

App Bbm Java For Nokia Asha

This book constitutes the refereed proceedings of the 5th International Symposium on Security in Computing and Communications, SSSC 2017, held in Manipal, India, in September 2017. The 21 revised full papers presented together with 13 short papers were carefully reviewed and selected from 84 submissions. The papers focus on topics such as cryptosystems, algorithms, primitives; security and privacy in networked systems; system and network security; steganography, visual cryptography, image forensics; applications security.

"This 10-volume compilation of authoritative, research-based articles contributed by thousands of researchers and experts from all over the world emphasized modern issues and the presentation of potential opportunities, prospective solutions, and future directions in the field of information science and technology"--Provided by publisher.

A delayed train, a dip in the conversation, an early morning hour with no sleep—during these moments, do you feel an overwhelming urge to grab your BlackBerry? Do you know someone else who does? If the answer is yes, then look no further than this one-of-a-kind book... CrackBerry: True Tales of BlackBerry Use and Abuse covers the phenomenon of “BlackBerry Addiction,” offering true-life accounts of BlackBerry dependence and mishaps. You'll find comfort and humor in the unbelievable tales of BlackBerry abuse and also learn some valuable tips along the way. The definitive guide to responsible BlackBerry use.

How to tame and get the most out of your BlackBerry device BlackBerry etiquette guidelines This book offers a comprehensive "12 Step Plan" for BlackBerry users and abusers. It's a must have if you own a BlackBerry, and maybe it's the perfect gift for a friend who is showing signs of a BlackBerry addiction.

Get to knowthe Spiritist concepts with an easy reading.Can we remember past lives? Is there life on other planets? Can we see the future in our dreams? How is life after death? Where is God's law written? Which are the powerful prayers? How can we ward off evil spirits? Who was Chico Xavier and Allan Kardec?

GUI Design for Android Apps

Cyber Security in Parallel and Distributed Computing

Essentials of Supply Chain Management

Open and Distance Learning in the Developing World

Concepts, Techniques, Applications and Case Studies

The Google Story (2018 Updated Edition)

10 Contemporary Crochet Patterns with Raffia Yarn

'A book for every teacher's bookshelf. This book gives a comprehensive overview of the tools and apps that can be used to help turn a mediocre teaching session into an outstanding one.' - Cheryl Hine, Leeds City College 'Megan Poore's updated text is needed more than ever, as social media becomes increasingly integrated in many aspects of education. I would recommend it to all practising teachers and trainee teachers, whatever their subject.' - Sue Howarth, University of Worcester This is an essential guide to using social media to enhance teaching and learning in schools. It combines practical information on using all forms of social media with practical, indispensable advice on how to tackle issues arising from social media use in the classroom. Key topics include: using blogs, wikis, social media networks and podcasting, digital literacy and new modes of learning, digital participation, cyberbullying and understanding risk online. This second edition includes: - Reflective tasks in each chapter inviting you to critically consider important aspects of using social media in education. - Expanded coverage of game-based learning and mobile learning. - New examples tailored for use in primary and secondary schools. - A website including additional resources and handouts can be found at study.sagepub.com/poore2c. This is essential reading for anyone training to teach in schools, and experienced teachers seeking to improve their understanding of using social media for teaching in informed and appropriate ways.

Who was Wah Lee? To the Keen family living in North Cariboo, B.C., Wah Lee was their forefather from China; amongst local historians, Wah Lee is the name for a general store in Quesnel, B.C. This book unravels the mystery of a name, which is also the story of a person, a business, and a family that traverses 150 years of history and crosses the Pacific from China to Canada. What unfolds is not just the history of one family, but a history of the recent past in Canada and China told through the trials and fortunes, hopes and dreams of individual family members. This is a story that can be treasured by family members, historians, and other Chinese-Canadians alike in years to come.

This revised and updated edition of *Open and Distance Learning in the Developing World* sets the expansion of distance education in the context of general educational change and explores its use for basic and non-formal education, schooling, teacher training and higher education. Engaging with a range of topics, this comprehensive overview includes new material on: non-formal education: mass-communication approaches to education about HIV/AIDS and recent literacy work in India, South Africa, and Zambia schooling: new research projects in open schooling in Asia and subsharan Africa, and interactive radio instruction in South Africa the impact of new technology and globalisation: learning delivered through the internet and mobile learning the political economy: international agencies, the role of private sector, and funding. With its critical appraisal of the facts and examination of data about effectiveness, this book provides answers to problems and poses key questions for the consideration of policy makers, educational practitioners and all professionals involved in implementing and delivering sustainable open and distance learning.

GUI Design for Android Apps is the perfect—and concise—introduction for mobile app developers and designers. Through easy-to-follow tutorials, code samples, and case studies, the book shows the must-know principles for user-interface design for Android apps running on the Intel platform, including smartphones, tablets and embedded devices. This book is jointly developed for individual learning by Intel Software College and China Shanghai JiaoTong University, and is excerpted from *Android Application Development for the Intel® Platform*.

Enterprise Social Networking and Collaboration

Business and Marketing Challenges for the 21st Century

The Story of Research in Motion and the Little Device that Took the World by Storm

An Insider's Perspective

Professional BlackBerry

Technology, Marketing and Internet

Software Architecture

Over 60 recipes to install, configure, and manage your IIS 10.0 About This Book Provide a secure, easy-to-manage extensible platform for hosting your websites Leverage IIS 10.0 in order to deploy web site in seconds Integrate Windows and Nano Server 2016 and automate it with PowerShell Recipes to Manage and monitor your IIS 10.0 Who This Book Is For If you are an administrator or web developer with a basic (or no) knowledge of Microsoft IIS and want to set up your own server then this is the book for you. What You Will Learn Integrate IIS 10.0 on Windows server 2016 Host multiple websites and Wildcard Host on IIS 10.0 Deploy and administrate IIS 10.0 on Nano Server. IIS administration with Powershell. Manage and troubleshoot IIS 10.0 In Detail This book will start with customizing your IIS 10 to various platforms/OS and tune it according to your business requirements. Moving on, we will focus on the functionalities of core fundamentals and perform scenarios in order to maximize the use of a reliable web server. Going further we will be covering topics like IIS 10 architecture, IIS modules,hosting web server platforms, virtual directories along with web site deployment, ports, enhanced security. We will also cover new features of IIS 10 like integration with Windows Server 2016 and Nano Server, HTTP/2, PowerShell 5 cmdlets etc. Towards the end, we will cover troubleshooting & diagnostic techniques of IIS 10. By the end of

you will be well versed with maximizing the reliability of your webserver and will have immense knowledge in using IIS 10 effectively Style and approach A set of exciting recipes on using Microsoft IIS 10.0 effectively.

Are you interested in creating BlackBerry apps using the latest BlackBerry 7 and BlackBerry Java Plug-in for Eclipse? Then this is the book for you. Beginning BlackBerry 7 Development offers a hands-on approach to learning how to build and deploy sophisticated BlackBerry apps using the latest tools and techniques available. Assuming only some programming background in Java or a similar language, this book starts with the basics, offering step-by-step tutorials that take you through

downloading and installing the BlackBerry development environment, creating your first apps, and exploring the BlackBerry APIs. You'll be introduced to the latest features available in the latest BlackBerry 7 using BlackBerry Java Plug-in for Eclipse, including BlackBerry Application Platform Services, techniques for using multimedia with the BlackBerry, and tools for increasing app performance. To round out the complete development process, you'll also discover the different ways that

can package and distribute your apps, from deploying apps on your own website to listing your apps for sale in the BlackBerry App World.

Build mobile applications for Nokia's S60 phones using the hot Qt GUI tool This vital primer—written by developers involved in the latest release of Qt—is a must for anyone wanting to learn this cutting-edge programming environment. Qt is a multi-platform, C++ GUI toolkit that allows you to develop applications and user interfaces once, then deploy them across many desktop and embedded operating systems, without rewriting the source code. Now being applied to the S60 platform (Nokia's new, uniform UI), Qt promises to save development resources, cut costs, and get you to market faster. This unique guide helps you master this exciting tool with step-by-step instruction from some of the best developers in the S60 field. Find easy-to-access tips, techniques, examples, and much more. Walks you through installation of the Qt developer platform and SDK Explains the basic Qt environment and how it can save you development time Delves into the extensions

the S60, including communication and sensors Provides plenty of examples to help you quickly grasp concepts Help revolutionize the S60 mobile market and stay ahead of the crowd with your own state-of-the-art applications, developed with Qt and the detailed information in this unique guide.

Computer science provides a powerful tool that was virtually unknown three generations ago. Some of the classical fields of knowledge are geodesy (surveying), cartography, and geography. Electronics have revolutionized geodetic methods. Cartography has faced the dominance of the computer that results in simplified cartographic products. All three fields make use of basic components such as the Internet and databases. The Springer Handbook of Geographic Information is organized in three parts, Basics, Geographic Information and Applications. Some parts of the basics belong to the larger field of computer science. However, the reader gets a comprehensive view on geographic information because the topics selected from computer science have a close relation to geographic information. The Springer Handbook of Geographic Information is written for scientists at universities and industry as well as advanced and PhD students.

Raffia Crochet

The story of a pioneer Chinese family in North Cariboo

Harvesting the Blackberry

Twelve Years a Slave

True Tales of BlackBerry Use and Abuse

First European Workshop, EVSA 2004, St Andrews, UK, May 21-22, 2004, Proceedings

M-Government Mobile Technologies for Responsive Governments and Connected Societies

Mobile technologies have been used in higher education for many years. They provide good solutions for teaching and learning and make learning available anywhere and anytime. This book includes six sections: design, development, adoption, collaboration, evaluation and future of mobile teaching and learning technology in higher education. It includes different projects and practices in higher education across different countries. The book provides in-depth background information and cases studies in high technology teaching and learning and future expectations

and new technologies. The variety of projects and programs running in different country helps boost innovation and discussion in future design and development of mobile applications for higher education.

In the mid-1990s, almost nobody knew what the Internet was. The few businesspeople and hardcore geeks who used electronic mail had to hunt for telephone connectors so they could hook their laptops on the move. Cell phones were bulky and expensive. One-way pagers delivered only short messages. Texting didn't exist. One of the driving forces behind the wirelessly connected world we take for granted today was the emergence of the BlackBerry. In 1995 a tiny company from Ontario, Research in Motion, conceived of an e-mail device that users could wear on their belts. To reduce the amount of space required by the electronic components, RIM needed to partner with a semiconductor company that could integrate the different functions into one microchip. Enter Intel. Though the BlackBerry's success seems like a foregone conclusion today, both operations faced enormous challenges.Harvesting the BlackBerryoffers an insider's perspective on how the world's number one semiconductor company and an unknown start-up overcame technical obstacles and internal politics to produce one of the most ubiquitous computing devices of our time.

The DIY fashion brand presents ten fun and easy crochet projects featuring Ra-Ra Raffia—the endlessly versatile plant-based yarn. Raffia yarn is made of one-hundred percent long wood fiber, making it not only vegan and biodegradable, but also water-repellent and quick-drying. This light and eco-friendly yarn adds structure to your projects, making it perfect for crocheting hats, bags and other accessories. Here you'll find ten crochet projects that show off the ease, versatility and style of Wool and the Gang's line of Ra-Ra Raffia yarns. Ranging from beginner to

intermediate skill levels, the projects include bags, hats and baskets, which are then further embellished with raffia yarn embroidery. General techniques are covered at the end of the book, with step-by-step instructions accompanied by clear illustrations.

Multimedia on Symbian OS is the only book available to discuss multimedia on Symbian OS at this level. It covers key areas of multimedia technology, with information about APIs and services provided by Symbian OS. Other key features include details of UI platform-specific APIs from S60 and UIQ. This pioneering book covers each of the key technologies available (such as audio, video, radio, image conversion, tuner and camera) at a high level, to give the reader context, before drilling down to details of how to use each of them. The book includes code samples which are available for download on a website and cover key APIs with detailed description of each. Additional information includes the evolution of multimedia on Symbian OS from previous versions to the current (v9.5) and plans for the future. Chapters include: Architecture of Multimedia on Symbian OS Onboard Camera Multimedia Framework of both Video & Audio Image Converter Library The Tuner

We Indonesians

Communities Dominate Brands

Tom Wah Lee to Chew Keen

Handbook of Mobile Teaching and Learning

Advanced BlackBerry Development

Leading Science and Technology: India Next?

Real-time Kernel Programming

The main objective of this book is to explore the concept of cybersecurity in parallel and distributed computing along with recent research developments in the field. It also includes various real-time/offline applications and case studies in the fields of engineering and computer science and the modern tools and technologies used. Information on cybersecurity technologies is organized in the fifteen chapters of this book. This important book cover subjects such as: Research and security data mining and possible solution techniques A comparative analysis of various methods used in e-commerce security and how to perform secure payment transactions in an efficient manner Blockchain technology and how it is crucial to the security industry Security for the Internet of Things Security issues and challenges in distributed computing security such as heterogeneous computing, cloud computing, fog computing, etc. Demonstrates the administration task issue in unified security Explores the concepts of cybercrime and cybersecurity and presents the statistical impact it is having on organizations Highlights some strategies for maintaining the privacy, integrity, confidentiality and availability of cyber information and its real-world impacts such as mobile security software for secure email and online banking, cyber health check programs for business, cyber incident response management, cybersecurity risk management Security policies and mechanism security architecture, along with distribution of security mechanisms Security issues in the healthcare sector with existing solutions and emerging threats.

BlackBerry Planet is a new tribe of people who simply cannot get along without their favorite device, Research In Motion's innovative electronic organizer, the BlackBerry. This omnipresent device has gone beyond being the world's foremost mobile business tool and entered the consumer mainstream as the Swiss Army Knife of smart phones. BlackBerry Planet tells the behind-the-scenes story of how this little device has become the machine that connects the planet. Starting with

RIM at age 23, it details his drive to innovate, developing what was a glorified pager into the essential corporate communicator, used by everyone from dealmakers to the Queen, from movie stars to the entire US Congress. Since 1992, Lazaridis and co-CEO Jim Balsillie together have been the driving force behind the RIM story. With access to senior staffers and former RIM employees, BlackBerry Planet tells the inside story about the branding and marketing success of the BlackBerry

for security and reliability, to the cultural adoption of the iconic device as a must-have symbol, to the backlash against the addictive properties of the "CrackBerry," and the various patent suits RIM has had to fight off - including the five-year court battle that resulted in the largest technology patent settlement in US history. As the incredible story of the BlackBerry unfolds, and as RIM battles global giants like Nokia and Apple in the emerging super-phone marketplace, users, fans

insight and context of where they've been, to try and predict where they're going.

This book presents the proceedings of International Conference on Emerging Research in Computing, Information, Communication and Applications, ERICCA 2020. The conference provides an interdisciplinary forum for researchers, professional engineers and scientists, educators and technologists to discuss, debate and promote research and technology in the upcoming areas of computing, information, communication and their applications. The book discusses these emerging research

practicing engineers alike.

In a world buzzing with artificial intelligence, gene therapy, 3-D printing, and brain implants, where does India stand? India is not yet a front-runner in creating new knowledge and world-changing inventions. India does not even feature among the top 10 countries in scientific research. In this book, Varun argues that India would risk its economic progress, technology industry, and social development if it does not lead in research and innovation. He deliberates on how we can make

approach to highlight the various limitations of India's research ecosystem. He demystifies how discoveries and inventions happen through stories and personal experiences. The book provides concrete, well-reasoned steps to build a "Scientific India." This is essential for India's success and for serving the cause of human progress.

Security in Computing and Communications

Springer Handbook of Geographic Information

Hacking Roomba

MHealth Innovation in Asia

Advertising N Promotion

ERICCA 2020, Volume 1

Exploring the Recorder & Music Theory

This book offers a primer on the valuation of digital intangibles, a trending class of immaterial assets. Startups like successful unicorns, as well as consolidated firms desperately working to re-engineer their business models, are now trying to go digital and to reap higher returns by exploiting new intangibles. This book is innovative in its design and concept since it tackles a frontier topic with an original methodology, combining academic rigor with practical insights. Digital intangibles range from digitized versions of traditional immaterial assets (brands, patents, know-how, etc.) to more trendy applications like big data, Internet of Things, interoperable databases, artificial intelligence, digital newspapers, social networks, blockchains, FinTech applications, etc. This book comprehensively addresses related valuation issues, and demonstrates how best practices can be applied to specific asset appraisals, making it of interest to researchers, students, and practitioners alike.

A guide to getting the most out of a Roomba vacuum cleaner covers such topics as setting up a Bluetooth interface, building a serial interface tether, connecting the Roomba to the Internet, and replacing Roomba's brain.

This textbook, now in its Second Edition, addresses the rapid advancements to the area of mobile computing. Almost every chapter has been revised to make the book up to date with the latest developments. It covers the main topics associated with mobile computing and wireless networking at a level that enables the students to develop a fundamental understanding of the technical issues involved in this new and fast emerging discipline. This book first examines the basics of wireless technologies and computer communications that form the essential infrastructure required for building knowledge in the area of mobile computations involving the study of invocation mechanisms at the client end, the underlying wireless communication, and the corresponding server-side technologies. It includes coverage of development of mobile cellular systems, protocol design for mobile networks, special issues involved in the mobility management of cellular system users, realization and applications of mobile ad hoc networks (MANETs), design and operation of sensor networks, special constraints and requirements of mobile operating systems, and development of mobile computing applications. Finally, an example application of the mobile computing infrastructure to M-commerce is described in the concluding chapter of the book. The book is suitable for a one-semester course in mobile computing for the undergraduate students of Computer Science and Engineering, Information Technology, Electronics and Communication Engineering, Master of Computer Applications (MCA), and the undergraduate and postgraduate science courses in computer science and Information Technology. Key Features - Provides unified coverage of mobile computing and communication aspects - Discusses the mobile application development, mobile operating systems and mobile databases as part of the material devoted to mobile computing - Incorporates a survey of mobile operating systems and the latest developments

BlackBerry devices and applications are selling by the millions. As a BlackBerry developer, you need an advanced skill set to successfully exploit the most compelling features of the platform. This book will help you develop that skill set and teach you how to create the most sophisticated BlackBerry programs possible. With Advanced BlackBerry Development, you'll learn you how to take advantage of BlackBerry media capabilities, including the camera and video playback. The book also shows you how to send and receive text and multimedia messages, use powerful cryptography libraries, and connect with the user's personal and business contacts and calendar. Not only will you be learning how to use these application programming interfaces, but you'll also be building a program that takes full advantage of them: a wireless media-sharing app. Each chapter's lessons will be applied by enhancing the app from a prototype to a fully polished program. Along the way, you'll learn how to differentiate your product from other downloads by fully integrating with the operating system. Your app will run in the browser and within device menus, just like software that comes with the phone. Once you are comfortable with writing apps, this book will show you how to take them to the next level. You'll learn how to move from running on one phone to running on all phones, and from one country to all countries. You'll additionally learn how to support your users with updates. No other resource compares for mastering the techniques needed for expert development on this mobile platform.

Emerging Research in Computing, Information, Communication and Applications

Inside the Convergence Device

Mobile Health

Spiritism 101

Microsoft IIS 10.0 Cookbook

Multimedia on Symbian OS

From cloud computing to data analytics, society stores vast supplies of information through wireless networks and mobile computing. As organizations are becoming increasingly more wireless, ensuring the security and seamless function of electronic gadgets while creating a strong network is imperative. Advanced Methodologies and Technologies in Network Architecture, Mobile Computing, and Data Analytics highlights the challenges associated with creating a strong network architecture in a perpetually online society. Readers will learn various methods in building a seamless mobile computing option and the most effective means of analyzing big data. This book is an important resource for information technology professionals, software developers, data analysts, graduate-level students, researchers, computer engineers, and IT specialists seeking modern information on emerging methods in data mining, information technology, and wireless networks.

Take a look inside Symbian OS with an under-the-hood view of Symbian's revolutionary new real-time smartphone kernel Describes the functioning of the new real-time kernel, which will become ubiquitous on Symbian OS phones in the next 5-10 years It'll benefit the base-programmer by providing a more solid understanding of the OS being ported Contains an in-depth explanation of how Symbian OS drivers work. Device drivers have changed considerably with the introduction of a single code - this book helps those converting them to the new kernel The book has broad appeal and is relevant to all who work with Symbian OS at a low level, whatever Symbian OS they are targeting Written by the engineers who actually designed and built the real-time kernel

"Having been born a freeman, and for more than thirty years enjoyed the blessings of liberty in a free StateIand having at the end of that time been kidnapped and sold into Slavery, where I remained, until happily rescued in the month of January, 1853, after a bondage of twelve years;it has been suggested that an account of my life and fortunes would not be uninteresting to the public." -an excerpt

The bestselling guide to the field, updated with the latest innovations Essentials of Supply Chain Management is the definitive guide to the field, providing both broad coverage and necessary detail from a practical, real-world perspective. From clear explanation of fundamental concepts to insightful discussion of supply chain innovation, this book offers students and professionals a comprehensive introduction with immediately-applicable understanding. The fourth edition has been updated to reflect the current state of the field, with coverage of the latest technologies and new case studies that illustrate critical concepts in action. Organized for easy navigation and ease-of-use, this invaluable guide also serves as a quick reference for managers in the field seeking tips and techniques for maximizing efficiency and turning the supply chain into a source of competitive advantage. The supply chain underpins the entire structure of manufacturing and retailing. Well-run, it can sink a company before the product ever sees the light of day. The supply chain involves many moving parts, constantly-changing variables, and a network of other business that may have different priorities and interests;keeping it all running smoothly is a complex, but immensely powerful skill. This book takes you inside the supply chain to show you what you need to know. Understand the fundamental concepts behind supply chain management Learn how supply chains work, and how to measure their performance Explore the ways in which innovation is improving supply chains around the world Examine the supply chain as a source of competitive advantage Whether you're at the front or the back of your supply chain, your business is affected by every other company and event in the chain. Deep understanding and a host of practical skills are required to accurately predict, react to, and manage the ever-changing stream of events that could potentially disrupt the flow. Essentials of Supply Chain Management prepares you to take on the challenge and succeed.

Inside the Hottest Business, Media, and Technology Success of Our Time

FUNDAMENTALS OF MOBILE COMPUTING, Second Edition

A Best Practice Guide

Using Social Media in the Classroom

Mobile Technologies for Responsive Governments and Connected Societies

Beginning BlackBerry 7 Development

Symbian OS Internals

This book offers a comprehensive report on the technological aspects of Mobile Health (mHealth) and discusses the main challenges and future directions in the field. It is divided into eight parts: (1) preventive and curative medicine; (2) remote health monitoring; (3) interoperability; (4) framework, architecture, and software/hardware systems; (5) cloud applications; (6) radio technologies and applications; (7) communication networks and systems; and (8) security and privacy mechanisms. The first two parts cover sensor-based and bedside systems for remotely monitoring patients' health condition, which aim at preventing the development of health problems and managing the prognosis of acute and chronic diseases. The related chapters discuss how new sensing and wireless technologies can offer accurate and cost-effective means for monitoring and evaluating behavior of individuals with dementia and psychiatric disorders, such as wandering behavior and sleep impairments. The following two parts focus on architectures and higher level systems, and on the challenges associated with their interoperability and scalability, two important aspects that stand in the way of the widespread deployment of mHealth systems. The remaining parts focus on telecommunication support systems for mHealth, including radio technologies, communication and cloud networks, and secure health-related applications and systems. All in all, the book offers a snapshot of the state-of-art in mHealth systems, and addresses the needs of a multidisciplinary audience, including engineers, computer scientists, healthcare providers, and medical professionals, working in both academia and the industry, as well as stakeholders at government agencies and non-profit organizations.

This report aims to foster a better understanding on how to leverage the economic and social impacts of the implementation of the Internet into mobile devices to enable ubiquitous governments, sustain public sector innovation and transform public service delivery.

This book offers a detailed account of a range of mHealth initiatives across South, Southeast and East Asia. It provides readers with deep insights into the challenges such initiatives face on the ground, and a view of the diverse cultural contexts shaping strategies for overcoming these challenges. The book brings together various discussions on the broader mHealth literature, and demonstrates how a research focus on diverse Asian contexts influences the success and/or failure of current mHealth initiatives. It also highlights the important roles social scientists can play in advancing theoretical approaches, as well as planning, implementing and evaluating mHealth initiatives. The book is a valuable resource for project planners, policy developers in NGOs and government institutions, as well as academics, researchers and students in the fields of public health, communications and development studies. This work was published by Saint Philip Street Press pursuant to a Creative Commons license permitting commercial use. All rights not granted by the work's license are retained by the author or authors.

This book contains the thoroughly refereed and revised best papers from the 8th International Conference on Web Information Systems and Technologies, WEBIST 2012, held in Porto, Portugal, in April 2012, and organized by the Institute for Systems and Technologies of Information, Control and Communication (INSTICC), in collaboration with ACM SIGMIS. The 23 papers presented in this book were carefully reviewed and selected from 184 submissions. The papers were selected from those with the best reviews also taking into account the quality of their presentation at the conference. The papers are grouped into parts on Internet Technology; Web Interfaces and Applications; Society, e-Business, and e-Government; Web Intelligence; and Mobile Information Systems.

A Technology Road Map

ExtremeTech

Encyclopedia of Information Science and Technology, Third Edition

8th International Conference, WEBIST 2012, Porto, Portugal, April 18-21, 2012, Revised Selected Papers

Web Information Systems and Technologies

CrackBerry

Grassroots Challenges and Practical Interventions

The definitive, bestselling account of the company that changed the way we work and live, updated for the twentieth anniversary of Google's founding with analysis of its most recent bold moves to redefine the world—and its even more ambitious plans for the future. Moscow-born Sergey Brin and Midwest-born Larry Page dropped out of graduate school at Stanford University to, as they said, "change the world" through a powerful search engine that would

organize every bit of information on the Web for free. The Google Story takes you deep inside the company's wild ride from an idea that struggled for funding in 1998 to a firm that today rakes in billions in profits. Based on scrupulous research and extraordinary access to Google, this fast-moving narrative reveals how an unorthodox management style and a culture of innovation enabled a search-engine giant to shake up Madison Avenue, clash with governments that accuse it of being a monopoly, deploy self-driving cars to forever change how we travel, and launch high-flying Internet balloons. Unafraid of controversy, Google is surging ahead with artificial intelligence that could cure diseases but also displace millions of people from their jobs, testing the founders' guiding mantra: DON'T BE EVIL. Praise for The Google Story "[The authors] do a fine job of recounting Google's rapid rise and explaining its search business."—The New York Times "An intriguing insider view of the Google culture."—Harvard Business Review "An interesting read on a powerhouse company . . . If you haven't read anything about one of today's most influential companies, you should. If you don't read The Google Story, you're missing a few extra treats."—USA Today "Fascinating . . . meticulous . . . never bogs down."—Houston Chronicle

Communities Dominate Brands: Business and marketing challenges for the 21st century is a book about how the new phenomenon of digitally connected communities are emerging as a force to counterbalance the power of the big brands and advertising. The book explores the problems faced by branding, marketing and advertising facing multiple radical changes in this decade. Communities Dominate Brands discusses how disruptive effects of digitalisation and connectedness introduce threats and opportunities. The authors compellingly illustrate how modern consumers are forming communities and peer-groups to pool their power resulting in a dramatic revolution of how businesses interact with their customers. The book provides practical guidance of how to move from obsolete interruptive advertising to interactive engagement marketing and community based communications, with dozens of real business examples from around the world. Communities Dominate Brands addresses its topic from a marketing (including advertising and branding) perspective and maintains a rigorous focus on business and profit dimensions of the issues involved. The book discusses such recent phenomena as blogging, virtual environments, mobile phone based swarming and massively multiplayer games. The book introduces a new generation of consumers called Generation-C (for Community). The book also discusses such new concepts as the Connected Age, Reachability, the Four C's, Alpha Users, and introduces Communities as an unavoidable new element into the traditional communication model. Combining the digital trends, modern management theories, and emerging new customer behaviour, Communities Dominate Brands arrives to its conclusion, that traditional marketing methods are increasingly ineffective and even becoming counterproductive. The power of the brands and the abuses by marketing have created a vacuum for a counterbalance, and digitally connected communities, the blogosphere, gamers, and especially the always-on connectedness of those on mobile phone networks, are emerging as the counterforce to redress the balance. The power of smart mobs and digitally enlightened communities will react rapidly to marketing excesses as the natural force balancing the power of the brands. The way a business can and must interact with the powerful new communities is through engagement marketing, by enticing the communities to interact with the brands. Communities Dominate Brands covers the major changes taking place in business and industry worldwide from leading digitally connected societies such as Finland, Korea, Japan, Hong Kong, UK and the USA. The authors discuss the business relevance of such community related technologies and phenomena such as Blogging, OARS, iPod, MPOs, MPOs, PMS, Ringing Tones, SMS text messaging, swarming, VOD. This is the definitive business book on the impact of new technologies, not explaining how technology works, but showing what businesses need to do to make money in the new digitally converging environment. Communities Dominate Brands analyses early successes of engaging communities by global brands such as Adidas, Apple, Audi, BBC, Boeing, Coca Cola, eBay, Ford, Google, Guinness, Hush Puppies, Lonely Planet, MTV, Nokia, Orange, Philips, Red Bull, Sony, Tesco, Tony & Guy, Vodafone, etc. The lessons are amplified with insights from rough punishment by communities suffered by Hutchison/Three networks, Kryptonite locks, Mazda, the Philippines Government, etc. Fully indexed, impeccably researched with documented sources, offering over 50 current business examples and over a dozen case studies, Communities Dominate Brands is a hands-on practical business handbook on how to adjust marketing to deal with communities. With tools such as the Four C's and Reachability, the authors provide a competitive head-start to all who want to achieve customer satisfaction and return business in the 21st century.

The last decade has been one of great progress in the field of software architecture research and practice. Software architecture has emerged as an important subdiscipline of software engineering. A key aspect of the design of any software system is its architecture, i. e. the fundamental organization of a system embodied in its components, their relationships to each other, and to the environment, and the principles guiding its design and evolution (as defined in the Recommended Practice for Architectural Description of Software-Intensive Systems -- IEEE Std 1471-2000). - The First European Workshop on Software Architecture (EWSA 2004) provided an international forum for researchers and practitioners from academia and industry to discuss a wide range of topics in the area of software architecture, and to jointly formulate an agenda for future research in this field. EWSA 2004 distinguished among three types of papers: research papers (which describe authors' novel research work), experience papers (which describe real-world experiences related to software architectures), and position papers (which present concise arguments about a topic of software architecture research or practice). The Program Committee selected 19 papers (9 research papers, 4 experience papers, and 6 position papers) out of 48 submissions from 16 countries (Australia, Brazil, Canada, Chile, Finland, France, Germany, Italy, Japan, Korea, The Netherlands, Spain, Switzerland, Turkey, UK, USA). All submissions were reviewed by three members of the Program Committee.

5th International Symposium, SSCC 2017, Manipal, India, September 13-16, 2017, Proceedings

The Valuation of Digital Intangibles

Qt for Symbian

Advanced Methodologies and Technologies in Network Architecture, Mobile Computing, and Data Analytics