

## Nokia Java Runtime Nokia 500

*This book provides a solid overview of mobile phone programming for readers in both academia and industry. Coverage includes all commercial realizations of the Symbian, Windows Mobile and Linux platforms. The text introduces each programming language (JAVA, Python, C/C++) and offers a set of development environments "step by step," to help familiarize developers with limitations, pitfalls, and challenges. Today's Web 2.0 applications (think Facebook and Twitter) go far beyond the confines of the desktop and are widely used on mobile devices. The mobile Web has become incredibly popular given the success of the iPhone and BlackBerry, the importance of Windows Mobile, and the emergence of Palm Pre (and its webOS platform). At Apress, we are fortunate to have Gail Frederick of the well-known training site Learn the Mobile Web offer her expert advice in Beginning Smartphones and Development. In this book, Gail touches the web standards and fundamentals specific to smartphones and other feature-driven mobile phones and devices. Shows you how to build interactive mobile web sites using web technologies optimized for browsers in smartphones. Details markup fundamentals, design principles, content adaptation, usability, and interoperability. Explores cross-platform standards and best practices for the mobile Web. WC, desktop, and similar organizations. Dives deep into the feature sets of the most popular mobile browsers, including WebKit, Chrome, Palm Pre webOS, Pocket IE, Opera Mobile, and Skyfire. By the end of this book, you'll have the training, tools, and techniques for creating robust mobile web experiences on any of these platforms for your favorite smartphone or other mobile device. IBM® MobileFirst enables an enterprise to support a mobile strategy. With this end-to-end solution, IBM makes it possible for an enterprise to benefit from mobile interactions with customers, with business partners, and in organizations. There are products available from the IBM MobileFirst solution to support management, security, analytics, and development of the application and data platforms in a mobile environment. This IBM Redbooks® publication explores four areas crucial to developing a mobile strategy: Application Development Mobile quality management Mobile analytics Each area is addressed in two parts. The first part contains information about the architectural considerations of each technology, and the second part provides prescriptive guidance. This IBM Redbooks publication provides an in-depth look at IBM Worklight®, IBM Rational® Test Workbench, IBM Endpoint Manager for Mobile Devices, and IBM Tealeaf® CX Mobile. This book is of interest to architects looking to design mobile enterprise solutions, and to practitioners looking to build these solutions. Related blog post 5 Things To Know About IBM MobileFirst Many wireless systems like GSM, GPRS, UMTS, Bluetooth, WLAN or WIMAX offer possibilities to keep people connected while on the move. In this flood of technology and claims that our single resource will serve all our needs, this book seeks to enable readers to examine and understand each technology, and how to utilise several different systems for the best results. Communication Systems for the Mobile Information Society not only contains a technical overview of the different systems available today, but also explains the things that are behind the different mechanisms and implementations; not only the "how" but also the "why" it is focus. Thus the advantages and also limitations of each technology become apparent. Provides readers with a solid introduction to major global wireless standards and compares the different wireless technologies and their applications. Describes the different systems based on the standards, the technical implementation and the design assumptions that were made. The performance and capacity of each system in practice is analyzed and explained, accompanied with practical tips on how to discover the functionality of different networks by the different themselves. Questions at the end of each chapter and answers on the accompanying website make this book ideal for self study or as course material. Illustrated with many realistic examples of how mobile people can stay in touch with other people, the Internet and their corporate intranet. This book is an essential resource for telecommunication engineers, professionals and computer science and electrical engineering students who want to get a thorough end-to-end understanding of the different technical concepts of the systems on the market today. AdvanceED Flash on Devices Modeling and Tools for Network Simulation Pro Java ME MMAPI Design and Evolution of a Mobile Phone OS 5th International Conference, MobiCase 2013, Paris, France, November 7-8, 2013, Revised Selected Papers Creating Mobile Games Mobile Phone Programming Geospatial mapping applications have become hugely popular in recent years. With smart-phone and tablet numbers snow-balling the success of this trend looks set to continue well into the future. Indeed, it is true to say that in today's mobile world location-aware apps are becoming the norm rather than the exception. In Microsoft Mapping author Ray Riechpater showcases Microsoft's Bing Maps API and demonstrates how its integration features make it by far the strongest mapping candidate for business that are already using Windows 8 or the .NET Framework. Whether you want to build a new app from scratch of add a few modest geospatial features to your existing website Ray's carefully chosen examples will provide you with both the inspiration and the code you need to achieve your goals. Practical Java ME Game Projects with MIDP is or will likely be the first Java games book for the newly updated and now open source Java Micro Edition (ME). And it will be first and possibly only that covers all MDP versions 1-3. Online updates and discussions are available through the author's well-known blog site. From a basic game to professional game projects, this book has what you need to be a mobile Java game developer (and player). Use Java 9 and JavaFX 9 to write 3D games for the latest consumer electronics devices. Written by open source gaming expert Wallace Jackson, this book uses Java 9 and NetBeans 9 to add leading-edge features, such as 3D, textures, animation, digital audio, and digital image compositing to your games. Along the way you'll learn about game design, including game design concepts, genres, engines, and UI design techniques. To completely master Java 3D game creation, you will combine this knowledge with a number of JavaFX 9 topics, such as scene graph hierarchy; 3D scene configuration; 3D model design and primitives; model shader creation; and 3D game animation creation. With these skills you will be able to take your 3D Java games to the next level. The final section of Pro Java 9 Game Development puts the final polish on your abilities: you'll see how to add AI logic for random content selection methods; harness a professional scoring engine; and player-proof your event handling. After reading Pro Java 9 Game Development, you will come away with the development and build your own professional Java 9 games, using JavaFX 9 and the latest new media assets. What You'll Learn Design and build professional 3D Java 9 games, using NetBeans 9, Java 9, and JavaFX 9 Integrate new media assets, such as digital imagery and digital audio Integrate the new JavaFX 9 multimedia engine API Create an interactive 3D board game, modeled, textured, and animated using JavaFX Optimize game assets for distribution, and learn how to use the Java 9 module system Who This Book Is For Experienced Java developers who may have some prior game development experience. This book can be for experienced game developers new to Java programming. Provides a thorough introduction to working with the Mobile Information Device Profile (MIDP) and the APIs used to create applications to run on wireless and embedded devices, as well as information on the javax.microedition and core classes and the classes specific to diverse wireless platforms supported by J2ME. Original. (Intermediate) Empowering Users Through Activity Recognition Using a Smartphone as an Unobtrusive Device Building JavaScript, CSS, HTML, and Ajax-based Applications for iPhone, Android, Palm Pre, BlackBerry, Windows Mobile and Nokia S60 HTML5 Graphing and Data Visualization Cookbook Invisible Engines Practical concepts and techniques for creating mobile sites and web apps An Introduction to Creating Smartphone Applications in C++ Beginning Smartphone Web Development*

The overall goal of this book is to provide introductory coverage of Symbian OS and get developers who have little or no knowledge of Symbian OS developing as quickly as possible. A clear and concise text on how Symbian OS architecture works and the core programming techniques and concepts needed to be a solid, competent Symbian programmer Shows how Symbian OS architecture and programming compares with other mobile operating systems (to help transition and for better understanding) Provides multiple examples and extra descriptions for areas most difficult for new programmers who are unfamiliar to the unique OS architecture Contains many tips and techniques documented only, up until now, by scattered white papers and newsgroup threads Describes many details of inner operations of Symbian OS, focusing specifically on those needed to become a competent programmer The book will cover development ranging from low-level system programming to end user GUI applications. It also covers the development and packaging tools, as well as providing some detailed reference and examples for key APIs.

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

This book is for programmers who want to learn about real-time communication and utilize the full potential of WebRTC. It is assumed that you have working knowledge of setting up a basic telecom infrastructure as well as basic programming and scripting knowledge. The word seems to be getting smaller and business moving much faster. To be successful in this type of environment you need instantaneous access to any information, immediate responses to queries, and constant availability, on a worldwide basis, and in a world where the volume of data is growing exponentially. You need the best resources you can get, and ones that can satisfy those needs. IBM® can help. A primary component that can affect performance is access to disk-based data. And, as data volumes grow, so does the performance impact. To improve performance, it is time to look for technology enhancements that can mitigate that impact. IBM solidiDB® is powerful relational, in-memory caching software that can accelerate traditional disk-based relational database servers by caching performance-critical data into one or more solidiDB in-memory database instances. This capability can enable significant performance improvements. It brings data closer to the application so you can use a faster and more efficient data access paradigm. The result? Faster delivery of information for your queries to enable faster analysis and decision-making that can give you a significant business advantage. Have questions? Many of the answers you need are contained in this IBM Redbooks® publication.

Creating Mobile Apps with Xamarin.Forms Preview Edition 2
Developing Software for Symbian OS
Programming Java 2 Micro Edition for Symbian OS
Communication Systems for the Mobile Information Society
Open Source Wireless Java Tools Suite
A Brain-Friendly Guide

Programming the Mobile Web
*This book recounts the original promise of VDI (virtual desktop infrastructure) and why the reality fell short. It shows how to step back and figure out what problems we're really trying to solve, including when it makes sense to use desktop virtualization and VDI and when to stay with traditional desktops, and closes with a look at the world beyond Windows and what real steps we can take today to create the future enterprise desktop. \* This is a risky but an exciting open source tool \* Written by Robert Virkus, the lead programmer and architect of J2ME Polish \* Discusses every aspect of J2ME Polish in-depth, including installing, using, and extending \* Includes hands-on tutorials that encourage the reader to apply their acquired knowledge Telecommunications - central to our daily lives - continues to change dramatically. These changes are the result of technological advances, deregulation, the proliferation of broadband service offers, and the spectacular popularity of the Internet and wireless services. In such adynamic technological and economic environment, competition is increasing among service providers and among equipment manufacturers. Consequently, optimization of the planning process is becoming essential. Although telecommunications network planning has been tackled by the Operations Research community for some time, many fundamental problems remain challenging. Through its fourteen chapters, this book covers some new and some still challenging older problems which arise in the planning of telecommunication networks. Telecommunications Network Planning will benefit both telecommunications practitioners looking for efficient methods to solve their problems and operations researchers interested in telecommunications. The book examines network design and dimensioning problems; it explores Operation Research issues related to a new standard Asynchronous Transfer Mode (ATM); it overviews problems that arise when designing survivable SDH/SONET Networks; it considers some broadband network problems; and it concludes with three chapters on wireless and mobile networks. Leading area researchers have contributed their recent research on the telecommunications and network topics treated in the volume. This is the definitive guide for Symbian C++ developers looking to use Symbian SQL in applications or system software. Since Symbian SQL and SQLite are relatively new additions to the Symbian platform, inside Symbian SQL begins with an introduction to database theory and concepts, including a Structured Query Language (SQL) tutorial. Inside Symbian SQL also provides a detailed overview of the Symbian SQL APIs. From the outset, you will "get your hands dirty" writing Symbian SQL code. The book includes snippets and examples that application developers can immediately put to use to get started quickly. For device creators and system software developers, inside Symbian SQL offers a unique view into the internals of the implementation and a wealth of practical advice on how to make best and most efficient use of the Symbian SQL database. Several case studies are presented - these are success stories "from the trenches", written by Symbian engineers. Special Features: The book assumes no prior knowledge of databases Includes detailed and approachable explanations of database concepts Easy to follow SQL tutorial with SQLite examples Unique view into the Symbian SQL internals Troubleshooting section with solutions to common problems Written by the Symbian engineers who implemented SQLite on Symbian, with more than 40 years combined Symbian C++ experience, this book is for anyone interested in finding out more about using a database on Symbian. Programming with Extended Functionality and Advanced Features*

AEI
Symbian OS Internals
Telecommunications Network Planning
Mobile Computing
A developer's guide to MIDP 2.0

**The Transformation of the Semiconductor Industry**

Learning a complex new language is no easy task especially when it is an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

Mobile Computing provides a comprehensive coverage of both the communication and computing aspects. The student-friendly style, numerous illustrative examples and exercises for each topic discussed make the text ideal for classroom learning.Mobile Computing is designed to serve as a textbook for students in the disciplines of computer science and engineering, electronics and communication engineering, and information technology. It describes the basic concepts of mobile computing and provides technical information about the variousaspects of the subject as also the latest technologies that are currently in use. The first few chapters present a balanced view of mobile computing as well as mobile communication, including the 2G and 3G communication systems, mobile IP, and mobile TCP. The subsequent chapters provide a systematicexplanation of mobile computing as a discipline in itself. The book provides an in-depth coverage of databases in mobile systems, methods of data caching, desynchronization and synchronization, Bluetooth, IDA and ZigBee protocols, data security, mobile ad hoc and wireless sensor networks, andprogramming languages and operating systems for mobile computing devices. Written in an easy-to-understand and student-friendly manner, the book includes several illustrative examples and sample codes. A comprehensive set of exercises is included at the end of each chapter. Quickly and productively develop complex Spring applications and microservices out of the box, with minimal concern over things like configurations. This revised book will show you how to fully leverage the Spring Boot 2 technology and how to apply it to create enterprise ready applications that just work. It will also cover what's been added to the new Spring Boot 2 release, including Spring Framework 5 features like WebFlux, Security, Actuator and the new way to expose Metrics through Micrometer framework, and more. This book is your authoritative hands-on practical guide for increasing your enterprise Java and cloud application productivity while decreasing development time. It's a no nonsense guide with case studies of increasing complexity throughout the book. The author, a senior solutions architect and Principal Technical Instructor with Pivotal, the company behind the Spring Framework, shares his experience, insights and first-hand knowledge about how Spring Boot technology works and best practices. Pro Spring Boot 2 is an essential book for your Spring learning and reference library. What You Will Learn Configure and use Spring Boot Use non-functional requirements with Spring Boot Actuator Carry out web development with Spring Boot Persistence with JDBC, JPA and NoSQL Databases Messaging with JMS, RabbitMQ and WebSockets Test and deploy with Spring Boot A quick look at the Spring Cloud projects Microservices and deployment to the Cloud Extend Spring Boot by creating your own Spring Boot Starter and @Enable feature Who This Book Is For Experienced Spring and Java developers seeking increased productivity gains and decreased complexity and development time in their applications and software services.

1st and only wireless/Mobile Java book that covers the Java-based multimedia API for cell phones and other mobile devices. Real world examples using real cell phone that's in common use. Author, Vikram Goyal, is very visible and respected author/expert in the Java community.

Qt for Symbian
Using Java ME Platform to Put the Fun into Your Mobile Device and Cell Phone
Mobile .NET
The VDI Delusion
Towards a User-centric Context Aware System
Pro J2ME Polish
Mobile Development with Flash Lite and Flash 10

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 Will benefit the base-porting engineer 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

Head to the power, but some other book. But if you want to understand Java, this book's for you. Mobile Computing provides a comprehensive coverage of both the communication and computing aspects. The student-friendly style, numerous illustrative examples and exercises for each topic discussed make the text ideal for classroom learning.Mobile Computing is designed to serve as a textbook for students in the disciplines of computer science and engineering, electronics and communication engineering, and information technology. It describes the basic concepts of mobile computing and provides technical information about the variousaspects of the subject as also the latest technologies that are currently in use. The first few chapters present a balanced view of mobile computing as well as mobile communication, including the 2G and 3G communication systems, mobile IP, and mobile TCP. The subsequent chapters provide a systematicexplanation of mobile computing as a discipline in itself. The book provides an in-depth coverage of databases in mobile systems, methods of data caching, desynchronization and synchronization, Bluetooth, IDA and ZigBee protocols, data security, mobile ad hoc and wireless sensor networks, andprogramming languages and operating systems for mobile computing devices. Written in an easy-to-understand and student-friendly manner, the book includes several illustrative examples and sample codes. A comprehensive set of exercises is included at the end of each chapter. Quickly and productively develop complex Spring applications and microservices out of the box, with minimal concern over things like configurations. This revised book will show you how to fully leverage the Spring Boot 2 technology and how to apply it to create enterprise ready applications that just work. It will also cover what's been added to the new Spring Boot 2 release, including Spring Framework 5 features like WebFlux, Security, Actuator and the new way to expose Metrics through Micrometer framework, and more. This book is your authoritative hands-on practical guide for increasing your enterprise Java and cloud application productivity while decreasing development time. It's a no nonsense guide with case studies of increasing complexity throughout the book. The author, a senior solutions architect and Principal Technical Instructor with Pivotal, the company behind the Spring Framework, shares his experience, insights and first-hand knowledge about how Spring Boot technology works and best practices. Pro Spring Boot 2 is an essential book for your Spring learning and reference library. What You Will Learn Configure and use Spring Boot Use non-functional requirements with Spring Boot Actuator Carry out web development with Spring Boot Persistence with JDBC, JPA and NoSQL Databases Messaging with JMS, RabbitMQ and WebSockets Test and deploy with Spring Boot A quick look at the Spring Cloud projects Microservices and deployment to the Cloud Extend Spring Boot by creating your own Spring Boot Starter and @Enable feature Who This Book Is For Experienced Spring and Java developers seeking increased productivity gains and decreased complexity and development time in their applications and software services.

AIR applications for mobile How to create and context awareness or better adaptation How to adopt an application on multiple devices using dynamic graphical GUI Creating two full working real life touch screen mobile application The last part of the book covers creating Flex applications running Flash 9 and 10 in mobile device browsers and includes topics such as: How to adopt Flex for multiple mobile device browsers How to create various video players for Flash Lite and Flash 10 and optimize your content. How to take advantage of Flash Media Server Experienced Flash and ActionScript programmers who want to extend their skills to mobile platforms should find this book a great help in developing in this exciting and expanding marketplace.

Describes the various types of wireless Internet devices-including those supported by .NET, Palm OS, and J2ME-and explains how to use .NET as a development platform to create custom web applications that work with all wireless technologies. Original. (Intermediate) Pro Java 9 Games Development How Software Platforms Drive Innovation and Transform Industries Asia Electronics Industry and Its Application to Wireless Networking Handheld Computers for Doctors Inside Symbian SQL IBM MobileFirst Strategy Software Approach

**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 extension of Qt for 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.

The purpose of this book is to illustrate the magnificence of the fabless semiconductor ecosystem, and to give credit where credit is due. We trace the history of the semiconductor industry from both a technical and business perspective. We argue that the development of the fabless business model was a key enabler of the growth in semiconductor since the mid-1980s. Because business models, as much as the technology, are what keep us thrilled with new gadgets year after year, we focus on the evolution of the electronics business. We also invited key players in the industry to contribute chapters. Those "In Their Own Words" chapters allow the heavyweights of the industry to tell their corporate history for themselves, focusing on the industry developments (both in technology and business models) that made them successful, and how they in turn drive the further evolution of the semiconductor industry.

Hands-on information to help you fully exploit the capabilities of MIDP 2.0 on Symbian OS (including MMA, WMA and Bluetooth). This practical guide will walk you through developing example applications illustrating key functionality and explain how to install these applications onto real devices. Focuses on J2ME MIDP 1.0 and 2.0, as this platform has become the Java standard for phones Covers the optional J2ME APIs that Symbian OS Java is currently supporting Code samples are provided throughout Contains case studies that demonstrate how to develop games and enterprise applications

This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

Leveraging the JavaFX APIs
Pro Spring Boot 2
A Mobile Developer's Guide to SQLite
Proceedings of HCI 2000
Real-time Kernel Programming
The Symbian OS Architecture Sourcebook
Fabless

*Gets up to speed on Symbian OS v7.0s with this new, from the source reference guide. After a brief introduction to Symbian OS fundamentals the book focuses on describing the interaction between the OS and the application, broadly following the lifecycle of an application. It describes the new features particular to v7.0s and provides conceptual and theoretical underpinnings to give the reader a thorough understanding of the OS. Aim to build a general understanding of Symbian OS, not just for a particular smartphone or UI Packed with code and examples Details advanced features such as user interfaces, files and views, multimedia services and communications, and messaging Summary Android in Practice is a treasure trove of Android goodness, with over 90 tested, ready-to-use techniques including complete end-to-end example applications and practical tips for real world mobile application developers. Written by real world Android developers, this book addresses the trickiest questions raised in forums and mailing lists. Using an easy-to-follow problem/solution/discussion format, it dives into important topics not covered in other Android books and graphics, testing and deploying applications, and using alternative languages. About the Book It's not hard to find the information you need to build your first Android app. Then what? If you want to build real apps, you will need some how-to advice, and that's what this book is about. Android in Practice is a rich source of Android tips, tricks, and best practices, covering over 90 clever and useful techniques that will make you a more effective Android developer. Techniques are presented in an easy-to-read problem/solution/discussion format. The book dives into important topics like multitasking and services, testing and instrumentation, building and deploying applications, and using alternative languages. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Techniques covering Android 1.x to 3.x Android for tablets Working with threads and concurrency Testing and building Using location awareness and GPS Styles and themes And much more! This book requires a working knowledge of Java, but no prior experience with Android is assumed. Source Code can be found at https://code.google.com/p/android-in-?practice/ Table of Contents PART 1 BACKGROUND AND FUNDAMENTALS Introducing Android Android application fundamentals Managing lifecycle and state PART 2 REAL WORLD RECEIPTES Getting the pixels perfect Managing background tasks with Services Threads and concurrency Storing data locally Sharing data between apps HTTP networking and web services Location is everything Appeal to the senses using multimedia 2D and 3D drawing PART 3 BEYOND STANDARD DEVELOPMENT Testing and instrumentation Build management Developing for Android tablets*

Currently we are at the beginnings of widespread wireless connectivity and ubiquitous computing. The Web is merging with a variety of technologies: cell phones, laptop computers, hand held organisers, information appliances, and GPS and other sensors. The capability for access anytime and anywhere is here. The increasing frequency of cell phone calls at inappropriate times testifies that people no longer can easily control and determine where they are located and can make a range of information available to users as well as make users available to others or their devices. We have proposed a general technique that promises to assist in mediating access. It capitalises on advantages afforded by computation(Holln & Stornetta, 1992). We first described the negotiation technique in the context of problems involved in scheduling meetings and then showed that similar issues, which at first may seem unrelated but in fact have much in common, arise in other contexts. One such activity, gaining immediate access, is currently of growing importance because of expanding connectivity via wireless technology. Cell phones and related technologies make it possible to be constantly available for synchronous interaction. At times, this can be advantageous but the associated costs and benefits result in a complex tradeoff space for designers as well as users.

Mobile devices outnumber desktop and laptop computers three to one worldwide, yet little information is available for designing and developing mobile applications. Mobile Design and Development fills that void with practical guidelines, standards, techniques, and best practices for building mobile products from start to finish. With this book, you'll learn basic design and development principles for all mobile devices and platforms. You'll also explore the more advanced capabilities of the mobile web, including markup, advanced styling techniques, and mobile Ajax. If you're a web designer, web developer, information architect, product manager, usability professional, content publisher, or an entrepreneur new to the mobile web, Mobile Design and Development provides you with the knowledge you need to work with this rapidly developing technology. Mobile Design and Development will help you: Understand how the mobile ecosystem works, how it differs from other mediums, and how to design products for the mobile context Learn the pros and cons of building native applications sold through operators or app stores versus mobile websites or web apps Work with flows, prototypes, usability practices, and screen-size-independent visual designs Use and test cross-platform mobile web standards for older devices, as well as devices that may be available in the future Learn how to justify a mobile product by building it on a budget

Head First Java

Learning Wireless Java

Geospatial Development with Bing Maps and C#

Symbian OS C++ for Mobile Phones

Mobile Computing, Applications, and Services

Mobile Design and Development

WebRTC Integrator's Guide

This book offers a helpful starting point in the scattered, rich, and complex body of literature on Mobile Information Retrieval (Mobile IR), reviewing more than 200 papers in nine chapters. Highlighting the most interesting and influential contributions that have appeared in recent years, it particularly focuses on both user interaction and techniques for the perception and use of context, which, taken together, shape much of today's research on Mobile IR. The book starts by addressing the differences between IR and Mobile IR, while also reviewing the foundations of Mobile IR research. It then examines the different kinds of documents, users, and information needs that can be found in Mobile IR, and which set it apart from standard IR. Next, it discusses the two important issues of user interfaces and context-awareness. In closing, it covers issues related to the evaluation of Mobile IR applications. Overall, the book offers a valuable tool, helping new and veteran researchers alike to navigate this exciting and highly dynamic area of research.

This cookbook is organized in a linear, progressive way allowing it to be read from start to finish, as well as to be used as a useful resource for specific tasks. The HTML5 examples and recipes will have you making dynamic, interactive, and animated charts and graphs in no time. You don't need to have a background in HTML5 or Canvas but you do need to have a basic understanding of how HTML works and know how to code in any language (preferably in JavaScript). In this book we will not explain how to learn to code but how to create projects and how to plan and execute them in the process.

This is the first book to address the uses of handheld computers within clinical practice and considers the many different possible applications of handheld computers in a medical environment. The book champions the idea that handheld computers have a significant role to play in the future of clinical practice. It shows why and how these devices can help reduce paperwork, and how to use the technology without waiting for the IT department's latest expensive, complicated and overdue solution. The book is in three sections: Explains that handhelds, far from futuristic gadgets, are today's technology benefiting clinicians around the world. The ten chapters guide the user through all possible applications of these machines. Looks at three teams that put the handhelds to different clinical uses. Explains the tools and techniques that are useful in introducing the technology to a group. If you work in hospital or community medicine, you can take advantage of technology that is affordable, powerful, easy and effective. Handheld computers can be used for education, administration and clinical practice, and in association with colleagues to support communication and teamwork.

A crucial step during the design and engineering of communication systems is the estimation of their performance and behavior; especially for mathematically complex or highly dynamic systems network simulation is particularly useful. This book focuses on tools, modeling principles and state-of-the-art models for discrete-event based network simulations, the standard method applied today in academia and industry for performance evaluation of new network designs and architectures. The focus of the tools part is on two distinct simulations engines: omNet++ and ns-3, while it also deals with issues like parallelization, software integration and hardware simulations. The parts dealing with modeling and models for network simulations are split into a wireless section and a section dealing with higher layers. The wireless section covers all essential modeling principles for dealing with physical layer, application layer and wireless channel behavior. In addition, detailed models for prominent wireless systems like IEEE 802.11 and IEEE 802.16 are presented. In the part on higher layers, classical modeling approaches for the network layer, the transport layer and the application layer are presented in addition to modeling approaches for peer-to-peer networks and topologies of networks. The modeling parts are accompanied with catalogues of model instantiations for a large set of different simulation engines. The book is aimed at master students and PhD students of computer science and electrical engineering as well as at researchers and practitioners from academia and industry that are dealing with network simulation at any layer of the protocol stack.

IBM solidiDB: Delivering Data with Extreme Speed
Why Desktop Virtualization Failed to Live Up to the Hype, and What the Future Enterprise Desktop Will Really Look Like
Microsoft Mapping
People and Computers XIV – Usability or Else!
An Authoritative Guide to Building Microservices, Web and Enterprise Applications, and Best Practices
Mobile Media API for Java Micro Edition
Mobile Information Retrieval

The current Symbian Press list focuses very much on the small scale features of Symbian OS in a programming context. The Architecture Sourcebook is different. It's not a how-to book, it's a 'what and why' book. And because it names names as it unwinds the design decisions which have shaped the OS, it is also a 'who' book. It will show where the OS came from, how it has evolved to be what it is, and provide a simple model for understanding what it is, how it is put together, and how to interface to it and work with it. It will also show why design decision were made, and will bring those decisions to life in the words of Symbian's key architects and developers, giving an insider feel to the book as it weaves the "inside story" around the architectural presentation. The book will describe the OS architecture in terms of the Symbian system model. It will show how the model breaks down the system into parts, what role the parts play in the system, how the parts are architected, what motivates their design, and how the design has evolved through the different releases of the system. Key system concepts will be described; design patterns will be explored and related to those from other operating systems. The unique features of Symbian OS will be highlighted and their motivation and evolution traced and described. The book will include a substantial reference section itemising the OS and its toolkit at component level and providing a reference entry for each component.

This book constitutes the thoroughly refereed post-conference proceedings of the 5th International Conference on Mobile Computing, Applications, and Services (MobiCase 2013) held in Paris, France, in November 2013. The 13 full, 5 short and 9 poster papers were carefully reviewed and selected from 64 submissions, and are presented together with posters from the Workshop on Near Field Communication for Mobile Applications (NFS). The conference papers are covering mobile application development, mobile social networking, novel user experience and interfaces, mobile services and platforms such as Android, iOS, BlackBerry OS, Windows phone, Bada, mobile software engineering and mobile Web, mobile payments and M2M infrastructure, mobile services such as novel hardware add-ons, energy aware services or tools, NFC-based services, authentication services.

Android in Practice