

Htc Evo V 4g Root Guide

Managing Information Technology: Pearson New International Edition
The Dishonoured
Artificial Intelligence on Fashion and Textiles
Mobile Computing, Applications, and Services
Making Android Accessories with IOIO
The Theory of Everything
Communication, Networks and Computing
Architectural Transformations in Network Services and Distributed Systems
Augmented Reality and Virtual Reality
Intelligent Systems Applications in Software Engineering
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Android Wireless Application Development Volume I
Android Malware
Smart Intelligent Computing and Applications
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The Android Developer's Cookbook
Information Systems Architecture and Technology: Proceedings of 40th Anniversary International Conference on Information Systems

Architecture and Technology – ISAT 2019
Advances in E-business Engineering for Ubiquitous Computing
Statistics Using Technology, Second Edition

Managing Information Technology: Pearson New International Edition

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and via the Internet. As a consultant, he installs and secures the latest in computer and networking technology. He has authored and coauthored a number of networking and computer titles for Pearson Education, including CompTIA A+ Exam Cram, Fourth Edition.

The Dishonoured

From the author of the ground-breaking and landmark books e-shock 2000, Strategy in Crisis and Streamlining, comes this breakthrough new work looking at the future of the digital age. It examines how the rapidly developing technology revolution is changing the way business must operate in this unfolding 21st century. It also considers the impact on people and how our daily lives and life styles will change for ever. In particular there's a blueprint and roadmap showing how companies can navigate their way through the rapidly changing environment and still emerge as winners. Everything we are used to is changing. Our computer world of point and click is morphing into Think, Talk and Move, where just thought, voice and simple remote gestures will control 3D holographic displays of data, content and video. Companies will need to reinvent themselves as MCEs, "multi-channel enterprises", in which there is seamless cross-channel interaction with customers and they will also need to change the way their operating systems and processes are organized. The shift of consumer spend to online will see traditional retailing under threat as high street bricks 'n mortar economics are undermined.

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Expect massive changes among retailers and also the commercial property companies as they restructure their portfolios. New advances in the Cloud will cut costs and time to market and challenge decades of IT infrastructure. Technology generally is now becoming the key source of enablement and competitive advantage.

Artificial Intelligence on Fashion and Textiles

This book (CCIS 839) constitutes the refereed proceedings of the First International Conference on Communication, Networks and Computings, CNC 2018, held in Gwalior, India, in March 2018. The 70 full papers were carefully reviewed and selected from 182 submissions. The papers are organized in topical sections on wired and wireless communication systems, high dimensional data representation and processing, networks and information security, computing techniques for efficient networks design, electronic circuits for communication system.

Mobile Computing, Applications, and Services

Memoirs of a Beatnik is an account of a young artist coming of age sensually and intellectually. The book grew out of the author's own experience as a bold and independent woman who dropped out of college at the age of 18 in order to write.

Making Android Accessories with IOIO

This book constitutes the refereed proceedings of the 9th International Conference on Pervasive Computing, Pervasive 2011, held in San Francisco, USA, in June 2011. The 19 revised full papers and three short papers presented were carefully reviewed and selected from 93 submissions. The contributions are grouped into the following topical sections: practices with smartphones; sensing at home, sensing at work; predicting the future; location sensing; augmenting mobile phone use; pervasive computing in the public arena; public displays; hands on with sensing; sensing on the body.

The Theory of Everything

See your app through a hacker's eyes to find the real sources of vulnerability The Mobile Application Hacker's Handbook is a comprehensive guide to securing all mobile applications by approaching the issue from a hacker's point of view. Heavily practical, this book provides expert guidance toward discovering and exploiting flaws in mobile applications on the iOS, Android, Blackberry, and Windows Phone platforms. You will learn a proven methodology for approaching mobile application assessments, and the techniques used to prevent, disrupt, and remediate the various types of attacks. Coverage includes data storage, cryptography, transport

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layers, data leakage, injection attacks, runtime manipulation, security controls, and cross-platform apps, with vulnerabilities highlighted and detailed information on the methods hackers use to get around standard security. Mobile applications are widely used in the consumer and enterprise markets to process and/or store sensitive data. There is currently little published on the topic of mobile security, but with over a million apps in the Apple App Store alone, the attack surface is significant. This book helps you secure mobile apps by demonstrating the ways in which hackers exploit weak points and flaws to gain access to data. Understand the ways data can be stored, and how cryptography is defeated Set up an environment for identifying insecurities and the data leakages that arise Develop extensions to bypass security controls and perform injection attacks Learn the different attacks that apply specifically to cross-platform apps IT security breaches have made big headlines, with millions of consumers vulnerable as major corporations come under attack. Learning the tricks of the hacker's trade allows security professionals to lock the app up tight. For better mobile security and less vulnerable data, *The Mobile Application Hacker's Handbook* is a practical, comprehensive guide.

Communication, Networks and Computing

For graduate and executive level MIS students, and practicing IS managers. A thorough and practical guide to IT management practices and issues. Managing

Information Technology provides comprehensive coverage of IS management practices and technology trends for advanced students and managers. Through an approach that offers up-to-date chapter content and full-length case studies, this text presents a unique set of materials that educators can customize to their students' needs. The sixth edition has been thoroughly updated and streamlined to reflect current IS practices.

Architectural Transformations in Network Services and Distributed Systems

If you are a forensic analyst or an information security professional wanting to develop your knowledge of Android forensics, then this is the book for you. Some basic knowledge of the Android mobile platform is expected.

Augmented Reality and Virtual Reality

This book presents a collection of the latest research in the area of immersive technologies, presented at the International Augmented and Virtual Reality Conference 2018 in Manchester, UK, and showcases how augmented reality (AR) and virtual reality (VR) are transforming the business landscape. Innovations in this field are seen as providing opportunities for businesses to offer their customers

unique services and experiences. The papers gathered here advance the state of the art in AR/VR technologies and their applications in various industries such as healthcare, tourism, hospitality, events, fashion, entertainment, retail, education and gaming. The volume collects contributions by prominent computer and social sciences experts from around the globe. Addressing the most significant topics in the field of augmented and virtual reality and sharing the latest findings, it will be of interest to academics and practitioners alike.

Intelligent Systems Applications in Software Engineering

BUSINESS COMMUNICATION: IN PERSON, IN PRINT, ONLINE, 9E offers a realistic approach to communication in today's organizations. The text covers the most important business communication concepts in detail and thoroughly integrates coverage of today's social media and other communication technologies. Building on core written and oral communication skills, the ninth edition helps readers make sound medium choices and provides guidelines and examples for the many ways people communicate at work. Readers learn how to create PowerPoint decks, use instant messaging and texting effectively at work, engage customers using social media, lead web meetings and conference calls, and more. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Social, Cultural, and Behavioral Modeling

This book presents a comprehensive state-of-the-art approach to digital health technologies and practices within the broad confines of healthcare practices. It provides a canvas to discuss emerging digital health solutions, propelled by the ubiquitous availability of miniaturized, personalized devices and affordable, easy to use wearable sensors, and innovative technologies like 3D printing, virtual and augmented reality and driverless robots and vehicles including drones. One of the most significant promises the digital health solutions hold is to keep us healthier for longer, even with limited resources, while truly scaling the delivery of healthcare. Digital Health: Scaling Healthcare to the World addresses the emerging trends and enabling technologies contributing to technological advances in healthcare practice in the 21st Century. These areas include generic topics such as mobile health and telemedicine, as well as specific concepts such as social media for health, wearables and quantified-self trends. Also covered are the psychological models leveraged in design of solutions to persuade us to follow some recommended actions, then the design and educational facets of the proposed innovations, as well as ethics, privacy, security, and liability aspects influencing its acceptance. Furthermore, sections on economic aspects of the proposed innovations are included, analyzing the potential business models and entrepreneurship opportunities in the domain.

Android Wireless Application Development Volume I

How far would you go to protect your reputation and your honour? When war hero Colonel Tariq joins the intelligence service, his rise to the top seems assured. But during his first case investigating an alleged murder by a CIA agent, a diplomatic crisis erupts and angry mobs take to the streets. Tariq is instructed to do anything he can to end the crisis. As his professional ambition and private life collide, Tariq must make a life changing decision that will have far reaching consequences for the future of his family and his country. Set in a world of espionage and secret agents, Aamina Ahmad's play is a compelling political thriller about surviving in a world of deceit and violence.

Android Malware

Learn to build human-interactive Android apps, starting with device sensors This book shows Android developers how to exploit the rich set of device sensors—locational, physical (temperature, pressure, light, acceleration, etc.), cameras, microphones, and speech recognition—in order to build fully human-interactive Android applications. Whether providing hands-free directions or checking your blood pressure, Professional Android Sensor Programming shows how to turn possibility into reality. The authors provide techniques that bridge the

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gap between accessing sensors and putting them to meaningful use in real-world situations. They not only show you how to use the sensor related APIs effectively, they also describe how to use supporting Android OS components to build complete systems. Along the way, they provide solutions to problems that commonly occur when using Android's sensors, with tested, real-world examples. Ultimately, this invaluable resource provides in-depth, runnable code examples that you can then adapt for your own applications. Shows experienced Android developers how to exploit the rich set of Android smartphone sensors to build human-interactive Android apps Explores Android locational and physical sensors (including temperature, pressure, light, acceleration, etc.), as well as cameras, microphones, and speech recognition Helps programmers use the Android sensor APIs, use Android OS components to build complete systems, and solve common problems Includes detailed, functional code that you can adapt and use for your own applications Shows you how to successfully implement real-world solutions using each class of sensors for determining location, interpreting physical sensors, handling images and audio, and recognizing and acting on speech Learn how to write programs for this fascinating aspect of mobile app development with Professional Android Sensor Programming.

Smart Intelligent Computing and Applications

Understand Android OS for both smartphone and tablet programming This fast-

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paced introduction to the newest release of Android OS gives aspiring mobile app developers what they need to know to program for today's hottest Android smartphones and tablets. Android 4 OS is, for the first time, a single solution for both smartphones and tablets, so if you master the information in this helpful guide, you'll be well on your way to successful development for both devices. From using activities and intents and creating rich user interfaces to working with SMS, messaging APIs, and the Android SDK, what you need is here. Provides clear instructions backed by real-world programming examples Begins with the basics and covers everything Android 4 developers need to know for both smartphones and tablets Explains how to customize activities and intents, create rich user interfaces, and manage data Helps you work with SMS and messaging APIs, the Android SDK, and using location-based services Details how to package and publish your applications to the Android Market Beginning Android 4 Application Development pares down the most essential steps you need to know so you can start creating Android applications today.

Professional Android Sensor Programming

This book presents the latest trends in scientific methods and enabling technologies to advance e-business. It consists of selected high-quality papers from the 16th International Conference on E-Business Engineering (ICEBE 2019), held in Shanghai, China, on 11-13 October 2019. ICEBE is a leading international

forum for researchers, engineers, and business specialists to exchange cutting-edge ideas, findings, and experiences in the field of e-business. The book covers a range of topics, including agents for e-business, big data for e-business, Internet of Things, mobile and autonomous computing, security/privacy/trust, service-oriented and cloud computing, software engineering, blockchain, and industry applications.

Android Forensics

Create your own electronic devices with the popular IOIO ("yoyo") board, and control them with your Android phone or tablet. With this concise guide, you'll get started by building four example projects—after that, the possibilities for making your own fun and creative accessories with Android and IOIO are endless. To build Android/IOIO devices, you write the program on your computer, transfer it to your Android, and then communicate with the IOIO via a USB or Bluetooth connection. The IOIO board translates the program into action. This book provides the source code and step-by-step instructions you need to build the example projects. All you have to supply is the hardware. Learn your way around the IOIO and discover how it interacts with your Android

Build an intruder alarm that sends a text message when it detects movement
Make a temperature sensing device that logs readings on your Android
Create a multicolor LED matrix that displays a Space Invader animation
Build an IOIO-powered surveillance rover that you control with your Android
Get the software and hardware requirements for creating your own

Android/IOIO accessories

Next-Generation Video Coding and Streaming

Provides information on creating a variety of gadgets and controllers using Arduino.

Mobile Terminal Receiver Design

This book constitutes the proceedings of the Second International Conference on Information and Communication Technology for Development for Africa, ICT4DA 2019, held in Bahir Dar, Ethiopia, in May 2019. The 29 revised full papers presented were carefully reviewed and selected from 69 submissions. The papers address the impact of ICT in fostering economic development in Africa. In detail they cover the following topics: artificial intelligence and data science; wireless and mobile computing; and Natural Language Processing.

Memoirs of a Beatnik

This book gathers selected peer-reviewed papers presented at the 6th European Lean Educator Conference (ELEC), held in Milan, Italy, on November 11-13, 2019.

The conference topics include the following: lean trainings in university and industry collaborations; lean product and process development; lean and people empowerment; emerging contexts for lean applications; measuring lean performance; lean, green and circular; continuous improvement initiatives; lean thinking in practice; organizational culture in lean journeys; and innovative training approaches to teaching lean management. The contributions explore the latest academic and industrial findings on and advances in lean education, and identify innovative methods that allow lean thinking benefits to be achieved in practice. As such, the book presents the outcomes of a fruitful exchange between academia and industry designed to help train the next generation of lean educators.

The Mobile Application Hacker's Handbook

With the given work we decided to help not only the readers but ourselves, as the professionals who actively involved in the networking branch, with understanding the trends that have developed in recent two decades in distributed systems and networks. Important architecture transformations of distributed systems have been examined. The examples of new architectural solutions are discussed.

Proceedings of the 6th European Lean Educator Conference

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The book reports on the author's original work to address the use of today's state-of-the-art smartphones for human physical activity recognition. By exploiting the sensing, computing and communication capabilities currently available in these devices, the author developed a novel smartphone-based activity-recognition system, which takes into consideration all aspects of online human activity recognition, from experimental data collection, to machine learning algorithms and hardware implementation. The book also discusses and describes solutions to some of the challenges that arose during the development of this approach, such as real-time operation, high accuracy, low battery consumption and unobtrusiveness. It clearly shows that it is possible to perform real-time recognition of activities with high accuracy using current smartphone technologies. As well as a detailed description of the methods, this book also provides readers with a comprehensive review of the fundamental concepts in human activity recognition. It also gives an accurate analysis of the most influential works in the field and discusses them in detail. This thesis was supervised by both the Universitat Politècnica de Catalunya (primary institution) and University of Genoa (secondary institution) as part of the Erasmus Mundus Joint Doctorate in Interactive and Cognitive Environments.

Management Information Systems

Android Wireless Application Development has earned a reputation as the most

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useful real-world guide to building robust, commercial-grade Android apps. Now, authors Lauren Darcey and Shane Conder have systematically revised and updated this guide for the latest Android SDK 4.0. To accommodate their extensive new coverage, they've split the book into two volumes. Volume I focuses on Android essentials, including setting up your development environment, understanding the application lifecycle, designing effective user interfaces, developing for diverse devices, and optimizing your mobile app development process--from design through publishing. Every chapter has been thoroughly updated for the newest APIs, tools, utilities, and hardware. All sample code has been overhauled and tested on leading devices from multiple companies, and many new examples have been added. Drawing on decades of in-the-trenches experience as professional mobile developers, Darcey and Conder provide valuable new best practices--including powerful techniques for constructing more portable apps. This new edition contains full chapters on Android manifest files, content providers, effective app design, and testing; an all-new chapter on tackling compatibility issues; coverage of today's most valuable new Android tools and utilities; and even more exclusive tips and tricks. An indispensable resource for every Android development team member.

E-shock 2020

Mobile devices, such as smart phones, have achieved computing and networking

capabilities comparable to traditional personal computers. Their successful consumerization has also become a source of pain for adopting users and organizations. In particular, the widespread presence of information-stealing applications and other types of mobile malware raises substantial security and privacy concerns. Android Malware presents a systematic view on state-of-the-art mobile malware that targets the popular Android mobile platform. Covering key topics like the Android malware history, malware behavior and classification, as well as, possible defense techniques.

Smartphone-Based Human Activity Recognition

This book constitutes the proceedings of the 7th International Conference on Mobile Computing, Applications, and Services (MobiCASE 2015) held in Berlin, Germany, in November 2015. The 16 full and 4 poster papers were carefully reviewed and selected from 43 submissions, and are presented together with 4 papers from the First Workshop on Situation Recognition by Mining Temporal Information (SIREMETI 2015). The conference papers cover the following topics: intelligent caching, activity recognition and crowdsourcing, mobile frameworks, middleware, interactive applications and mobility.

Biometrics in a Data Driven World

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This three-volume book highlights significant advances in the development of new information systems technologies and architectures. Further, it helps readers solve specific research and analytical problems and glean useful knowledge and business value from data. Each chapter provides an analysis of a specific technical problem, followed by a numerical analysis, simulation, and implementation of the solution to the real-world problem. Managing an organization, especially in today's rapidly changing environment, is a highly complex process. Increased competition in the marketplace, especially as a result of the massive and successful entry of foreign businesses into domestic markets, changes in consumer behaviour, and broader access to new technologies and information, calls for organisational restructuring and the introduction and modification of management methods using the latest scientific advances. This situation has prompted various decision-making bodies to introduce computer modelling of organization management systems. This book presents the peer-reviewed proceedings of the 40th Anniversary International Conference "Information Systems Architecture and Technology" (ISAT), held on September 15–17, 2019, in Wrocław, Poland. The conference was organised by the Computer Science Department, Faculty of Computer Science and Management, Wrocław University of Sciences and Technology, and University of Applied Sciences in Nysa, Poland. The papers have been grouped into three major sections: Part I—discusses topics including, but not limited to, artificial intelligence methods, knowledge discovery and data mining, big data, knowledge-based management, Internet of Things, cloud computing and high-performance

computing, distributed computer systems, content delivery networks, and service-oriented computing. Part II—addresses various topics, such as system modelling for control, recognition and decision support, mathematical modelling in computer system design, service-oriented systems, and cloud computing, and complex process modelling. Part III—focuses on a number of themes, like knowledge-based management, modelling of financial and investment decisions, modelling of managerial decisions, production systems management, and maintenance, risk management, small business management, and theories and models of innovation.

Android Wireless Application Development

A masterpiece ahead of its time, a prescient rendering of a dark future, and the inspiration for the blockbuster film *Blade Runner* By 2021, the World War has killed millions, driving entire species into extinction and sending mankind off-planet. Those who remain covet any living creature, and for people who can't afford one, companies built incredibly realistic simulacra: horses, birds, cats, sheep. They've even built humans. Immigrants to Mars receive androids so sophisticated they are indistinguishable from true men or women. Fearful of the havoc these artificial humans can wreak, the government bans them from Earth. Driven into hiding, unauthorized androids live among human beings, undetected. Rick Deckard, an officially sanctioned bounty hunter, is commissioned to find rogue androids and "retire" them. But when cornered, androids fight back—with lethal force. Praise for

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Philip K. Dick “The most consistently brilliant science fiction writer in the world.”—John Brunner “A kind of pulp-fiction Kafka, a prophet.”—The New York Times “[Philip K. Dick] sees all the sparkling—and terrifying—possibilities . . . that other authors shy away from.”—Rolling Stone

Introductory Statistics

Combines in one volume the basics of evolving radio access technologies and their implementation in mobile phones Reviews the evolution of radio access technologies (RAT) used in mobile phones and then focuses on the technologies needed to implement the LTE (Long term evolution) capability Coverage includes the architectural aspects of the RF and digital baseband parts before dealing in more detail with some of the hardware implementation Unique coverage of design parameters and operation details for LTE-A phone transceiver Discusses design of multi-RAT Mobile with the consideration of cost and form factors Provides in one book a review of the evolution of radio access technologies and a good overview of LTE and its implementation in a handset Unveils the concepts and research updates of 5G technologies and the internal hardware and software of a 5G phone

Digital Health

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The open source nature of the platform has not only established a new direction for the industry, but enables a developer or forensic analyst to understand the device at the most fundamental level. Android Forensics covers an open source mobile device platform based on the Linux 2.6 kernel and managed by the Open Handset Alliance. The Android platform is a major source of digital forensic investigation and analysis. This book provides a thorough review of the Android platform including supported hardware devices, the structure of the Android development project and implementation of core services (wireless communication, data storage and other low-level functions). Finally, it will focus on teaching readers how to apply actual forensic techniques to recover data. Ability to forensically acquire Android devices using the techniques outlined in the book Detailed information about Android applications needed for forensics investigations Important information about SQLite, a file based structured data storage relevant for both Android and many other platforms.

Learning Android Forensics

Introductory Statistics is designed for the one-semester, introduction to statistics course and is geared toward students majoring in fields other than math or engineering. This text assumes students have been exposed to intermediate algebra, and it focuses on the applications of statistical knowledge rather than the theory behind it. The foundation of this textbook is Collaborative Statistics, by

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Barbara Illowsky and Susan Dean. Additional topics, examples, and ample opportunities for practice have been added to each chapter. The development choices for this textbook were made with the guidance of many faculty members who are deeply involved in teaching this course. These choices led to innovations in art, terminology, and practical applications, all with a goal of increasing relevance and accessibility for students. We strove to make the discipline meaningful, so that students can draw from it a working knowledge that will enrich their future studies and help them make sense of the world around them.

Coverage and Scope Chapter 1 Sampling and Data Chapter 2 Descriptive Statistics Chapter 3 Probability Topics Chapter 4 Discrete Random Variables Chapter 5 Continuous Random Variables Chapter 6 The Normal Distribution Chapter 7 The Central Limit Theorem Chapter 8 Confidence Intervals Chapter 9 Hypothesis Testing with One Sample Chapter 10 Hypothesis Testing with Two Samples Chapter 11 The Chi-Square Distribution Chapter 12 Linear Regression and Correlation Chapter 13 F Distribution and One-Way ANOVA

Business Communication: In Person, In Print, Online

The proceedings covers advanced and multi-disciplinary research on design of smart computing and informatics. The theme of the book broadly focuses on various innovation paradigms in system knowledge, intelligence and sustainability that may be applied to provide realistic solution to varied problems in society,

environment and industries. The volume publishes quality work pertaining to the scope of the conference which is extended towards deployment of emerging computational and knowledge transfer approaches, optimizing solutions in varied disciplines of science, technology and healthcare.

Make: Arduino Bots and Gadgets

Beginning Android 4 Application Development

Pervasive Computing

Biometrics in a Data Driven World: Trends, Technologies, and Challenges aims to inform readers about the modern applications of biometrics in the context of a data-driven society, to familiarize them with the rich history of biometrics, and to provide them with a glimpse into the future of biometrics. The first section of the book discusses the fundamentals of biometrics and provides an overview of common biometric modalities, namely face, fingerprints, iris, and voice. It also discusses the history of the field, and provides an overview of emerging trends and opportunities. The second section of the book introduces readers to a wide range

of biometric applications. The next part of the book is dedicated to the discussion of case studies of biometric modalities currently used on mobile applications. As smartphones and tablet computers are rapidly becoming the dominant consumer computer platforms, biometrics-based authentication is emerging as an integral part of protecting mobile devices against unauthorized access, while enabling new and highly popular applications, such as secure online payment authorization. The book concludes with a discussion of future trends and opportunities in the field of biometrics, which will pave the way for advancing research in the area of biometrics, and for the deployment of biometric technologies in real-world applications. The book is designed for individuals interested in exploring the contemporary applications of biometrics, from students to researchers and practitioners working in this field. Both undergraduate and graduate students enrolled in college-level security courses will also find this book to be an especially useful companion.

Do Androids Dream of Electric Sheep?

The book includes the Proceedings of the Artificial Intelligence on Fashion and Textiles conference 2018 which provides state-of-the-art techniques and applications of AI in the fashion and textile industries. It is essential reading for scientists, researchers and R&D professionals working in the field of AI with applications in the fashion and textile industry; managers in the fashion and textile

enterprises; and anyone with an interest in the applications of AI. Over the last two decades, with the great advancement of computer technology, academic research in artificial intelligence (AI) and its applications in fashion and textile supply chain has been becoming a very hot topic and has received greater attention from both academics and industrialists. A number of AI-related techniques has been successfully employed and proven to handle the problems including fashion sales forecasting, supply chain optimization, planning and scheduling, textile material defect detection, fashion and textile image recognition, fashion image and style retrieval, human body modeling and fitting, etc.

Information and Communication Technology for Development for Africa

Reviews the new High Efficiency Video Coding (HEVC) standard and advancements in adaptive streaming technologies for use in broadband networks and the Internet. This book describes next-generation video coding and streaming technologies with a comparative assessment of the strengths and weaknesses. Specific emphasis is placed on the H.265/HEVC video coding standard and adaptive bit rate video streaming. In addition to evaluating the impact of different types of video content and powerful feature sets on HEVC coding efficiency, the text provides an in-depth study on the practical performance of popular adaptive streaming platforms and

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useful tips for streaming optimization. Readers will learn of new over-the-top (OTT) online TV advancements, the direction of the broadband telecommunications industry, and the latest developments that will help keep implementation costs down and maximize return on infrastructure investment. Reviews the emerging High Efficiency Video Coding (HEVC) standard and compares its coding performance with the MPEG-4 Advanced Video Coding (AVC) and MPEG-2 standards Provides invaluable insights into the intra and inter coding efficiencies of HEVC, such as the impact of hierarchical block partitioning and new prediction modes Evaluates the performance of the Apple and Microsoft adaptive streaming platforms and presents innovative techniques related to aggregate stream bandwidth prediction, duplicate chunk Includes end-of-chapter homework problems and access to instructor slides Next-Generation Video Coding and Streaming is written for students, researchers, and industry professionals working in the field of video communications. Benny Bing has worked in academia for over 20 years. He has published over 80 research papers and 12 books, and has 6 video patents licensed to industry. He has served as a technical editor for several IEEE journals and an IEEE Communications Society Distinguished lecturer. He also received the National Association of Broadcasters (NAB) Technology Innovation Award for demonstrations of advanced media technologies.

CompTIA A+ 220-701 and 220-702 Cert Guide

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Want to get started building applications for Android, the world's hottest, fast-growing mobile platform? Already building Android applications and want to get better at it? This book brings together all the expert guidance—and code—you'll need! Completely up-to-date to reflect the newest and most widely used Android SDKs, *The Android Developer's Cookbook* is the essential resource for developers building apps for any Android device, from phones to tablets. Proven, modular recipes take you from the absolute basics to advanced location-based services, security techniques, and performance optimization. You'll learn how to write apps from scratch, ensure interoperability, choose the best solutions for common problems, and avoid development pitfalls. Coverage includes:

- Implementing threads, services, receivers, and other background tasks
- Providing user alerts
- Organizing user interface layouts and views
- Managing user-initiated events such as touches and gestures
- Recording and playing audio and video
- Using hardware APIs available on Android devices
- Interacting with other devices via SMS, web browsing, and social networking
- Storing data efficiently with SQLite and its alternatives
- Accessing location data via GPS
- Using location-related services such as the Google Maps API
- Building faster applications with native code
- Providing backup and restore with the Android Backup Manager
- Testing and debugging apps throughout the development cycle

Turn to *The Android Developer's Cookbook* for proven, expert answers—and the code you need to implement them. It's all you need to jumpstart any Android project, and create high-value, feature-rich apps that sell!

The Android Developer's Cookbook

This book constitutes the proceedings of the 12th International Conference on Social, Cultural, and Behavioral Modeling, SBP-BRiMS 2019, held in Washington, DC, USA, in July 2019. The total of 28 papers presented in this volume was carefully reviewed and selected from 72 submissions. The papers in this volume show, people, theories, methods and data from a wide number of disciplines including computer science, psychology, sociology, communication science, public health, bioinformatics, political science, and organizational science. Numerous types of computational methods are used include, but not limited to, machine learning, language technology, social network analysis and visualization, agent-based simulation, and statistics.

Information Systems Architecture and Technology: Proceedings of 40th Anniversary International Conference on Information Systems Architecture and Technology - ISAT 2019

The complete, start-to-finish guide to Android development -- from concept to market -- completely updated for the latest Android SDK! • •At least one market research firm has predicted that by 2012 there will be more Android phones than iPhones. •Covers application design, development, debugging, packaging,

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distribution, and much more. •Includes invaluable real-world tips from experienced mobile developers. •This book covers multiple Android SDK versions, which is how developers must work with Android. Android is rapidly gaining traction as an exciting alternative to Apple's iPhone platform, and thousands of developers are eagerly seeking the information they need to begin creating Android applications. Drawing on their experience in mobile and wireless software development, the authors walk through the entire process of developing successful Android applications, from concept through coding, testing through distribution. The only book developers will need, *Android Wireless Application Development 2/e* is the comprehensive resource for developers who are new to Android - or to wireless development in general. Conder and Darcey cover:

- Mastering the Android development environment.
- Understanding the entire Android application lifecycle.
- Building effective user interfaces.
- Using Android's APIs for networking, location-based services, data, storage, multimedia, telephony, graphics, and more
- Working with Android's optional hardware-specific APIs
- Designing more effective applications using Notifications and Services
- Developing and testing bulletproof Android applications

The book also provides valuable appendices on Android's Emulator, DDMS, Debug Bridge, and SQLite database, as well as a convenient glossary that demystifies the terminology of mobile development.

Advances in E-business Engineering for Ubiquitous Computing

Statistics Using Technology, Second Edition

This book presents real-world problems and exploratory research that describes novel approaches in software engineering, cybernetics and algorithms in the context of intelligent systems. It constitutes the refereed proceedings of the 3rd Computational Methods in Systems and Software 2019 (CoMeSySo 2019) conference, a groundbreaking online conference that provides an international forum for discussing the latest high-quality research results.

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