as the most useful real-world guide to building robust, commercial-grade Android apps. Now, authors Lauren Darcey and Shane Conder have systematically revised and updated this guide for the latest Android SDK and tools updates. To accommodate their extensive new coverage, they ' ve split the book into two leaner, cleaner volumes. This Volume II focuses on advanced techniques for the entire app development cycle, including design, coding, testing, debugging, and distribution. Darcey and Conder cover hot topics ranging from tablet development to protecting against piracy and demonstrate advanced techniques for everything from data integration and UI development to in-app billing. Every chapter has been thoroughly updated to reflect the latest SDKs, tools, and devices. The sample code has been completely overhauled and is available for download on a companion website. Drawing on decades of in-the-trenches experience as professional mobile developers, the authors also provide even more tips and best practices for highly efficient development. This new edition covers Advanced app design with async processing, services, SQLite databases, content providers, intents, and notifications Sophisticated UI development, including input gathering via gestures and voice recognition Developing accessible and internationalized mobile apps Maximizing integrated search, cloud-based services, and other exclusive Android features Leveraging Android 4.0 APIs for networking, web, location services, the camera, telephony, and hardware sensors Building richer apps with 2D/3D graphics (OpenGL ES and RenderScript), animation, and the Android NDK Tracking app usage patterns with Google Analytics Streamlining testing with the Android Debug Bridge This book is an indispensable resource for every intermediate- to advanced-level Java developer now participating in Android development and for every seasoned mobile developer who wants to take full advantage of the newest Android platform and hardware. Also look for: Android Wireless Application Development, Volume I: Android Essentials (ISBN: 9780321813831)

A Developer's Guide to SQL Server 2005 Sep 30 2022 "I come from a T-SQL background, so when I first laid my eyes on SQL Server 2005, I was shocked--and then, I was scared! I didn't have a CLR or XML background and suddenly had an urgent need to learn it. SQL Server 2005 is too big of a release to learn from the books online. Fortunately, now there is a book for developers who need to go from SQL Server 2000 to SQL Server 2005 and to do it as painlessly as possible. Basically, it's one-stop shopping for serious developers who have to get up to speed quickly. I'll keep this one on my desk--not on my bookshelf. Well done, Bob and Dan!" --Dr. Tom Moreau SQL Server MVP and Monthly Columnist SQL Server Professional, Brockman Moreau Consulting Inc. "A SQL book truly for developers, from two authorities on the subject. I'll be turning to this book first when I need to understand a component of SQL Server 2005." --Matt Milner Instructor Pluralsight "An excellent book for those of us who need to get up to speed on what's new in SQL

Server 2005. The authors made sure this book includes the final information for the release version of the product. Most other books out now are based on beta versions. It covers key areas from XML and SQLCLR to Notification Services. Although the wide variety of information is great, my favorite part was the advice given on when to use what, and how performance is affected." --Laura Blood Senior Software Developer Blue Note Computing, Inc. "SQL Server 2005 is a massive release with a large number of new features. Many of these features were designed to make SQL Server a great application development platform. This book provides comprehensive information about the SQL Server features of most interest to application developers. The lucid text and wealth of examples will give a developer a clear understanding of how to use SQL Server 2005 to a whole new class of database applications. It should be on every SQL Server developer's bookshelf." --Roger Wolter Solutions Architect Microsoft Corporation "While there will be a lot of good books on SQL Server 2005 development, when people refer to the 'bible,' they'll be talking about this book." --Dr. Greg Low Senior Consultant Readify Pty Ltd "SQL Server 2005 is loaded with new features and getting a good overview is essential to understand how you can benefit from SQL Server 2005's features as a developer. Bob and Dan's book goes beyond enumerating the new SQL Server 2005 features, and will provide you with lots of good examples. They did a good job striking a balance between overview and substance." --Michiel Worries Senior Program Manager, SQL Server Microsoft Corporation Few technologies have been as eagerly anticipated as Microsoft SQL Server 2005. Now, two SQL Server insiders deliver the definitive hands-on guide--accurate, comprehensive, and packed with examples. "A Developer's Guide to SQL Server 2005" starts where Microsoft's documentation, white papers, and Web articles leave off, showing developers how to take full advantage of SQL Server 2005's key innovations. It draws on exceptional cooperation from Microsoft's SQL Server developers and the authors' extensive access to SQL Server 2005 since its earliest alpha releases. You'll find practical explanations of the new SQL Server 2005 data model, built-in .NET hosting, improved programmability, SQL:1999 compliance, and much more. Virtually every key concept is illuminated via sample code that has been fully updated for and tested with the shipping version of the product. Key coverage includes Using SQL Server 2005 as a .NET runtime host: extending the server while enhancing security, reliability, and performance Writing procedures, functions, triggers, and types in .NET languages Exploiting enhancements to T-SQL for robust error-handling, efficient queries, and improved syntax Effectively using the XML data type and XML queries Implementing native SQL Server 2005 Web Services Writing efficient, robust clients for SQL Server 2005 using ADO.NET, classic ADO, and other APIs Taking full advantage of user-defined types (UDTs), query notifications, promotable transactions, and multiple active result sets (MARS) Using SQL Management Objects (SMO), SQL Service Broker, and SQL Server Notification Services to build integrated applications

I-mode Developer's Guide Aug 30 2002 Users of this book will be able to quickly and efficiently build I-Mode pages using any desired text editor. Following examples and instructions based on the authors' successful experiences, developers will create or convert images from other platforms, create animations and sound files, and develop dynamic database driven I-Mode applications and Web sites using common scripting languages such as Perl, PHP, and Java. They will also understand the relationship between I-Mode and other wireless technologies, and the unique business model of I-Mode. An overview of several "killer applications" that have fueled I-Mode's success will further prepare the reader to create applications that take full advantage of the features of small-screen devices.

Ambient Intelligence Oct 08 2020 In a world supported by Ambient Intelligence (AMI), various devices embedded in the environment collectively use the distributed information and the intelligence inherent in this interconnected environment. A range of information from sensing and reasoning technologies is used by distributed devices in the environment. The cooperation between natural user interfaces and sensor interfaces covers all of a person's surroundings, resulting in a device environment that behaves intelligently; the term "Ambient Intelligence" has been coined to describe it. In this way, the environment is able to recognize

the persons in it, to identify their individual needs, to learn from their behavior, and to act and react in their interest. Since this vision is influenced by a lot of different concepts in information processing and combines multi-disciplinary fields in electrical engineering, computer science, industrial design, user interfaces, and cognitive sciences, considerable research is needed to provide new models of technological innovation within a multi-dimensional society. Thus the Aml vision relies on the large-scale integration of electronics into the environment, enabling the actors, i.e., people and objects, to interact with their surrounding in a seamless, trustworthy, and natural manner.

Android App Development For Dummies Dec 10 2020 The updated edition of the bestselling guide to Android app development If you have ambitions to build an Android app, this hands-on guide gives you everything you need to dig into the development process and turn your great idea into a reality! In this new edition of Android App Development For Dummies, you'll find easy-to-follow access to the latest programming techniques that take advantage of the new features of the Android operating system. Plus, two programs are provided: a simple program to get you started and an intermediate program that uses more advanced aspects of the Android platform. Android mobile devices currently account for nearly 80% of mobile phone market share worldwide, making it the best platform to reach the widest possible audience. With the help of this friendly guide, developers of all stripes will quickly find out how to install the tools they need, design a good user interface, grasp the design differences between phone and tablet applications, handle user input, avoid common pitfalls, and turn a "meh" app into one that garners applause. Create seriously cool apps for the latest Android smartphones and tablets Adapt your existing apps for use on an Android device Start working with programs and tools to create Android apps Publish your apps to the Google Play Store Whether you're a new or veteran programmer, Android App Development For Dummies will have you up and running with the ins and outs of the Android platform in no time.

Android Wireless Application Development Jun 27 2022 Covering all the essentials of modern Android development, an updated, real-world guide to creating robust, commercial-grade Android apps offers expert insights for the entire app development lifecycle, from concept to market.

FPGA-Based Embedded System Developer's Guide Dec 22 2021 The book covers various aspects of VHDL programming and FPGA interfacing with examples and sample codes giving an overview of VLSI technology, digital circuits design with VHDL, programming, components, functions and procedures, and arithmetic designs followed by coverage of the core of external I/O programming, algorithmic state machine based system design, and real-world interfacing examples. • Focus on real-world applications and peripherals interfacing for different applications like data acquisition, control, communication, display, computing, instrumentation, digital signal processing and top module design • Aims to be a quick reference guide to design digital architecture in the FPGA and develop system with RTC, data transmission protocols

WebObjects Developer's Guide Nov 20 2021 A practical, solutions-oriented guide to developing sophisticated Web applications with Apples WebObjects application server.

Android Wireless Application Development Volume II Barnes & Noble Special Edition Apr 25 2022 Android Wireless Application Development has earned a reputation as the most useful real-world guide to building robust, commercial-grade Android apps. To accommodate their extensive new coverage, the authors have split the book into two leaner, cleaner volumes. This Volume II focuses on advanced techniques for the entire app development cycle, covers hot topics ranging from tablet development to protecting against piracy, and demonstrates advanced techniques for everything from data integration and UI development to in-app billing. Every chapter has been thoroughly updated to reflect the latest SDKs, tools, and devices. The sample code has been completely overhauled and is available on the CD. Drawing on decades of in-the-trenches experience as professional mobile developers, the authors also provide even more tips and best practices for highly efficient development. This new edition covers Advanced app design with async processing, services, SQLite databases, content providers, intents, and notifications Sophisticated UI

development, including input gathering via gestures and voice recognition Developing accessible and internationalized mobile apps Maximizing integrated search, cloud-based services, and other exclusive Android features Leveraging Android 4.0 APIs for networking, web, location services, the camera, telephony, and hardware sensors Building richer apps with 2D/3D graphics (OpenGL ES and RenderScript), animation, and the Android NDK Tracking app usage patterns with Google Analytics Streamlining testing with the Android Debug Bridge This book is an indispensable resource for every intermediate- to advanced-level Java developer now participating in Android development and for every seasoned mobile developer who wants to take full advantage of the newest Android platform and hardware. This book includes a fully functional application and two exclusive appendices: a rundown of the Java syntax commonly used in Android and a walkthrough of the application. About the CD-ROM: The accompanying CD-ROM contains all the sample code that is presented in the book, organized by chapter.

Electronic Government: Concepts, Methodologies, Tools, and Applications Jun 23 2019 Provides research on e-government and its implications within the global context. Covers topics such as digital government, electronic justice, government-to-government, information policy, and cyber-infrastructure research and methodologies.

The Complete Idiot's Guide to Android App Development Aug 18 2021 An operating manual for the hottest mobile operating system. The Complete Idiot's Guide® to Android App Development gets novice developers up and running quickly on creating their very own mobile applications, with step-by-step instruction on everything they need to design, develop, test, and publish their fully-featured apps. The Android operating system is now the largest mobile platform in the U.S., and there are now more than 90,000 apps available. Android is completely open and free to all developers. Topics covered include: ? Designing effective and easy-to-navigate user interfaces for apps. ? Adding audio and video support to apps. ? Making the most of Android's hardware, including GPS, social media, built-in camera, and voice integration. ? Publishing application to the Android market.

ArcView GIS Developer's Guide May 03 2020 ArcView GIS Developer's Guide offers readers one of the most complete and widely used introductions to Avenue, ESRI's proprietary programming language for ArcView GIS, available anywhere. Newly updated and written to ArcView GIS 3.2a, this edition begins with an explanation of the object-oriented programming concept. From this starting point, readers proceed directly into practical demonstrations, examples of programming code, and tutorials engineered to lead them through the steps required to customize the ArcView GIS interface; create, edit, and test scripts; produce hardcopy maps; and integrate ArcView GIS with other applications. Coverage of Avenue fundamentals meets the needs of the novice, while individual chapters on Dialog Designer and programming Spatial Analyst benefit even the most experienced programmer. Familiarity with GIS as a data visualization tool is assumed, yet no prior programming experience is required to use this combination how-to and reference manual as a guide to optimizing the power of today's most popular GIS desktop tool!

Advanced Android Application Development Jan 23 2022 Advanced Android™ Application Development, Fourth Edition, is the definitive guide to building robust, commercial-grade Android apps. Systematically revised and updated, this guide brings together powerful, advanced techniques for the entire app development cycle, including design, coding, testing, debugging, and distribution. With the addition of quizzes and exercises in every chapter, it is ideal for both professional and classroom use. An outstanding practical reference for the newest Android APIs, this guide provides in-depth explanations of code utilizing key API features and includes downloadable sample apps for nearly every chapter. Together, they provide a solid foundation for any modern app project. Throughout, the authors draw on decades of in-the-trenches experience as professional mobile developers to provide tips and best practices for highly efficient development. They show you how to break through traditional app boundaries with optional features, including the Android NDK, Google Analytics and Android Wear APIs, and Google Play Game Services.

New coverage in this edition includes Integrating Google Cloud Messaging into your apps Utilizing the new Google location and Google Maps Android APIs Leveraging in-app billing from Google Play, as well as third-party providers Getting started with the Android Studio IDE Localizing language and using Google Play App Translation services Extending your app ' s reach with Lockscreen widgets and DayDreams Leveraging improvements to Notification, Web, SMS, and other APIs Annuzzi has released new source code samples for use with Android Studio. The code updates are posted to the associated blog site:

<http://advancedandroidbook.blogspot.com/> This title is an indispensable resource for intermediate- to advanced-level Java programmers who are now developing for Android, and for seasoned mobile developers who want to make the most of the new Android platform and hardware. This revamped, newly titled edition is a complete update of Android™ Wireless Application Development, Volume II: Advanced Topics, Third Edition.

A Developer ' s Guide to the Semantic Web Feb 21 2022 The Semantic Web represents a vision for how to make the huge amount of information on the Web automatically processable by machines on a large scale. For this purpose, a whole suite of standards, technologies and related tools have been specified and developed over the last couple of years and they have now become the foundation for numerous new applications. A Developer ' s Guide to the Semantic Web helps the reader to learn the core standards, key components and underlying concepts. It provides in-depth coverage of both the what-is and how-to aspects of the Semantic Web. From Yu ' s presentation, the reader will obtain not only a solid understanding about the Semantic Web, but also learn how to combine all the pieces to build new applications on the Semantic Web. The second edition of this book not only adds detailed coverage of the latest W3C standards such as SPARQL 1.1 and RDB2RDF, it also updates the readers by following recent developments. More specifically, it includes five new chapters on schema.org and semantic markup, on Semantic Web technologies used in social networks and on new applications and projects such as data.gov and Wikidata and it also provides a complete coding example of building a search engine that supports Rich Snippets. Software developers in industry and students specializing in Web development or Semantic Web technologies will find in this book the most complete guide to this exciting field available today. Based on the step-by-step presentation of real-world projects, where the technologies and standards are applied, they will acquire the knowledge needed to design and implement state-of-the-art applications.

The Software Developer's Guide Mar 25 2022 There are plenty of books that show you how to write applications in a specific language. They explain the nuts and bolts of the syntax and the use of the tools to build applications with the latest features and functionality available. There are also a number of fine books that show you how to be "a computer consultant." But there are a whole host of issues specific to the business of writing, delivering and supporting custom software systems. This is the only book that will take you on a step-by-step tour of the entire process. "DevGuide 3", with over 150 pages of new material, shows you how to do "The Other 90%" of the work involved in producing custom software applications.

Bluetooth Application Developer's Guide Jun 15 2021 "Bluetooth (enabled devices) will ship in the billions of units once it gains momentum." - Martin Reynolds, Gartner Group Bluetooth is the most exciting development in wireless computing this decade! Bluetooth enabled devices can include everything from network servers, laptop computers and PDAs, to stereos and home security systems. Most Bluetooth products to hit the market in 2001 will be PC cards for laptop computers and access points, which allow up to seven Bluetooth devices to connect to a network. Reports indicate that by the end of 2003 there will be over 2 billion Bluetooth-enabled devices. Bluetooth-enabled devices communicate with each other through embedded software applications. Bluetooth Developer's Guide to Embedded Applications will provide embedded applications developers with advanced tutorials and code listings written to the latest Bluetooth's latest specification, version 1.1. Written by Bluetooth pioneers from market leaders in Bluetooth software development, Extended Systems and Cambridge Silicon Radio, this is the first advanced level Bluetooth

developer title on the market. White Hot Topic While other books introduce readers to the possibilities of Bluetooth, this is the first comprehensive, advanced level programming book written specifically for embedded application developers Authors are responsible for SDK, the market-leading development tool for Bluetooth Comes with Syngress' revolutionary Credit Card CD containing a printable HTML version of the book, all of the source code and sample applications from Extended Systems and Cambridge Silicon Radio

Electronic Services: Concepts, Methodologies, Tools and Applications Nov 28 2019 With the increasing reliance on digital means to transact goods that are retail and communication based, e-services continue to develop as key applications for business, finance, industry and innovation. Electronic Services: Concepts, Methodologies, Tools and Applications is an all-inclusive research collection covering the latest studies on the consumption, delivery and availability of e-services. This multi-volume book contains over 100 articles, making it an essential reference for the evolving e-services discipline.

TV Development Guide Nov 01 2022 This is THE ONLY BOOK on TV Development and how an idea becomes a TV show. The "TV Development Guide: How an Idea Becomes a TV Show" is perfect for anyone thinking about getting into the TV business, just starting out or already in it and looking for some insight and guidance for their projects. It's a step-by-step guide to understand the TV business, how TV development works which includes how to develop your idea, script development, pitching, strategies on selling your show, and much, much more.

Web Developer's Guide to Multicasting Apr 13 2021 Multicasting is the next generation of multimedia and video delivery on the Web and local networks. Using a building-blocks approach, this book organizes the layers of emerging multicast software and hardware, starting with video on demand and video conferencing and then ending up with working models of multicast data streams.

Entwickeln mit dem iPhone SDK May 15 2021 Das iPhone ist sicher eine der attraktivsten mobilen Plattformen, für die man derzeit programmieren kann. Und dieses hochgelobte Buch ist eine der erfolgreichsten Einführungen ins Thema in den USA. Endlich gibt es diesen Bestseller nun auch als deutsche Ausgabe in bewährter O'Reilly-Übersetzungsqualität. Entwickeln mit dem iPhone SDK vermittelt Ihnen die grundlegenden Konzepte und zeigt Ihnen ganz praktisch und konkret, wie Sie zu Ihrer eigenen coolen Software für iPhone und iPod touch kommen. Die beiden erfahrenen Autoren zeigen dabei nicht mit ihrem Insiderwissen und warnen vor typischen Fallstricken, damit Sie auch wirklich alles aus dieser Plattform holen können. Mehr als 50 Beispielprogramme machen Entwickeln mit dem iPhone SDK zu einem wertvollen Begleiter bei Ihrer App-Programmierung, der weit über die einschlägige Entwicklerdokumentation hinausgeht."

Objective-C Programming Mar 01 2020 Want to write iOS apps or desktop Mac applications? This introduction to programming and the Objective-C language is your first step on the journey from someone who uses apps to someone who writes them. Based on Big Nerd Ranch's popular Objective-C Bootcamp, Objective-C Programming: The Big Nerd Ranch Guide covers C, Objective-C, and the common programming idioms that enable developers to make the most of Apple technologies. Compatible with Xcode 5, iOS 7, and OS X Mavericks (10.9), this guide features short chapters and an engaging style to keep you motivated and moving forward. At the same time, it encourages you to think critically as a programmer. Here are some of the topics covered: Using Xcode, Apple's documentation, and other tools Programming basics: variables, loops, functions, etc. Objects, classes, methods, and messages Pointers, addresses, and memory management with ARC Properties and Key-Value Coding (KVC) Class extensions Categories Classes from the Foundation framework Blocks Delegation, target-action, and notification design patterns Key-Value Observing (KVO) Runtime basics

Expert Android Studio Jul 17 2021 Take your Android programming skills to the next level by unleashing the potential of Android Studio Expert Android Studio bridges the gap between your Android programming skills with the provided tools including Android Studio, NDK, Gradle and Plugins for IntelliJ Idea Platform.

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

Developer's Digital Media Reference Nov 08 2020 Designed for media professionals working across a broad range of formats, Developer's Digital Media Reference is an excellent reference guide for those keeping pace with this dynamic industry. As "convergence" between the World Wide Web, multimedia, and television production communities continues, there is an increased demand for professionals to familiarize themselves with the many new delivery contexts, including hybrid DVD (where digital video content and computer data live on the same disc), interactive TV, and streaming media. Developer's Digital Media Reference covers essential technologies such as SVG (scalable vector graphics), SMIL (Synchronized Multimedia Integration Language, a markup language for creating animations on the web), MPEG-4 (compression standard for streaming audio/video), and Dynamic Web Applications. In addition to serving as a quick-look-up guide, this text is organized to explain today's major media: server-based architectures, disc-based architectures, distribution architectures, and merging/shared architectures. Each topic is discussed in terms of the technological background-evolution, current tools, and production tips and techniques.

Microsoft Office 97 Internet Developer's Guide Oct 27 2019 A study of the Internet features of components of Office 97 explains how to create and post documents, design Net-enabled files, and use Internet Explorer and HTML extensions, with tips on Hyperlinks, Outlook e-mail, templates, and other applications. Original. (Intermediate).

Developer's Guide to Delphi Troubleshooting Aug 25 2019 A comprehensive reference to error messages in the Delphi development environment, this volume puts an emphasis on design-time errors, compile-time errors, and run-time errors. The CD-ROM includes the entire book in electronic form for easy reference.

FCC Record Sep 06 2020

Samsung ARTIK Reference Jan 11 2021 Provides a professional-level reference to the Samsung ARTIK API, as well as to other aspects of interest to developers such as the file systems, the operating system internals, various available interfaces, input/output, and the hardware itself. This is the perfect book for experienced programmers and developers who want to jump in and work with Samsung's new ARTIK product line to create Internet of Things devices and applications. It is also a perfect follow-up resource for new-to-the-field developers who are just getting past the beginning stages of learning the ARTIK. Samsung ARTIK Reference begins with a concise overview of the hardware and the various developer reference boards that are available. Attention then shifts to operating system internals, modes such as sleep and startup, and the various file systems and their parameters that are available for developers to adjust. Also included is a reference of API calls, guidance on input and output, documentation of serial, audio, graphic, and other interfaces. There is extensive reference to online resources with annotation and commentary guiding the learning process in many directions for further study. What You Will Learn Install the ARTIK toolkit and prepare to develop Manipulate the inner workings of the ARTIK operating system Look up and refer to details of the ARTIK API specification Perform input and output over the peripheral interface buses Build embeddable applications in support of IoT devices Embed the ARTIK modules into your own hardware

products Who This Book Is For Samsung ARTIK Reference is for experienced developers wanting to understand and begin working with ARTIK. The book is especially of interest to those wishing to interact with ARTIK modules from within their own applications and web services.

A Multimodal End-2-End Approach to Accessible Computing Feb 09 2021 This book illustrates how Interactive Systems can help elderly and disabled populations engage with the world around them by finding methods of overcoming the difficulties these communities face when using such systems by presenting the latest in state-of-the-art technology and providing a vision for accessibility for the near future. The challenges faced by accessibility practitioners are discussed and the different phases of delivering accessible products and services are explored. A collection of eminent researchers from around the world cover topics on developing and standardizing user models for inclusive design, adaptable multimodal system development for digital TV and ubiquitous devices, presenting research on intelligent voice recognition, adaptable pointing, browsing and navigation, and affect and gesture recognition. The research not only focuses on how these can be hugely beneficial to primary users, but often finding useful applications for their able-bodied counterparts. For this new edition, new chapters have been added focusing on the latest developments in games for the visually impaired, inclusive interfaces for the agricultural industry in India and technologies to improve accessibility in broadcasting in Japan. A Multimodal End-2-End Approach to Accessible Computing will be an invaluable resource for both researchers and practitioners alike.

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