Nokia Browser C101

For anyone who wants to feel less stessed and more in control of their current work life situation. Teaches how to finetune work so that people can be more productive, motivated and happier. Includes 52 weekly strategies plus a CD-ROM.

Written by the staff of the Adobe After Effects product team, this book is the fastest, easiest way to learn and master Adobe After Effects and have it up and working in hours. The CD contains movies, clips, images, sounds, and type used in tutorial files.

This book constitutes the proceedings of the Third Workshop on Face and Facial Expression Recognition from Real World Videos, FFER 2018, and the Second International Workshop on Deep Learning for Pattern Recognition, DLPR 2018, held at the 24th International Conference on Pattern Recognition, ICPR 2018, in Beijing, China, in August 2018. The 7 papers presented in this volume were carefully reviewed and selected from 9 submissions. They deal with topics such as histopathological images, action recognition, scene text detection, speech recognition, object classification, presentation attack detection, and driver drowsiness detection.

Performance is critical to the success of any web site, and yet today's web applications push browsers to their limits with increasing amounts of rich content and heavy use of Ajax. In this book, Steve Souders, web performance evangelist at Google and former Chief Performance Yahoo!, provides valuable techniques to help you optimize your site's performance. Souders' previous book, the bestselling High Performance Web Sites, shocked the web development world by revealing that 80% of the time it takes for a web page to load is on the client side. In Even Faster Web Sites, Souders and eight expert contributors provide best practices and pragmatic advice for improving your site's performance in three critical categories: JavaScript—Get advice for understanding Ajax performance, writing efficient JavaScript, creating responsive applications, loading scripts without blocking other components, and more. Network—Learn to share resources across multiple domains, reduce image size without loss of quality, and use chunked encoding to render pages faster. Browser—Discover alternatives to iframes, how to simplify CSS selectors, and other techniques. Speed is essential for today's rich media web sites and Web 2.0 applications. With this book, you'll learn how to shave precious seconds off your sites' load times and make them respond even faster. This book contains six guest chapters contributed by Dion Almaer, Doug Crockford, Ben Galbraith, Tony Gentilcore, Dylan Schiemann, Stoyan Stefanov, Nicole Sullivan, and Nicholas C. Zakas.

How to Pass OSCP Series: Windows Privilege Escalation Step-By-Step Guide

Handbook of Open Source Tools

Strategic Decision Making, Performance and Risk

Nutrition & Child Development

Today and Tomorrow

Working Lives

For the first time, music legend Rudy Pérez shares his remarkable journey from a poor refugee kid in Miami to composing the greatest hit songs on the world stage. Named the most successful Latin songwriter in history, Rudy Pérez is the creator behind some of the bestselling records of Beyoncé, Julio Iglesias, Christina Aguilera, and IL Divo. In his one-of-a-

kind memoir, Rudy tells about his childhood in Cuba and the heart-gripping visits to his father in prison during the height of the communist revolution. Tracing his family's perilous escape on one of the last Freedom Flights to America, Rudy opens up about the years of poverty and growing up in a crime-ridden neighborhood. These memories contrast with tender moments of dancing to the stereo with his siblings, nodding along to his mother's classical favorites, and swaying to blues melodies with his father. At a young age, Rudy tried his hand at recreating the music he loved, and his talent led him to an unprecedented career with over 300 hit songs. With years of hard work, ceaseless creativity, and a strong faith, Rudy was the first Latin music artist to win Billboard Producer of the Decade. Looking back over his five-time Grammy winning legacy, Rudy shares little-known stories of faith and behind-the-scenes details of working with stars like Fergie, Jaci Velasquez, Michael Bolton, Simon Cowell, and Sam Moore. A must-read for every music lover, The Latin Hit Maker is a genuine rags-to-riches story filled with inspiration, fascinating details, and a powerful reminder of God's grace and transforming creativity.

This book constitutes the refereed proceedings of the 10th International Conference on Software Business, ICSOB 2019, held in Jyväskylä, Finland, in November 2019. On the occasion of its tenth anniversary the conference theme this year was "The First Decade and Beyond" and focused on the development during the past decade, addressing the future of software-intensive business as well as studies on new and emerging ideas. The 18 full papers and 10 short papers presented together with 3 invited talks, 6 emerging research papers and a tutorial were carefully reviewed and selected from 52 submissions. They are organized in the following topical sections: software ecosystems; management of software products; continual improvement and product development; impacts of digitalization; software business education; software startups and digital business.

In Dr. Gene Landrum's 14th published work, he offers insight into what makes the world's innovative visionaries tick. This book aims to help readers change from followers to leaders, offering insights into what it takes to become more innovative. Becoming innovative involves destroying the old ways of thinking-personally and professionally-and training the brain to summon its muse and therefore find the pathway to innovative thinking. This book is written

with the understanding that studies show that 83% of people are Visual Learners, discerning by seeing an image. Most people go through life believing that the mind is cast in concrete. The reality is that it is cast in putty and is malleable. The Innovative Mind is thirty-three chapters of Innovative Solutions to help the reader on the path to becoming innovative. Optical Biosensors, 2ed describes the principles of successful systems, examples of applications, and evaluates the advantages and deficiencies of each. It also addresses future developments on two levels: possible improvements in existing systems and emerging technologies that could provide new capabilities in the future. The book is formatted for ease of use and is therefore suitable for scientists and engineers, students and researcher at all levels in the field. * Comprehensive analysis and review of the underlying principles by optical biosensors * Updates and informs on all the latest developments and hot topic areas * Evaluates current methods showing the advantages and disadvantages of various systems involved

Vision-Based Interaction

My Journey from Cuban Refugee to World-Renowned Record Producer and Songwriter

Video Analytics. Face and Facial Expression Recognition and Audience Measurement

Best Practices for Optimizing Mobile Web Apps

C

Informatics Practices for Class 12

This book provides essential insights on the adoption of modern software engineering practices at large companies producing software-intensive systems, where hundreds or even thousands of engineers collaborate to deliver on new systems and new versions of already deployed ones. It is based on the findings collected and lessons learned at the Software Center (SC), a unique collaboration between research and industry, with Chalmers University of Technology, Gothenburg University and Malmö University as academic partners and Ericsson, AB Volvo, Volvo Car Corporation, Saab Electronic Defense Systems, Grundfos, Axis Communications, Jeppesen (Boeing) and Sony Mobile as industrial partners. The 17 chapters present the "Stairway to Heaven" model, which represents the typical evolution path companies move through as they develop and mature their software engineering capabilities. The chapters describe theoretical frameworks, conceptual models and, most importantly, the industrial experiences gained by the partner companies in applying novel software engineering techniques. The book's structure consists of six parts. Part I describes the model in detail and presents an overview of lessons learned in the collaboration between industry and academia. Part II deals with the first step of the Stairway to Heaven, in which R&D adopts agile work practices. Part III of the

book combines the next two phases, i.e., continuous integration (CI) and continuous delivery (CD), as they are closely intertwined. Part IV is concerned with the highest level, referred to as "R&D as an innovation system," while Part V addresses a topic that is separate from the Stairway to Heaven and yet critically important in large organizations: organizational performance metrics that capture data, and visualizations of the status of software assets, defects and teams. Lastly, Part VI presents the perspectives of two of the SC partner companies. The book is intended for practitioners and professionals in the software-intensive systems industry, providing concrete models, frameworks and case studies that show the specific challenges that the partner companies encountered, their approaches to overcoming them, and the results. Researchers will gain valuable insights on the problems faced by large software companies, and on how to effectively tackle them in the context of successful cooperation projects.

Up-to-the-Minute, Complete Guidance for Developing Embedded Solutions with Linux Linux has emerged as today's #1 operating system for embedded products. Christopher Hallinan's Embedded Linux Primer has proven itself as the definitive real-world guide to building efficient, high-value, embedded systems with Linux. Now, Hallinan has thoroughly updated this highly praised book for the newest Linux kernels, capabilities, tools, and hardware support, including advanced multicore processors. Drawing on more than a decade of embedded Linux experience, Hallinan helps you rapidly climb the learning curve, whether you're moving from legacy environments or you're new to embedded programming. Hallinan addresses today's most important development challenges and demonstrates how to solve the problems you're most likely to encounter. You'll learn how to build a modern, efficient embedded Linux development environment, and then utilize it as productively as possible. Hallinan offers up-to-date guidance on everything from kernel configuration and initialization to bootloaders, device drivers to file systems, and BusyBox utilities to real-time configuration and system analysis. This edition adds entirely new chapters on UDEV, USB, and open source build systems. Tour the typical embedded system and development environment and understand its concepts and components. Understand the Linux kernel and userspace initialization processes. Preview bootloaders, with specific emphasis on U-Boot. Configure the Memory Technology Devices (MTD) subsystem to interface with flash (and other) memory devices. Make the most of BusyBox and latest open source development tools. Learn from expanded and updated coverage of kernel debugging. Build and analyze real-time systems with Linux. Learn to configure device files and driver loading with UDEV. Walk through detailed coverage of the USB subsystem. Introduces the latest open source embedded Linux build systems. Reference appendices include U-Boot and BusyBox commands. Great new edition covers what you need to know for successful Facebook marketing Facebook keeps evolving, and so does the social mediasphere. Even if you have a Facebook marketing strategy, have you taken into consideration Pinterest? Spotify? Foursquare? Facebook Marketing All-in-One For Dummies, 2nd Edition does. This detailed resource not only reveals how to create successful Facebook marketing strategies, it also shows you how to incorporate and use the entire social network to its full potential. Covers the tools, techniques, and apps you need to know to create successful Facebook marketing campaigns Nine minibooks cover the essentials: Joining the Facebook Marketing Revolution; Claiming Your Presence On Facebook; Adding the Basics; Building, Engaging, Retaining, and Selling; Understanding Facebook Applications; Making Facebook Come Alive; Advanced Facebook Marketing Tactics; Facebook Advertising; Measuring, Monitoring, and Analyzing Explores the new Timeline design for Pages, changes to Facebook Insights, new apps to incorporate into your strategy, and more

Facebook Marketing All-in-One For Dummies, 2nd Edition is the perfect resource for any marketer who wants to build or refine a social media marketing presence that includes Facebook.

This book constitutes the refereed proceeding of the 14th European Software Process Improvement Conference, EuroSPI 2007, held in Potsdam, Germany, in September 2007. The papers are organized in topical sections on enforcement, alignment, tailoring. There is focus on SME issues, improvement analysis and empirical studies, new avenues of SPI, SPI methodologies, as well as testing and reliability.

Posh Adult Coloring Book: Thomas Kinkade Peaceful Moments

Stop Thinking, Start Being

2021-2022 Monthly Planner

Exercising Through Your Pregnancy

Building Windows 8 Apps with C# and XAML

Third International Workshop, VAAM 2016, and Second International Workshop, FFER 2016, Cancun, Mexico, December 4, 2016, Revised Selected Papers

This book is the first of a series of How To Pass OSCP books and focus on techniques used in Windows Privilege Escalation. This is a step-by-step guide that walks you through the whole process of how to escalate privilege in Windows environment using many common techniques. We start by gathering as much information about the target as possible either manually or using automated scripts. Next, we search for misconfigured services or scheduled tasks, insufficient file permission on binaries or services, vulnerable kernel, vulnerable software running with high privileges, sensitive information stored on local files, credential saved in the memory, registry settings that always elevate privileges before executing a binary, hard-coded credential contained in the application configuration files, and many more. Table of Contents Introduction Section One: Windows Configuration Chapter 1: AlwaysInstallElevated Section Two: Domain Controller Chapter 2: Zerologon Section Three: Windows Service Chapter 3: Service - Insecure File Permission Chapter 4: Service - Unquoted Path Chapter 5: Service - Bin Path Chapter 6: Service - Registry Chapter 7: Service - DLL Hijacking Section Four: Scheduled Tasks Chapter 8: Scheduled Tasks Section Five: Windows Registry Chapter 9: Autorun Chapter 10: Startup Applications Section Six: Windows Kernel Chapter 11: Kernel - EternalBlue Chapter 12: Kernel - MS15-051 Chapter 13: Kernel - MS14-058 Section Seven: Potato Exploits Chapter 14: Juicy Potato Chapter 15: Rogue Potato Section Eight: Password Mining Chapter 16: Password Mining - Memory Chapter 17: Password Mining - Registry Chapter 18: Password Mining - SiteList Chapter 19: Password Mining - Unattended Chapter 20: Password Mining - Web.config Section Nine: UAC Bypass Chapter 21: User Account Control Bypass For more information, please visit http://www.howtopassoscp.com/.

The march of the Android-based tablets has begun, including Galaxy Samsung Tab, Motorola XOOM, Nook and more.

But where do you start? And what can you do with an Android tablet? Taking Your Android Tablets to the Max is a one-stop shop for users of all skill levels, helping you get the most out of any Android tablet. This book offers: A breakdown of the differences between an Android 2.0+ or an Android 3.0 device Tips for choosing the best device for you and how to best network (i.e., best wireless carrier for 3G or 4G or just WIFI) Detailed walkthroughs on how to get the most out of your tablet and the apps for it

In its early years, the field of computer vision was largely motivated by researchers seeking computational models of biological vision and solutions to practical problems in manufacturing, defense, and medicine. For the past two decades or so, there has been an increasing interest in computer vision as an input modality in the context of human-computer interaction. Such vision-based interaction can endow interactive systems with visual capabilities similar to those important to human-human interaction, in order to perceive non-verbal cues and incorporate this information in applications such as interactive gaming, visualization, art installations, intelligent agent interaction, and various kinds of command and control tasks. Enabling this kind of rich, visual and multimodal interaction requires interactive-time solutions to problems such as detecting and recognizing faces and facial expressions, determining a person's direction of gaze and focus of attention, tracking movement of the body, and recognizing various kinds of gestures. In building technologies for vision-based interaction, there are choices to be made as to the range of possible sensors employed (e.g., single camera, stereo rig, depth camera), the precision and granularity of the desired outputs, the mobility of the solution, usability issues, etc. Practical considerations dictate that there is not a one-size-fits-all solution to the variety of interaction scenarios; however, there are principles and methodological approaches common to a wide range of problems in the domain. While new sensors such as the Microsoft Kinect are having a major influence on the research and practice of vision-based interaction in various settings, they are just a starting point for continued progress in the area. In this book, we discuss the landscape of history, opportunities, and challenges in this area of vision-based interaction; we review the state-of-the-art and seminal works in detecting and recognizing the human body and its components; we explore both static and dynamic approaches to "looking at people" vision problems; and we place the computer vision work in the context of other modalities and multimodal applications. Readers should gain a thorough understanding of current and future possibilities of computer vision technologies in the context of human-computer interaction.

Incentives are inducements that aim to enhance the value of an offering by increasing its benefits or, more frequently, by reducing its costs. The ultimate goal of incentives is to incite action on the part of the company's target customers, collaborators, and employees. Because they typically are used to increase sales volume, incentives are often referred to

as sales promotions. The key aspects of designing and managing incentives are the focus of this note. The discussion of managing incentives is complemented by an in-depth overview of sampling as a promotional tool and an outline of the game-theory view of sales promotions. This note is an excerpt (Chapter 13) from Strategic Marketing Management: Theory and Practice by Alexander Chernev (Cerebellum Press, 2019).

The Innovative Mind

Facebook Marketing All-in-One For Dummies

Information and Communications for Development 2012

Software Business

Performance Best Practices for Web Developers

Sugar Cane

This volume aims to provide information on sugar cane and its cultivation. Details about this important crop, its life cycle, physiology, cropping cycle, optimum soil and climate conditions are given. The text also covers practical growing techniques, including soil preparation, planting, fertilization, irrigation and crop maintenance. In the final sections, harvesting of sugar cane is looked at as well as a comparison of different methods of cultivation - from small plantations to industrial estates. Detailed tables will also provide the reader with information on the growing, assessment and harvesting of this crop.

Optimize the performance of your mobile websites and webapps to the extreme. With this hands-on book, veteran mobile and web developer Maximiliano Firtman demonstrates which aspects of your site or app slow down the user's experience, and what you can do to achieve lightning-fast performance. There's much at stake: if you want to boost your app's conversion rate, then tackling performance issues is the best way to start. Learn tools and techniques for working with responsive web design, images, the network layer, and many other ingredients—plus the metrics to check your progress. Ideal for web developers and web designers with HTML, CSS, JavaScript, and HTTP experience, this is your guide to superior mobile web performance. You'll dive into: Emulators, simulators, and other tools for measuring performance Basic web performance concepts, including metrics, charts, and goals How to get real data from mobile browsers on your real networks APIs and specs for measuring, tracking and improving web performance Insights and tricks for optimizing the first view experience Ways to optimize post-loading experiences and future visits Responsive web design and its performance challenges Tips for extreme performance to achieve best conversion rates How to work with web views inside native apps

Examining the effects of exercise on women and their babies, this book presents case studies of women who exercised

regularly before, during, and after pregnancy. The book provides guidelines for exercise plans that safely fulfill a mother's needs during different phases of pregnancy, answering such questions as, How does exercise benefit the mother? How does exercise affect growth of the fetus? What is the effect of exercise on milk production? Does exercise limit weight gain during pregnancy? What is the right amount of exercise? What are the dos and don'ts of exercising when pregnant? When should exercise be avoided? How late into pregnancy can you exercise? and What should be the exercise regimen after giving birth? Updated to include the latest scientific information on staying fit during pregnancy and emphasize appropriate exercises, this new edition thoroughly describes the changes that happen to the mother while she's pregnant and how both she and the child can benefit through exercise.

This book constitutes the proceedings of the Third Workshop on Video Analytics for Audience Measurement, VAAM 2016, and the Second International Workshop on Face and Facial Expression Recognition from Real World Videos, FFER 2016, held at the 23rd International Conference on Pattern Recognition, ICPR 2016, in Cancun, Mexico, in December 2016. The 11 papers presented in this volume were carefully reviewed and selected from 13 submissions. They deal with: re-identification; consumer behavior analysis; utilizing pupillary response for task difficulty measurement; logo detection; saliency prediction; classification of facial expressions; face recognition; face verification; age estimation; super resolution; pose estimation; and pain recognition.

Ukulele Fake Book

High Performance Mobile Web

Large Two Year Planner with Floral Cover (Volume 3)

Management Accounting

Maximizing Mobile

From Theory to Practice

Monthly Planner 2021-2022 This beautiful planner will help you schedule your appointments and daily activities, plan events, set goals, and get things done. It will also make a perfect gift for family and friends. Features: - January 2021 - December 2022 - 8.5" x 11" - Monthly spreads with holidays (2 pages per month) - Yearly reference calendars - Extra lined pages to record notes - Pages to write down important dates - Contacts page - Laminated cover, matte finish - Perfect binding to secure pages for the next two years and beyond - Premium 50 lb. white paper

*(Ukulele). Over 400 songs packed into one convenient songbook that lets you play all the songs you've ever wanted to, including: All Shook Up * Blowin' in the Wind * California Dreamin' * Don't Worry, Be Happy * Edelweiss * Free Fallin' * Georgia on My Mind * Hallelujah * Hey, Soul Sister * Hotel California * Imagine * Jambalaya * Kokomo * Lean on Me * Margaritaville * Over the Rainbow * Proud Mary * Que Sera, Sera * Rolling in the Deep * Singin' in the Rain * Stand by Me * Tears in Heaven * Ukulele Lady * Viva La Vida * What a Wonderful World * Your Cheatin' Heart * Zip-a-Dee-Doo-Dah * and hundreds more! Includes chord grids for soprano, concert and tenor ukuleles.*

Designed for a compulsory fundamental course, C: From Theory to Practice uses a hands-on approach to teach the C programming language, using numerous examples and a clear, concise presentation. Easy to use and classroom tested, this textbook includes more than 500 exercises and examples of progressive difficulty to help students in understanding all the aspects and peculiarities of C. The exercises test students on various levels of programming and the examples enhance their concrete understanding of programming know-how. Divided into three parts, this book: Introduces the basic concepts of C, like getting input from a user, C's operators, selection statements, and loops. Emphasizes major features of C such as arrays, pointers, functions and strings. Covers advanced topics such as like searching and sorting arrays' algorithms, structures and unions, memory management, the preprocessor and files. The book tests the skills of beginners and advanced developers by providing an easy-to-read compilation of the C theory enriched with tips and advice as well as difficulty-scaled solved programming exercises. It decodes the secrets of the C language, providing inside information and programming knowledge through practical examples and meaningful advice. The examples are designed to be short, concrete, and substantial, quickly giving students the know-how they need.

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

52 Strategies to Work Life Balance

Microsoft Encyclopedia of Networking

Linux TCP/IP Network Administration

Even Faster Web Sites

Easy Solutions for Busy People

A Theory of Indexing

Assessing what has worked, what hasn't, and why, this triennial report is an invaluable guide for understanding how to capture the benefits of information and communication technology around the world. This year's report focuses on mobile applications.

Test results are included which illustrate the effectiveness of the theory.

Organisations today are operating in an ever changing and more risky external business environment. To survive and grow in this environment it is now more important than ever that the information needs o the organisation are shaped by its goals and objectives and driven by its strategy choices. These strategy choices determine the processes and activities necessary to achieve the organisational objectives and goals. The resulting organisational outcomes contribute to the generation of owner wealth and increased organisational value and, in doing so, recognise the value adding potential of significant organisational relationships

such as those with suppliers and customers. From a management accountant's perspective, these strategy choices define the design, function and operation of the organisation's management control systems and its underpinning performance management system. The focus of this book is on accounting for an organisation's external business environment and the associated risk implications for decision making and performance management. It is about accounting for operating strategies, processes and activities and the incorporation of risk into these strategic decisions and the management of performance. The tools, techniques and frameworks available to the management accountant are drawn from those used in traditional and contemporary management accounting, as well as those developed through a strategy-based value chain lens and a discussion on how strategy-based accounting might be achieved.

Handbook of Open Source Tools introduces a comprehensive collection of advanced open source tools useful in developing software applications. The book contains information on more than 200 open-source tools which include software construction utilities for compilers, virtual-machines, database, graphics, high-performance computing, OpenGL, geometry, algebra, graph theory , GUIs and more. Special highlights for software construction utilities and application libraries are included. Each tool is covered in the context of a real like application development setting. This unique handbook presents a comprehensive discussion of advanced tools, a valuable asset used by most application developers and programmers; includes a special focus on Mathematical Open Source Software not available in most Open Source Software books, and introduces several tools (eg ACL2, CLIPS, CUDA, and COIN) which are not known outside of select groups, but are very powerful. Handbook of Open Source Tools is designed for application developers and programmers working with Open Source Tools. Advanced-level students concentrating on Engineering, Mathematics and Computer Science will find this reference a valuable asset as well.

Video Analytics. Face and Facial Expression Recognition

Claude Spencer, and Waddles

10th International Conference, ICSOB 2019, Jyväskylä, Finland, November 18–20, 2019, Proceedings

Continuous Software Engineering

Taking Your Android Tablets to the Max

Software Process Improvement

"Jeremy builds real apps for real customers. That's why I can heartily recommend this book. Go out and write some great apps…and keep this book handy." —From the Foreword by Jeff Prosise Build Exceptionally Immersive and Responsive Touch-Based Windows Store Apps for Windows 8 with C# and XAML This is the first practical guide to building breakthrough applications for Windows 8 from project templates through publication to the new Windows Store. Microsoft "MVP of the Year" Jeremy Likness helps you combine your existing developer skills with new Visual Studio 2012 tools and best practices to create apps that are intuitive and innovative. His guidance and insight will help you dive into Windows 8 development—and gain a powerful competitive advantage for years to

come. Likness illuminates the entire apps lifecycle, from planning and Model-View-View Model (MVVM) based design through coding, testing, packaging, and deployment. He covers both business and consumer apps, showing how Windows 8/WinRT development builds upon and contrasts with older WPF and Silverlight approaches. Using carefully crafted downloadable code examples and sample projects, Likness shows how to make the most of new platform features, including integrated social networking, search, contracts, charms, and tiles. Throughout, he addresses crucial development challenges that have only been discussed on MSDN, blog posts, and Twitter feeds—and never with this depth and clarity before. Coverage includes • Mastering real-world Windows 8 development for all devices and form factors • Understanding the new WinRT framework and the unique characteristics of Windows 8 apps • Designing apps that are faster, more responsive, do more with less, and maximize battery life • Creating exceptionally fluid interfaces with VS 2012 templates, built-in animations, and XAML • Building apps that respond consistently to multiple forms of input, including complex touch manipulations • Using contracts and charms to expose services or enable users to do so • Providing information to users through Live Tiles even when your app isn't running • Connecting your app seamlessly to multiple data sources, including social networks and cloud storage • Syndicating rich, network-based content • Using Model-View-ViewModel (MVVM) • Securing Windows 8 apps through authentication and authorization • Efficiently testing, debugging, packaging, and deploying apps

A thorough guide to Linux TCP/IP network adminstration examines the major flavors of Linux; covers routing, file management, directory services, e-mail, security, and internetworking with Samba; and provides implementation examples, troubleshooting tips, and much more. Original. (Advanced).

Even Though Thin Solid Films Have Found Tremendous Applications In Electronic, Optical And Other Industries The Basic Concepts About Them Have Often Been Taken Similar To Those Of The Bulk Materials From Which Films Are Prepared And These Need Not Be So. This Book Is Intended To Serve As A Guide To Students, Beginners And Research Workers Interested In This Field.The Basic Science Behind Thin Solid Films Has Been Described With Special Reference To Nucleation, Structures Of Films, Their Growth Process, Phase Transitions, Behaviour Of Films Under Electrical, Electromagnetic And Other Fields With Film Thickness, Temperatures Etc. Characteristic Behaviour Of Films, Different From Bulk, Can Often Be Related To Nearly Two-Dimensional Nature Of Films And Also To The Presence Of Factors Such As Surface States, Contact Potential, High Defect Concentration, Creation Of New Energy Levels, In-Homogeneities, Discontinuities Or Gaps, Etc. Which Are More Often Less Significant In Bulk Materials. Special Techniques Used For Measuring Thin Film Properties And Also Precautions To Be Taken Have Been Given In Details. This Book Also Includes Many Useful Relations Otherwise Scattered In Literatures And Also A Good Number Of References Though Not Complete But Relevant To The Topics Discussed.

Tulloch provides A-Z detail about Microsoft networking technologies with the accuracy and expertise of those who know these products best-Microsoft itself. Along with critical coverage of Microsoft Windows NT(r) and BackOffice(r) resources, this reference also enumerates third-party products and general networking terminology-providing comprehensive network-related information for all IT professionals.

Embedded Linux Primer

Third International Workshop, FFER 2018, and Second International Workshop, DLPR 2018, Beijing, China, August 20, 2018, Revised Selected Papers

Thin Film Fundamentals

Programming the Mobile Web

A Practical Real-World Approach

A History of the Australian Railways Union (NSW Branch)

A book on Computers

Color along with the painter of light, Thomas Kinkade. From a serene creekside and Christmas moonlight to a seaside cottage and a desert sunset, breathe deeply as you color in this soothing atmosphere of peace and inspiration. In this unique coloring book, sixty-three of Thomas Kinkade's most popular paintings are presented in color across from the black line art of the same image to be colored. Enter the world of the painter of light yourself, as you create your own renditions of these classic artworks, including such gems as Beacon of Hope, Skater's Pond, and Christmas Chapel.

14th European Conference, EuroSPI 2007, Potsdam, Germany, September 26-28, 2007, Proceedings

Managing Incentives

Adobe After Effects 3.1

Tales of Old England in Prose and Verse

The Latin Hit Maker

The Intellectual Property and Antitrust Review