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and Technologies in

Information Systems The Web Conferencing Book Internet Technologies, Applications and Societal Impact The Symbian OS Architecture Sourcebook Building Research Tools with Google For Dummies InfoWorld Learning ASP.NET Core 3.0 - Second Edition

Master the techniques needed to build great, efficient embedded devices on Linux About This Book Discover how to build and configure reliable embedded Linux devices This book has been updated to include Linux 4.9 and Yocto Project 2.2 (Morty) This comprehensive guide covers the remote update of devices in the field and power

management Who This Book Is For If you are an engineer who wishes to understand and use Linux in embedded devices, this book is for you. It is also for Linux developers and system programmers who are familiar with embedded systems and want to learn and program the best in class devices. It is appropriate for students studying embedded techniques, for developers implementing embedded Linux devices, and engineers supporting existing Linux devices. What You Will Learn Evaluate the Board Support Packages offered by most manufacturers of a system on chip or embedded module Use Buildroot and the Yocto Project

to create embedded Linux systems quickly and efficiently Update IoT devices in the field without compromising security Reduce the power budget of devices to make batteries last longer Interact with the hardware without having to write kernel device drivers Debug devices remotely using GDB, and see how to measure the performance of the systems using powerful tools such as perf, ftrace, and valgrind Find out how to configure Linux as a real-time operating system In Detail Embedded Linux runs many of the devices we use every day, from smart TVs to WiFi routers, test equipment to industrial controllers - all of them have Linux at their heart.

Linux is a core technology in the implementation of the inter-connected world of the Internet of Things. The comprehensive guide shows you the technologies and techniques required to build Linux into embedded systems. You will begin by learning about the fundamental elements that underpin all embedded Linux projects: the toolchain, the bootloader, the kernel, and the root filesystem. You'll see how to create each of these elements from scratch, and how to automate the process using Buildroot and the Yocto Project. Moving on, you'll find out how to implement an effective storage strategy for flash memory chips, and how to

install updates to the device remotely once it is deployed. You'll also get to know the key aspects of writing code for embedded Linux, such as how to access hardware from applications, the implications of writing multi-threaded code, and techniques to manage memory in an efficient way. The final chapters show you how to debug your code, both in applications and in the Linux kernel, and how to profile the system so that you can look out for performance bottlenecks. By the end of the book, you will have a complete overview of the steps required to create a successful embedded Linux system. Style and approach This book is an easy-to-follow

and pragmatic guide with in-depth analysis of the implementation of embedded devices. It follows the life cycle of a project from inception through to completion, at each stage giving both the theory that underlies the topic and practical step-by-step walkthroughs of an example implementation. First and only book on the Java 5, including new Java EE 5, for SAP/ABAP programmers The author has given the first course of its kind in Belgium, and employs his experience and approach in this book More Java development or exposure to Java needed by SAP/ABAP programmers and developers as evidenced by NetWeaver, for

example A beginner's guide to building fully functioning web applications from scratch using the latest features of ASP.NET Core 3 and C# 8 Key Features Get to grips with the new features and APIs in ASP.NET Core 3, EF Core 3, and Blazor Create web APIs that integrate your applications with other systems and services Learn to deploy your web applications in new environments such as the cloud and Docker containers Book Description ASP.NET Core is an open source framework from Microsoft that makes it easy to build highly efficient and dynamic cross-platform web applications. Updated for the latest features of ASP.NET Core 3, this second

edition will equip you with the skills you need to build powerful web applications. The book starts with an introduction to ASP.NET Core and its features, giving you a complete understanding of the framework. You will also learn how to set up your development environment with Visual Studio 2019 and build a fully functioning application from scratch. You'll then understand core concepts for building web applications such as Model View Controller (MVC), dependency injection, and WebSockets. As you advance, you'll discover how to use Entity Framework Core 3 to automate all database-related activities for your

application. You will then build and document secure web APIs using security best practices to protect your web applications from threats and vulnerabilities. Finally, you will learn how to use Azure DevOps as a CI/CD tool to deploy and monitor your applications using Microsoft Azure, Amazon Web Services (AWS), and Docker. By the end of this book, you'll have the skills you need to develop efficient and robust web applications in ASP.NET Core 3. What you will learn Delve into basic and advanced ASP.NET Core 3 concepts with the help of examples Build an MVC web application and use Entity Framework Core 3 to access data Add web APIs to

your web applications using RPC, REST, and HATEOAS
Create a fully automated continuous integration and continuous delivery (CI/CD) pipeline using Azure DevOps
Use Azure, Amazon Web Services, and Docker to deploy and monitor your applications
Secure your web application from common attacks such as Cross-Site Scripting and SQL injection
Explore client-side development using C# Razor components
Who this book is for
This book is for developers who want to build modern web applications with ASP.NET Core. The book will also be helpful for anyone working in infrastructure engineering and operations to monitor and

diagnose problems during the runtime of ASP.NET Core 3.0 web applications. Although no prior understanding of ASP.NET or .NET Core is required, basic C# programming knowledge is assumed. Everything you need to know to set up a home network
Is a home network for you? This comprehensive guide covers everything from deciding what type of network meets your needs to setting up the hardware and software, connecting different operating systems, installing the necessary applications, managing the network, and even adding home entertainment devices.
Fully updated with new material

on all the latest systems and methods, it's just what you need to set up your network and keep it running safely and successfully. Inside, you'll find complete coverage of home networking * Compare the advantages and disadvantages of wired and wireless networks * Understand how to choose between workgroup and client/server networking * Learn how to install and set up cables and routers and how to install and configure networking software * Share files, printers, and a single Internet connection * Back up files and secure your network * Set up your own home intranet and understand the technologies involved in

creating a Web page * Manage your network and learn to use tools for locating and repairing problems * Expand your home network to include your digital camera, scanner, TV, sound system, and even game consoles * Explore SmartHome technology that allows you to automate various household functions * Investigate how your network can enable telecommuting and other remote access capabilities This book is a second edition, updated and expanded to explain the technologies that help us find information on the web. Search engines and web navigation tools have become ubiquitous in our day to day use of the web as an information source,

a tool for commercial transactions and a social computing tool. Moreover, through the mobile web we have access to the web's services when we are on the move. This book demystifies the tools that we use when interacting with the web, and gives the reader a detailed overview of where we are and where we are going in terms of search engine and web navigation technologies. Information technology has changed how businesses operate and succeed in today's global economy. Organizations can now use IT to transform themselves and achieve a tremendous competitive advantage. Information

Technology for Management: Transforming Organizations in the Digital Economy, Seventh Edition highlights how this new technology is changing the current business environment and what effect it has on today's students. The text addresses the major principles of MIS in order to prepare managers to understand the role of information technology in the digital economy. Revised and updated for a junior or senior level MIS or MBA course, this title will give students what they need to succeed in the emerging digital economy. Will Conlan is an unconventional thinker. After winning a baseball game with an innovative toss of a rosin

bag, he catches the interest of a chief operative of the Homeland Security's Analytic Red Cell. Employing the creative problem solving of philosophers, futurists, and Hollywood movie writers, this intelligence unit is seeking any original ideas about anticipating terrorist plots. As a recent surge of terrorist activity undermines these fresh insights, the operative banks on the notion that Will's youthful imagination, unclouded by the premise of it can't be done, may provide the key insight they need and seeks to secretly exploit Will's unhindered out of the box thinking. Unaware of the magnitude of danger

surrounding him, Will uncovers something he wasn't supposed to discover a connection between a television advertisement and a master terrorist plot. Narrowly surviving, he alone foils a bombing at Wrigley Field. Uncertain about the knowledge he now holds, he has to figure out the terrorists' next target. Will just doesn't realize it's him. Taking a practical, managerial-oriented approach, this text stresses how information technology provides solutions to organisational problems and challenges, and emphasises the innovative use of information technology. RFID is a method of remotely storing and receiving data using devices

called RFID tags. RFID tags can be small adhesive stickers containing antennas that receive and respond to transmissions from RFID transmitters. RFID tags are used to identify and track everything from food, dogs, beer kegs to library books. RFID tags use a standard that has already been hacked by several researchers. RFID Security discusses the motives for someone wanting to hack an RFID system and shows how to protect systems. Coverage includes: security breaches for monetary gain (hacking a shop's RFID system would allow a hacker to lower the pricing on any product products). How to protect the supply chain

(malicious/mischievous hackers can delete/alter/modify all identifying information for an entire shipment of products). How to protect personal privacy (privacy advocates fear that RFID tags embedded in products, which continue to transmit information after leaving a store, will be used to track consumer habits). The purpose of an RFID system is to enable data to be transmitted by a portable device, called a tag, which is read by an RFID reader and processed according to the needs of a particular application. The data transmitted by the tag may provide identification or location information, or

specifics about the product tagged, such as price, colour, date of purchase, etc. . * Deloitte & Touche expects over 10 billion RFID tags to be in circulation by the end of 2005 * Parties debating the security issue of RFID need information on the pros and cons of the technology and this is that information * Little competition in a market desperate for information "This book communicates the various challenges and great opportunities that information systems research produces"-- Provided by publisher. Emerging and currently available technologies offer great promise for helping older adults, even those without

serious disabilities, to live healthy, comfortable, and productive lives. What technologies offer the most potential benefit? What challenges must be overcome, what problems must be solved, for this promise to be fulfilled? How can federal agencies like the National Institute on Aging best use their resources to support the translation from laboratory findings to useful, marketable products and services? Technology for Adaptive Aging is the product of a workshop that brought together distinguished experts in aging research and in technology to discuss applications of technology to communication, education and

learning, employment, health, living environments, and transportation for older adults. It includes all of the workshop papers and the report of the committee that organized the workshop. The committee report synthesizes and evaluates the points made in the workshop papers and recommends priorities for federal support of translational research in technology for older adults. Annotation. *Planning, Implementing, and Evaluating Health Promotion Programs: A Primer*, provides readers with a comprehensive overview of the practical and theoretical skills needed to plan, implement, and evaluate health promotion programs in a

variety of settings. The Fifth Edition features updated information throughout, including new theories and models such as the Healthy Action Process Approach (HAPA) and the Community Readiness Model (CRM), sections on grant writing and preparing a budget, real-life examples of marketing principles and processes, and a new classification system for evaluation approaches and designs. *Health Education, Health Promotion, Health Educators, and Program Planning, Models for Program Planning in Health Promotion, Starting the Planning Process, Assessing Needs, Measurement, Measures,*

Measurement Instruments and Sampling, Mission Statement, Goals, and Objectives, Theories and Models Commonly Used for Health Promotion Interventions, Interventions, Community Organizing and Community Building, Identification and Allocation of Resources, Marketing: Making Sure Programs Respond to Wants and Needs of Consumers, Implementation: Strategies and Associated Concerns, Evaluation: An Overview, Evaluation Approaches and Designs, Data Analysis and Reporting. Intended for those interested in learning the basics of planning, implementing, and evaluating health promotion programs

Business is on the move - mobile computing must keep up! Innovative technology is making the communication between computers a cordless affair. Mobile computing with laptops, hand helds and mobile phones is increasing the demand for reliable and secure wireless networks. Network engineers and consultants need to create and build cutting-edge wireless networks in both the small business and multi-million dollar corporations. *Designing Wireless Networks* provides the necessary information on how to design and implement a wireless network. Beginning with detailed descriptions of the various implementations and

architectures of wireless technologies and moving to the step-by-step instructions on how to install and deploy a fixed wireless network; this book will teach users with no previous wireless networking experience how to design and build their own wireless network based on the best practices of the Enhanced Services from Lucent Technologies. * Timely coverage of new technologies: Communication without cables is the future of networking * Advocates wireless networking solutions for any user, regardless of location, device or connection. * Written by Experts. The authors are leading WAN authorities at

Lucent Technologies. * No previous wireless experience is assumed, however, readers should have a basic understanding of networking and TCP/IP protocols So you have a business and you have a Web site. Bravo! You're doing all the right things to be successful. But wait — the information on your Web site needs to be updated, and your customers need to know. Good heavens, didn't you spend half of last week doing that? There's got to be a quicker, easier way to keep your clientele informed, and while we're at it, how about building your business too? RSS can come to your rescue, but first you need to know what it is and

how to use it. *Syndicating Web Sites With RSS Feeds For Dummies* has what you need to know to get up and running fast—and with today’s flood of constantly-changing information, “fast” is a top priority. Here, in plain English, you’ll find out how to: Use RSS to drive traffic to your Web site and build brand awareness Choose and install the right software, set up RSS feeds, and decide on the format that meets your needs Create RSS feeds from scratch, or put a news reader on your Web site Improve your site’s ranking in search engines and build customer loyalty Enable your customers to choose when and how they receive updated

information Tailor information for your audience and publish all your updates quickly and easily Promote your RSS feed and explain to your customers how to use it Provide added value for your customers Making the most of RSS can make life easier for both you and those who do business with you. *Syndicating Web Sites With RSS Feeds For Dummies* will help you maintain fresh content for your Web site, blog, or e-zine, promote your site and establish links to it, and even update vital documents like employee guides, price lists, and procedures manuals, quickly and easily. You may be contemplating your first Linux installation. Or you may have

been using Linux for years and need to know more about adding a network printer or setting up an FTP server. *Running Linux*, now in its fifth edition, is the book you’ll want on hand in either case. Widely recognized in the Linux community as the ultimate getting-started and problem-solving book, it answers the questions and tackles the configuration issues that frequently plague users, but are seldom addressed in other books. This fifth edition of *Running Linux* is greatly expanded, reflecting the maturity of the operating system and the teeming wealth of software available for it. Hot consumer topics such as audio

and video playback applications, groupware functionality, and spam filtering are covered, along with the basics in configuration and management that always have made the book popular. Running Linux covers basic communications such as mail, web surfing, and instant messaging, but also delves into the subtleties of network configuration--including dial-up, ADSL, and cable modems--in case you need to set up your network manually. The book can make you proficient on office suites and personal productivity applications--and also tells you what programming tools are available if you're interested in

contributing to these applications. Other new topics in the fifth edition include encrypted email and filesystems, advanced shell techniques, and remote login applications. Classic discussions on booting, package management, kernel recompilation, and X configuration have also been updated. The authors of Running Linux have anticipated problem areas, selected stable and popular solutions, and provided clear instructions to ensure that you'll have a satisfying experience using Linux. The discussion is direct and complete enough to guide novice users, while still providing the additional

information experienced users will need to progress in their mastery of Linux. Whether you're using Linux on a home workstation or maintaining a network server, Running Linux will provide expert advice just when you need it. Business Innovation and Disruptive Technology: Harnessing the Power of Breakthrough Technology for Competitive Advantage shows you how to profit from the next technological revolution. Nicholas D. Evans explains how to discover powerfully disruptive technologies more quickly, evaluate them more accurately, and implement them more profitably. He presents business-focused

introductions to rapidly maturing technologies such as Web services, real-time computing, and P2P, then previews crucial trends like "software as a service," as well as next-generation technologies such as grid computing, electronic tagging, and location-based services.

"Neither an academic tome nor a prescriptive 'how to' guide, *The Theory and Practice of Online Learning* is an illuminating collection of essays by practitioners and scholars active in the complex field of distance education. Distance education has evolved significantly in its 150 years of existence. For most of this time, it was an individual

pursuit defined by infrequent postal communication. But recently, three more developmental generations have emerged, supported by television and radio, teleconferencing, and computer conferencing. The early 21st century has produced a fifth generation, based on autonomous agents and intelligent, database-assisted learning, that has been referred to as Web 2.0. The second edition of "*The Theory and Practice of Online Learning*" features updates in each chapter, plus four new chapters on current distance education issues such as connectivism and social software innovations."--BOOK

JACKET. As we all know by now, wireless networks offer many advantages over fixed (or wired) networks. Foremost on that list is mobility, since going wireless frees you from the tether of an Ethernet cable at a desk. But that's just the tip of the cable-free iceberg. Wireless networks are also more flexible, faster and easier for you to use, and more affordable to deploy and maintain. The de facto standard for wireless networking is the 802.11 protocol, which includes Wi-Fi (the wireless standard known as 802.11b) and its faster cousin, 802.11g. With easy-to-install 802.11 network hardware available everywhere you turn, the choice seems

simple, and many people dive into wireless computing with less thought and planning than they'd give to a wired network. But it's wise to be familiar with both the capabilities and risks associated with the 802.11 protocols. And 802.11 Wireless Networks: The Definitive Guide, 2nd Edition is the perfect place to start. This updated edition covers everything you'll ever need to know about wireless technology. Designed with the system administrator or serious home user in mind, it's a no-nonsense guide for setting up 802.11 on Windows and Linux. Among the wide range of topics covered are discussions on: deployment considerations

network monitoring and performance tuning wireless security issues how to use and select access points network monitoring essentials wireless card configuration security issues unique to wireless networks With wireless technology, the advantages to its users are indeed plentiful. Companies no longer have to deal with the hassle and expense of wiring buildings, and households with several computers can avoid fights over who's online. And now, with 802.11 Wireless Networks: The Definitive Guide, 2nd Edition, you can integrate wireless technology into your current infrastructure with the utmost confidence.

The 2002 IFIP Workshop on Internet Technologies, Applications, and Societal Impact (WITASI 2002), held in Wroclaw, Poland, October 10-11, 2002, presents different research aspects of the Internet, both technical and societal. The workshop aims at getting together scientists and practitioners from different research areas to work together on Internet development and reflect on Internet consequences to the economy and society. The papers presented in these proceedings describe state-of-the-art research in such areas of Internet applications as languages, mobility, multimedia, quality of service,

voice over IP, and wireless access. A total of 40 papers were submitted to WITASI 2002 out of which 18 papers were selected for presentation at the workshop and inclusion in the proceedings. The workshop also includes 4 invited papers. WIT ASI 2002 was sponsored by IFIP -the International Federation for Information Processing. It was organized by Working Group WG 6.4 on Internet Applications Engineering of the Technical Committee TC 6 on Communication Systems. Locally, WITASI 2002 was organized by the Institute of Control and Systems Engineering, Wroclaw University of Technology. The

IFIP series publishes state-of-the-art results in the sciences and technologies of information and communication Proceedings and post-proceedings of referred international conferences in computer science and interdisciplinary fields are featured. These results often precede journal publication and represent the most current research. The principal aim of the IFIP series is to encourage education and the dissemination and exchange of information about all aspects of computing. Get the most out of your new BlackBerry Pearl 3G! Forfeiting the usual technical jargon, veteran authors Robert Kao and Dante Sarigumba

present you with a straightforward-but-fun guide to unlocking the potential of this powerful mobile device. Covering a wide range of pragmatic and how-to topics, this practical guide shows you how to get the most from the features and basic applications of the BlackBerry Pearl 3G. The author duo understands that you may not be all that familiar with this new device—but that you're eager to get savvy—as they escort you through tips, tricks, and techniques for entering and maintaining your contacts, managing appointments and meetings, creating a to-do list, getting online, using e-mail, multitasking with the built-in

phone, and more. Introduces the new and powerful mobile device: the BlackBerry Pearl 3G Walks you through the basics of the BlackBerry Pearl 3G in a fun and friendly way, foregoing the technical jargon Shows you how to create a to-do list, manage appointments, get online and surf the Web, manage e-mail, sync with your desktop, enter contacts, and more Helps you download useful apps from BlackBerry App World and take full advantage of the multimedia features You'll benefit from the pearls of wisdom that are shared throughout BlackBerry Pearl 3G For Dummies! First Published in 2005. Routledge is an imprint of Taylor & Francis,

an informa company. The authoritative account of the rise of Amazon and its intensely driven founder, Jeff Bezos, praised by the Seattle Times as "the definitive account of how a tech icon came to life." Amazon.com started off delivering books through the mail. But its visionary founder, Jeff Bezos, wasn't content with being a bookseller. He wanted Amazon to become the everything store, offering limitless selection and seductive convenience at disruptively low prices. To do so, he developed a corporate culture of relentless ambition and secrecy that's never been cracked. Until now. Brad Stone enjoyed unprecedented access

to current and former Amazon employees and Bezos family members, giving readers the first in-depth, fly-on-the-wall account of life at Amazon. Compared to tech's other elite innovators -- Jobs, Gates, Zuckerberg -- Bezos is a private man. But he stands out for his restless pursuit of new markets, leading Amazon into risky new ventures like the Kindle and cloud computing, and transforming retail in the same way Henry Ford revolutionized manufacturing. The Everything Store is the revealing, definitive biography of the company that placed one of the first and largest bets on the Internet and forever changed the way we shop and

read. An updated third edition of the most comprehensive guide to small business success. Whether you're a novice entrepreneur or a seasoned pro, *The Small Business Bible* offers you everything you need to know to build and grow your dream business. It shows you what really works (and what doesn't!) and includes scores of tips, insider information, stories, and proven secrets of success. Even if you've run your own business for years, this handy guide keeps you up to date on the latest business and tech trends. This Third Edition includes entirely new chapters devoted to social media, mobility and apps, and new trends in online

discounting and group buying that are vital to small business owners everywhere. New chapters include: How to use Facebook, Twitter, and other social media tools to engage customers and potential stakeholders How to generate leads and win strategic partnerships with LinkedIn How to employ videos and YouTube to further your brand What you need to know about Groupon and group discount buying What mobile marketing can do for your business Give your small business its best shot by understanding the best and latest small business strategies, especially in this transformative and volatile period. *The Small Business*

Bible offers every bit of information you'll need to know to succeed. Based upon the authors' experience in designing and deploying an embedded Linux system with a variety of applications, *Embedded Linux System Design and Development* contains a full embedded Linux system development roadmap for systems architects and software programmers. Explaining the issues that arise out of the use of Linux in embedded systems, the book facilitates movement to embedded Linux from traditional real-time operating systems, and describes the system design model containing embedded Linux.

This book delivers practical solutions for writing, debugging, and profiling applications and drivers in embedded Linux, and for understanding Linux BSP architecture. It enables you to understand: various drivers such as serial, I2C and USB gadgets; uClinux architecture and its programming model; and the embedded Linux graphics subsystem. The text also promotes learning of methods to reduce system boot time, optimize memory and storage, and find memory leaks and corruption in applications. This volume benefits IT managers in planning to choose an embedded Linux distribution and in creating a

roadmap for OS transition. It also describes the application of the Linux licensing model in commercial products. A satirical comedy featuring Christopher Columbus, a tech billionaire, and a global delusion. Mel Winterbourne is the founder of a small, single-issue charity in the obscure field of mapmaking. Its success in achieving modest aims attracts the attention of handsome tech billionaire Joey Talavera, who evicts Mel and hijacks her charity for his own ends: to convince the world that the earth is flat. Although his chances of doing so seem slim, Flat Earthery is an idea whose time has come. With the historical reputation of

Christopher Columbus in free-fall, old-style 'globularism' becomes heretical for a new generation of angry, anti-Establishment free-thinkers. Teachers, politicians, and celebrities face ruin if they refuse to sign up to the new orthodoxy. For Mel, something must be done. Teaming up with a pariah tabloid journalist and a faded writer of gross-out movie comedies, she sets out to challenge Talavera and his deranged beliefs. Will history and the billionaire's own family origins be their unexpected ally? Using his trademark mix of history and satire to poke fun at modern foibles, Simon Edge is at his razor-sharp best in a caper that may be much

more relevant than you think. 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 begins by teaching managers the practical utility of basic economic tools such as present value analysis, supply and demand, regression, indifference curves, isoquants, production, costs, and the basic models of perfect competition, monopoly, and monopolistic competition. Adopters and reviewers also praise the book for its real-world examples and because it includes modern topics not contained in any

other single managerial economics textbook: oligopoly, penetration pricing, multistage and repeated games, foreclosure, contracting, vertical and horizontal integration, networks, bargaining, predatory pricing, - principal-agent problems, raising rivals' costs, adverse selection, auctions, screening and signaling, search, limit pricing, and a host of other pricing strategies for firms enjoying market power. This balanced coverage of traditional and modern microeconomic tools makes it appropriate for a wide variety of managerial economics classrooms. An increasing number of business schools are

adopting this book to replace (or use alongside) managerial strategy texts laden with anecdotes but lacking the microeconomic tools needed to identify and implement the business strategies that are optimal in a given situation"-- From their haunts in the shadowy corner of a bar, front and center at a convenience store, or reigning over a massive mall installation bursting with light, sound, and action, arcade games have been thrilling and addicting quarter-bearers of all ages ever since Pong first lit up its paddles. Whether you wanted a few minutes' quick-twitch exhilaration or the taste of three-initial immortality that

came with topping the high score screen, you could get it from the diverse range of space shooters, dot-eating extravaganzas, quirky beat-'em-ups, and more that have helped define pop culture for more than four decades. In *Attract Mode: The Rise and Fall of Coin-Op Arcade Games*, author Jamie Lendino celebrates both the biggest blockbusters (Pac-Man, *Star Wars: The Arcade Game*) and the forgotten gems (Phoenix, *Star Castle*) of the Golden Age of coin-op gaming, and pulls back the curtain on the personalities and the groundbreaking technologies that brought them to glitzy, color-drenched life in the U.S.,

Japan, and all over the world. You'll start your journey exploring the electromechanical attractions and pinball games of the early 20th century. Next, you'll meet the earliest innovators, who used college computers and untested electronics to outline the possibilities of the emerging form, and discover the surprising history behind the towering megahits from Nintendo, Sega, and others that still inform gaming today. Then you'll witness the devastating crash that almost ended it all—and the rebirth no one expected. Whether you prefer the white-knuckle gameplay of *Robotron: 2084*, the barrel-jumping whimsy of

Donkey Kong, or the stunning graphics and animation of *Dragon's Lair*, *Attract Mode* will transport you back to the heyday of arcade games and let you relive—or experience for the first time—the unique magic that transformed entertainment forever. *Advanced Web-Based Training Strategies* fills the gap in the literature available on this topic by offering a volume that includes meaningful, applicable, and proven strategies that can take the experienced instructional designer to the next level of web-based training. Written by Margaret Driscoll and Saul Carliner -- internationally acclaimed experts on e-

learning and information design- -- *Advanced Web-Based Training Strategies* provides instructional designers, e-learning developers, technical communicators, students, and others with strategies for addressing common challenges that arise when designing e-learning. Balancing educational theory with the practical realities of implementation, Driscoll and Carliner outline the benefits and limitations of each strategy, discuss the issues surrounding the implementation of these strategies, and illustrate each strategy with short scenarios drawn from real-world online learning programs representing a wide variety of

fields including technology, financial services, health care, and government. Written to address technical concerns that mobile developers face regardless of the platform (J2ME, WAP, Windows CE, etc.), this 2005 book explores the differences between mobile and stationary applications and the architectural and software development concepts needed to build a mobile application. Using UML as a tool, Reza B'far guides the developer through the development process, showing how to document the design and implementation of the application. He focuses on general concepts, while using platforms as examples or as

possible tools. After introducing UML, XML and derivative tools necessary for developing mobile software applications, B'far shows how to build user interfaces for mobile applications. He covers location sensitivity, wireless connectivity, mobile agents, data synchronization, security, and push-based technologies, and finally homes in on the practical issues of mobile application development including the development cycle for mobile applications, testing mobile applications, architectural concerns, and a case study. InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and

Topic Centers. InfoWorld also celebrates people, companies, and projects. ...this is the first business book to come through my desk which merits a mention of good content. ... I liked the content in the fact that it gave me an overview from a business perspective. The book brings smart information for the uninformed manager Now thoroughly streamlined and revised, **PRINCIPLES OF INFORMATION SYSTEMS**, Ninth Edition, retains the overall vision and framework that made the previous editions so popular while eliminating outdated topics and updating information, examples, and case studies. In just 600 pages,

accomplished authors Ralph Stair and George Reynolds cover IS principles and their real-world applications using timely, current business examples and hands-on activities. Regardless of their majors, students can use this book to understand and practice IS principles so they can function more effectively as workers, managers, decision makers, and organizational leaders. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. The suite of WiFi standards has solidified this year and no license is required for setting up a WiFi network. From the

technical standpoint, it's easy and cheap to install one in your corporate network. Already there are over 300 (and climbing) WiFi certified products on the market. Expansion into the enterprise is proceeding at a rapid pace, with the market projected at \$1 billion by year-end 2002. Despite the simplicity of the technology, IT is discovering that numerous problems accompany a WiFi integration project, not the least of which is security. This book is designed to drill down to the practical aspects of building the network to interoperate with the technology your company has already deployed. Explains how to use a pocket

PC to perform tasks including synching it with a desktop computer, browsing the Web, sending instant messages, and playing games. This collection is directed towards anyone interested in the use of mobile learning for various applications. Readers will discover how to design learning materials for delivery on mobile technology and become familiar with the best practices of other educators, trainers, and researchers in the field as well as the most recent research initiatives in mobile learning. Businesses and governments can find out how to deliver timely information to staff using mobile devices. Professors and trainers can use

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