

Nokia N810 User Guide

Erlang is the language of choice for programmers who want to write robust, concurrent applications, but its strange syntax and functional design can intimidate the uninitiated. Luckily, there's a new weapon in the battle against Erlang-phobia: **Learn You Some Erlang for Great Good!** Erlang maestro Fred Hébert starts slow and eases you into the basics: You'll learn about Erlang's unorthodox syntax, its data structures, its type system (or lack thereof!), and basic functional programming techniques. Once you've wrapped your head around the simple stuff, you'll tackle the real meat-and-potatoes of the language: concurrency, distributed computing, hot code loading, and all the other dark magic that makes Erlang such a hot topic among today's savvy developers. As you dive into Erlang's functional fantasy world, you'll learn about: –Testing your applications with EUnit and Common Test –Building and releasing your applications with the OTP framework –Passing messages, raising errors, and starting/stopping processes over many nodes –Storing and retrieving data using Mnesia and ETS –Network programming with TCP, UDP, and the inet module –The simple joys and potential pitfalls of writing distributed, concurrent applications Packed with lighthearted illustrations and just the right mix of offbeat and practical example programs, **Learn You Some Erlang for Great Good!** is the perfect entry point into the sometimes-crazy, always-thrilling world of Erlang.

This book includes selected papers of the 6th IFIP WG 10.2 International Workshop on Software Technologies for Future Embedded and Ubiquitous Systems, SEUS 2008, held on Capri, Italy, in October 2008. The 38 revised full papers presented were carefully reviewed and selected. The papers are organized in topical sections on model-driven development; middleware; real time; quality of service and performance; applications; pervasive and mobile systems: wireless embedded systems; synthesis, verification and protection.

The actor covers his life after leaving the television series "Star Trek: the Next Generation," describing the pitfalls associated with being a former child star and his decision to launch his weblog in 2001.

Brian and his friends are not part of the cool crowd. They're the misfits and the troublemakers—the ones who jump their high school's fence to skip class regularly. So when a deadly virus breaks out, they're the only ones with a chance of surviving. The virus turns Brian's classmates and teachers into bloodthirsty attackers who don't die easily. The whole school goes on lockdown, but Brian and his best friend, Chad, are safe (and stuck) in the theater department—far from Brian's sister, Kenzie, and his ex-girlfriend with a panic attack problem, Laura. Brian and Chad, along with some of the theater kids Brian had never given the time of day before, decide to find the girls and bring them to the safety of the theater. But it won't be easy, and it will test everything they thought they knew about themselves and their classmates. Praise for **SICK** "The gore and action will leave enthralled readers thrilled and then sated with each kill on either side." —Booklist "Between the pacing and the heroes' salty, blue language (full of lovingly creative, genital-inspired insults), reluctant readers who love zombies will devour it, right up to the abrupt end." —Kirkus Reviews "Sick is well written, with great detail, even if it is a little gory." —VOYA Magazine Awards 2014 Quick Picks for Reluctant Young Readers list from YALSA

Musings on Linux and Open Source by an Accidental Revolutionary

7th International Conference on Practical Applications of Agents and Multi-Agent Systems (PAAMS'09)

Second International Conference, GridNets 2008, Beijing, China, October 8-10, 2008. Revised Selected Papers

Mobile Computing, Applications, and Services

The Cathedral & the Bazaar

Return from the Stars

Linux® is being adopted by an increasing number of embedded systems developers, who have been won over by its sophisticated scheduling and networking, its cost-free license, its open development model, and the support offered by rich and powerful programming tools. While there is a great deal of hype surrounding the use of Linux in embedded systems, there is not a lot of practical information. Building Embedded Linux Systems is the first in-depth, hard-core guide to putting together an embedded system based on the Linux kernel. This indispensable book features arcane and previously undocumented procedures for: Building your own GNU development toolchain Using an efficient embedded development framework Selecting, configuring, building, and installing a target-specific kernel Creating a complete target root filesystem Setting up, manipulating, and using solid-state storage devices Installing and configuring a bootloader for the target Cross-compiling a slew of utilities and packages Debugging your embedded system using a plethora of tools and techniques Details are provided for various target architectures and hardware configurations, including a thorough review of Linux's support for embedded hardware. All explanations rely on the use of open source and free software packages. By presenting how to build the operating system components from pristine sources and how to find more documentation or help, this book greatly simplifies the task of keeping complete control over one's embedded operating system, whether it be for technical or sound financial reasons. Author Karim Yaghmour, a well-known designer and speaker who is responsible for the Linux Trace Toolkit, starts by discussing the strengths and weaknesses of Linux as an embedded operating system. Licensing issues are included, followed by a discussion of the basics of building embedded Linux systems. The configuration, setup, and use of over forty different open source and free software packages commonly used in embedded Linux systems are also covered. uClibc, BusyBox, U-Boot, OpenSSH, tftpd, tftp, strace, and gdb are among the packages discussed.

An astronaut returns to Earth after a ten-year mission and finds a society that he barely recognizes. Stanislaw Lem's Return from the Stars recounts the experiences of Hal Bregg, an astronaut who returns from an exploratory mission that lasted ten years—although because of time dilation, 127 years have passed on Earth. Bregg finds a society that he hardly recognizes, in which danger has been eradicated. Children are “betriated” to remove all aggression and violence—a process that also removes all impulse to take risks and explore. The people of Earth view Bregg and his crew as “resuscitated Neanderthals,” and pressure them to undergo betriation. Bregg has serious difficulty in navigating the new social mores. While Lem's depiction of a risk-free society is bleak, he does not portray Bregg and his fellow astronauts as heroes. Indeed, faced with no opposition to his aggression, Bregg behaves abominably. He is faced with a choice: leave Earth again and hope to return to a different society in several hundred years, or stay on Earth and learn to be content. With Return from the Stars, Lem shows the shifting boundaries between utopia and dystopia.

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

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.

TCP / IP For Dummies

Mobile Malware Attacks and Defense

A Beginner's Guide

Sick

Hacking Windows XP

VoIP Emergency Calling

Please note that this title's color insert (referred to as "Plates" within the text) is not available for this digital product. OpenGL is a powerful software interface used to produce high-quality, computer-generated images and interactive applications using 2D and 3D objects, bitmaps, and color images. The OpenGL® Programming Guide, Seventh Edition, provides definitive and comprehensive information on OpenGL and the OpenGL Utility Library. The previous edition covered OpenGL through Version 2.1. This seventh edition of the best-selling "red book" describes the latest features of OpenGL Versions 3.0 and 3.1. You will find clear explanations of OpenGL functionality and many basic computer graphics techniques, such as building and rendering 3D models; interactively viewing objects from different perspective points; and using shading, lighting, and texturing effects for greater realism. In addition, this book provides in-depth coverage of advanced techniques, including texture mapping, antialiasing, fog and atmospheric effects, NURBS, image processing, and more. The text also explores other key topics such as enhancing performance, OpenGL extensions, and cross-platform techniques. This seventh edition has been updated to include the newest features of OpenGL Versions 3.0 and 3.1, including Using framebuffer objects for off-screen rendering and texture updates Examples of the various new buffer object types, including uniform-buffer objects, transform feedback buffers, and vertex array objects Using texture arrays to increase performance when using numerous textures Efficient rendering using primitive restart and conditional rendering Discussion of OpenGL's deprecation mechanism and how to verify your programs for future versions of OpenGL This edition continues the discussion of the OpenGL Shading Language (GLSL) and explains the mechanics of using this language to create complex graphics effects and boost the computational power of OpenGL. The OpenGL Technical Library provides tutorial and reference books for OpenGL. The Library enables programmers to gain a practical understanding of OpenGL and shows them how to unlock its full potential. Originally developed by SGI, the Library continues to evolve under the auspices of the Khronos OpenGL ARB Working Group, an industry consortium responsible for guiding the evolution of OpenGL and related technologies.

Mobile Python is the introduction of Python programming language to the mobile space. This practical hands-on book teaches readers how to realize their application ideas on the Symbian OS. Programming on the Symbian mobile platform has been difficult and time consuming in the past. This innovative new title will remedy this problem. Chapters deal with topics that are based on Python S60 features and presented in an order that lets the user learn first the "simple to code" ones and then increasing in complexity.

Emergent technologies are pushing the boundaries of how both qualitative and quantitative researchers practice their craft, and it has become clear these changes are dramatically altering research design, from the questions researchers ask and the ways they collect data, to what they even consider data. Gathering a broad range of new developments in one place, *The Handbook of Emergent Technologies in Social Research* offers comprehensive, up-to-date thinking on technological innovations. In addition to addressing how to effectively apply new technologies-such as the internet, mobile technologies, geospatial technologies (GPS), and the incorporation of computer-assisted software programs (CAQDAS) to qualitative, quantitative, and mixed-methods approaches to research projects-many chapters provide in-depth examples of practices within both disciplinary and interdisciplinary environments and outside the academic world in multi-media laboratories and research institutes. Not only an authoritative view of cutting-edge technologies and their applications, the Handbook examines the costs and benefits of utilizing new technologies on the research process, the potential misuse of these techniques for methods practices, and the ethical and moral dimensions of emergent technologies, especially with regard to issues of surveillance and privacy. *The Handbook of Emergent Technologies in Social Research* is an essential resource for research methods courses in various fields, including the social sciences, education, communications, computer science, and health services, and an indispensable guide for social researchers looking to incorporate emerging technologies into their methods and practice.

Offers step-by-step instructions on getting the most out of Windows XP, covering such topics as customizing the logon screen, desktop, and Windows interface; increasing the performance of system; and computer security.

Foundations and Practice

PC Magazine

OpenGL Programming Guide

Travel & Leisure

11th International Conference, NEW2AN 2011 and 4th Conference on Smart Spaces, RuSMART 2011, St. Petersburg, Russia, August 22-15, 2011, Proceedings

Smart Spaces and Next Generation Wired/Wireless Networking

The LNCS series reports state-of-the-art results in computer science research, development, and education, at a high level and in both printed and electronic form. Enjoying tight cooperation with the R & D community, with numerous individuals, as well as with prestigious organizations and societies, LNCS has grown into the most comprehensive computer science research forum available. The scope of LNCS, including its subseries LNAI and LNBI, spans the whole range of computer science and information technology including interdisciplinary topics in a variety of application fields. The type of material published traditionally includes proceedings (published in time for the respective conference) post-proceedings (consisting of thoroughly revised final full papers) research monographs (which may be based on outstanding PhD work, research projects, technical reports, etc.) More recently, several color-cover sublines have been added featuring, beyond a collection of papers, various added - value components; these sublines include tutorials (textbook - like monographs or collections of lectures given at advanced courses) state - of - the art surveys (offering complete and mediate coverage of a topic) hot topics (introducing emergent topics to the broader community) In parallel to the printed book, each new volume is published electronically in LNCS Online Book jacket. 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.

When *Practical Unix Security* was first published more than a decade ago, it became an instant classic. Crammed with information about host security, it saved many a Unix system administrator from disaster. The second edition added much-needed Internet security coverage and doubled the size of the original volume. The third edition is a comprehensive update of this very popular book - a companion for the Unix/Linux system administrator who needs to secure his or her organization's system, networks, and web presence in an increasingly hostile

world. Focusing on the four most popular Unix variants today--Solaris, Mac OS X, Linux, and FreeBSD--this book contains new information on PAM (Pluggable Authentication Modules), LDAP, SMB/Samba, anti-theft technologies, embedded systems, wireless and laptop issues, forensics, intrusion detection, chroot jails, telephone scanners and firewalls, virtual and cryptographic filesystems, WebNFS, kernel security levels, outsourcing, legal issues, new Internet protocols and cryptographic algorithms, and much more. Practical Unix & Internet Security consists of six parts: Computer security basics: introduction to security problems and solutions, Unix history and lineage, and the importance of security policies as a basic element of system security. Security building blocks: fundamentals of Unix passwords, users, groups, the Unix filesystem, cryptography, physical security, and personnel security. Network security: a detailed look at modem and dialup security, TCP/IP, securing individual network services, Sun's RPC, various host and network authentication systems (e.g., NIS, NIS+, and Kerberos), NFS and other filesystems, and the importance of secure programming. Secure operations: keeping up to date in today's changing security world, backups, defending against attacks, performing integrity management, and auditing. Handling security incidents: discovering a break-in, dealing with programmed threats and denial of service attacks, and legal aspects of computer security. Appendixes: a comprehensive security checklist and a detailed bibliography of paper and electronic references for further reading and research. Packed with 1000 pages of helpful text, scripts, checklists, tips, and warnings, this third edition remains the definitive reference for Unix administrators and anyone who cares about protecting their systems and data from today's threats.

Summary Learn Linux in a Month of Lunches shows you how to install and use Linux for all the things you do with your OS, like connecting to a network, installing software, and securing your system. Whether you're just curious about Linux or have to get up and running for your job, you'll appreciate how this book concentrates on the tasks you need to know how to do in 23 easy lessons. About the Technology If you've only used Windows or Mac OS X, you may be daunted by the Linux operating system. And yet learning Linux doesn't have to be hard, and the payoff is great. Linux is secure, flexible, and free. It's less susceptible to malicious attacks, and when it is attacked, patches are available quickly. If you don't like the way it looks or behaves, you can change it. And best of all, Linux allows users access to different desktop interfaces and loads of software, almost all of it completely free. About the Book Learn Linux in a Month of Lunches shows you how to install and use Linux for all the things you do with your OS, like connecting to a network, installing software, and securing your system. Whether you're just curious about Linux or need it for your job, you'll appreciate how this book focuses on just the tasks you need to learn. In easy-to-follow lessons designed to take an hour or less, you'll learn how to use the command line, along with practical topics like installing software, customizing your desktop, printing, and even basic networking. You'll find a road map to the commands and processes you need to be instantly productive. What's Inside Master the command line Learn about file systems Understand desktop environments Go from Linux novice to expert in just one month About the Reader This book is for anyone looking to learn how to use Linux. No previous Linux experience required. About the Author Steven Ovidia is a professor and librarian at LaGuardia Community College, CUNY. He curates The Linux Setup, a large collection of interviews with desktop Linux users, and writes for assorted library science journals. Table of Contents PART 1 - GETTING LINUX UP AND RUNNING Before you begin Getting to know Linux Installing Linux Getting to know your system Desktop environments Navigating your desktop PART 2 - A HOME OFFICE IN LINUX Installing software An introduction to Linux home/office software Text files and editors Working with files and folders on the command line Working with common command-line applications, part 1 Working with common command-line applications, part 2 Using the command line productively Explaining the Linux filesystem hierarchy Windows programs in Linux Establishing a workflow PART 3 - HOME SYSTEM ADMIN ON LINUX An in-depth look at package management and maintenance Updating the operating system Linux security Connecting to other computers Printing Version control for non-programmers Never the end

Qt for Symbian

Mobiles magazine

Learn You Some Erlang for Great Good!

Mobile Python

Security and Privacy in Mobile Information and Communication Systems

Mobile Applikationen 1

Open source provides the competitive advantage in the Internet Age. According to the August Forrester Report, 56 percent of IT managers interviewed at Global 2,500 companies are already using some type of open source software in their infrastructure and another 6 percent will install it in the next two years. This revolutionary model for collaborative software development is being embraced and studied by many of the biggest players in the high-tech industry, from Sun Microsystems to IBM to Intel. The Cathedral & the Bazaar is a must for anyone who cares about the future of the computer industry or the dynamics of the information economy. Already, billions of dollars have been made and lost based on the ideas in this book. Its conclusions will be studied, debated, and implemented for years to come. According to Bob Young, "This is Eric Raymond's great contribution to the success of the open source revolution, to the adoption of Linux-based operating systems, and to the success of open source users and the companies that supply them." The interest in open source software development has grown enormously in the past year. This revised and expanded paperback edition includes new material on open source developments in 1999 and 2000. Raymond's clear and effective writing style accurately describing the benefits of open source software has been key to its success. With major vendors creating acceptance for open source within companies, independent vendors will become the open source story in 2001.

This inspiring textbook provides an essential introduction to wireless technologies for sensors, explores the potential use of sensors for numerous applications, and utilizes probability theory and mathematical methods as a means of embedding sensors in system design. The book discusses the need for synchronization and underlying limitations, the interrelation between given coverage and connectivity to the number of sensors needed, and the use of geometrical distance to determine the location of the base station for data collection, while also exploring the use of anchor nodes to determine the relative positions of sensors. The book addresses energy conservation, communication using TCP, the need for clustering and data aggregation, and residual energy determination and energy harvesting, together with key topics in sensor communication like mobile base stations and relay nodes, delay-tolerant sensor networks, and remote sensing and potential applications. The book defines routing methods and performance evaluation for random and regular sensor topology and covers sensor-based intrusion detection. The book focuses on applications such as interaction with actuators, final design with respect to a given application, personal and body-area networks for health-care applications and sensor networks as an integral component of the IoT. The importance of both coverage and connectivity is examined thoroughly in both randomly deployed sensor networks for defense applications and regularly placed sensors for an industrial setup. The content includes exercises as well as design-based project concepts. The book's comprehensive coverage makes it well suited for use as a textbook for graduate and upper undergraduate courses, or as course material for professional courses.

Annotation. This book constitutes the refereed proceedings of the 11th International Conference on Next Generation Teletraffic and Wired/Wireless Advanced Networking, NEW2AN 2011 and the 4th Conference on Smart Spaces, ruSMART 2011 jointly held in St. Petersburg, Russia, in August 2011.

PAAMS, the International Conference on Practical Applications of Agents and Multi-Agent Systems is an evolution of the International Workshop on Practical Applications of Agents and Multi-Agent Systems. PAAMS is an international yearly tribune to present, to discuss, and

to disseminate the latest developments and the most important outcomes related to real-world applications. It provides a unique opportunity to bring multi-disciplinary experts, academics and practitioners together to exchange their experience in the development of Agents and Multi-Agent Systems. This volume presents the papers that have been accepted for the 2009 edition. These articles capture the most innovative results and this year's trends: Assisted Cognition, E-Commerce, Grid Computing, Human Modelling, Information Systems, Knowledge Management, Agent-Based Simulation, Software Development, Transports, Trust and Security. Each paper has been reviewed by three different reviewers, from an international committee composed of 64 members from 20 different countries. From the 92 submissions received, 35 were selected for full presentation at the conference, and 26 were accepted as posters.

Second International ICST Conference, MobiSec 2010, Catania, Sicily, Italy, May 27-28, 2010, Revised Selected Papers

Body Sensor Networks

Rss Reader 58 Success Secrets - 58 Most Asked Questions on Rss Reader - What You Need to Know

Scene of the Cybercrime

Interdisziplinäre Entwicklung am Beispiel des Mobile Learning

PC Mag

Packed with the latest information on TCP/IP standards and protocols TCP/IP is a hot topic, because it's the glue that holds the Internet and the Web together, and network administrators need to stay on top of the latest developments. TCP/IP For Dummies, 6th Edition, is both an introduction to the basics for beginners as well as the perfect go-to resource for TCP/IP veterans. The book includes the latest on Web protocols and new hardware, plus very timely information on how TCP/IP secures connectivity for blogging, vlogging, photoblogging, and social networking. Step-by-step instructions show you how to install and set up TCP/IP on clients and servers; build security with encryption, authentication, digital certificates, and signatures; handle new voice and mobile technologies, and much more. Transmission Control Protocol / Internet Protocol (TCP/IP) is the de facto standard transmission medium worldwide for computer-to-computer communications; intranets, private internets, and the Internet are all built on TCP/IP The book shows you how to install and configure TCP/IP and its applications on clients and servers; explains intranets, extranets, and virtual private networks (VPNs); provides step-by-step information on building and enforcing security; and covers all the newest protocols You'll learn how to use encryption, authentication, digital certificates, and signatures to set up a secure Internet credit card transaction Find practical security tips, a Quick Start Security Guide, and still more in this practical guide.

When it comes to computer crimes, the criminals got a big head start. But the law enforcement and IT security communities are now working diligently to develop the knowledge, skills, and tools to successfully investigate and prosecute Cybercrime cases. When the first edition of "Scene of the Cybercrime" published in 2002, it was one of the first books that educated IT security professionals and law enforcement how to fight Cybercrime. Over the past 5 years a great deal has changed in how computer crimes are perpetrated and subsequently investigated. Also, the IT security and law enforcement communities have dramatically improved their ability to deal with Cybercrime, largely as a result of increased spending and training. According to the 2006 Computer Security Institute's and FBI's joint Cybercrime report: 52% of companies reported unauthorized use of computer systems in the prior 12 months. Each of these incidents is a Cybercrime requiring a certain level of investigation and remediation. And in many cases, an investigation is mandated by federal compliance regulations such as Sarbanes-Oxley, HIPAA, or the Payment Card Industry (PCI) Data Security Standard. Scene of the Cybercrime, Second Edition is a completely revised and updated book which covers all of the technological, legal, and regulatory changes, which have occurred since the first edition. The book is written for dual audience; IT security professionals and members of law enforcement. It gives the technical experts a little peek into the law enforcement world, a highly structured environment where the "letter of the law" is paramount and procedures must be followed closely lest an investigation be contaminated and all the evidence collected rendered useless. It also provides law enforcement officers with an idea of some of the technical aspects of how cyber crimes are committed, and how technology can be used to track down and build a case against the criminals who commit them. Scene of the Cybercrime, Second Editions provides a roadmap that those on both sides of the table can use to navigate the legal and technical landscape to understand, prevent, detect, and successfully prosecute the criminal behavior that is as much a threat to the online community as "traditional" crime is to the neighborhoods in which we live. Also included is an all new chapter on Worldwide Forensics Acts and Laws. * Companion Web site provides custom tools and scripts, which readers can download for conducting digital, forensic investigations. * Special chapters outline how Cybercrime investigations must be reported and investigated by corporate IT staff to meet federal mandates from Sarbanes Oxley, and the Payment Card Industry (PCI) Data Security Standard * Details forensic investigative techniques for the most common operating systems (Windows, Linux and UNIX) as well as cutting edge devices including iPods, Blackberries, and cell phones.

Mobiles magazine est depuis 1997 le magazine de référence en langue française sur les téléphones mobiles, avec plus de 15.000 pages publiées et 1.000 tests de produits depuis le n°1. Tous les mois, Mobiles magazine décrypte les tendances, teste les nouveaux modèles et apporte à ses lecteurs le meilleur des informations pratiques pour être à la pointe des usages et produits mobiles.

Over the last few years, Linux has grown both as an operating system and a tool for personal and business use. Simultaneously becoming more user friendly and more powerful as a back-end system, Linux has achieved new plateaus: the newer filesystems have solidified, new commands and tools have appeared and become standard, and the desktop--including new desktop environments--have proved to be viable, stable, and readily accessible to even those who don't consider themselves computer gurus. Whether you're using Linux for personal software projects, for a small office or home office (often termed the SOHO environment), to provide services to a small group of colleagues, or to administer a site responsible for millions of email and web connections each day, you need quick access to information on a wide range of tools. This book covers all aspects of administering and making effective use of Linux systems. Among its topics are booting, package management, and revision control. But foremost in Linux in a Nutshell are the utilities and commands that make Linux one of the most powerful and

flexible systems available. Now in its fifth edition, Linux in a Nutshell brings users up-to-date with the current state of Linux. Considered by many to be the most complete and authoritative command reference for Linux available, the book covers all substantial user, programming, administration, and networking commands for the most common Linux distributions. Comprehensive but concise, the fifth edition has been updated to cover new features of major Linux distributions. Configuration information for the rapidly growing commercial network services and community update services is one of the subjects covered for the first time. But that's just the beginning. The book covers editors, shells, and LILO and GRUB boot options. There's also coverage of Apache, Samba, Postfix, sendmail, CVS, Subversion, Emacs, vi, sed, gawk, and much more. Everything that system administrators, developers, and power users need to know about Linux is referenced here, and they will turn to this book again and again.

The Official Guide to Learning OpenGL, Versions 3.0 and 3.1

6th IFIP WG 10.2 International Workshop, SEUS 2008, Anacapri, Capri Island, Italy, October 1-3, 2008, Revised Papers

Securing Solaris, Mac OS X, Linux & Free BSD

First International ICST Conference, MobiCASE 2009, San Diego, CA, USA, October 26-29, 2009, Revised Selected Papers

What is e-book?

MobiSec 2010 was the second ICST conference on security and privacy in mobile information and communication systems. With the vast area of mobile technology research and application, the intention behind the creation of MobiSec was to make a small, but unique contribution to build a bridge between top-level research and large scale application of novel kinds of information security for mobile devices and communication.

This proceedings volume includes the full research papers presented at the First International Conference on Mobile Computing, Applications, and Services (MobiCASE) held in San Diego, California, during October 26-29, 2009. It was sponsored by ICST and held in conjunction with the First Workshop on Innovative Mobile User Interactivity (WIMUI). MobiCASE highlights state-of-the-art academic and industry research work in - main topics above the OSI transport layer with an emphasis on complete end-to-end systems and their components. Its vision is largely influenced by what we see in the consumer space today: high-end mobile phones, high-bandwidth wireless networks, novel consumer and enterprise mobile applications, scalable software infrastructures, and of course an increasingly larger user base that is moving towards an almost a- mobile lifestyle. This year's program spanned a wide range of research that explored new features, algorithms, and infrastructure related to mobile platforms. We received submissions from many countries around the world with a high number from Europe and Asia in addition to the many from North America. Each paper received at least three independent reviews from our Technical Program Committee members during the Spring of 2009, with final results coming out in July. As a result of the review process, we selected 15 high-quality papers and complemented them with six invited submissions from leading researchers, reaching the final count of 21 papers in the program.

Malware has gone mobile, and the security landscape is changing quickly with emerging attacks on cell phones, PDAs, and other mobile devices. This first book on the growing threat covers a wide range of malware targeting operating systems like Symbian and new devices like the iPhone. Examining code in past, current, and future risks, protect your banking, auctioning, and other activities performed on mobile devices. * Visual Payloads View attacks as visible to the end user, including notation of variants. * Timeline of Mobile Hoaxes and Threats Understand the history of major attacks and horizon for emerging threats. * Overview of Mobile Malware Families Identify and understand groups of mobile malicious code and their variations. * Taxonomy of Mobile Malware Bring order to known samples based on infection, distribution, and payload strategies. * Phishing, SMishing, and Vishing Attacks Detect and mitigate phone-based phishing (vishing) and SMS phishing (SMishing) techniques. * Operating System and Device Vulnerabilities Analyze unique OS security issues and examine offensive mobile device threats. * Analyze Mobile Malware Design a sandbox for dynamic software analysis and use MobileSandbox to analyze mobile malware. * Forensic Analysis of Mobile Malware Conduct forensic analysis of mobile devices and learn key differences in mobile forensics. * Debugging and Disassembling Mobile Malware Use IDA and other tools to reverse-engineer samples of malicious code for analysis. * Mobile Malware Mitigation Measures Qualify risk, understand threats to mobile assets, defend against attacks, and remediate incidents. * Understand the History and Threat Landscape of Rapidly Emerging Mobile Attacks * Analyze Mobile Device/Platform Vulnerabilities and Exploits * Mitigate Current and Future Mobile Malware Threats.

Mobile Applikationen 1Interdisziplinäre Entwicklung am Beispiel des Mobile LearningSpringer-Verlag

Embedded Linux System Design and Development

Wimax 93 Success Secrets - 93 Most Asked Questions on Wimax - What You Need to Know

Practical UNIX and Internet Security

Learn Linux in a Month of Lunches

Just a Geek

Networks for Grid Applications

The last decade has witnessed a rapid surge of interest in new sensing and monitoring devices for wellbeing and healthcare. One key development in this area is wireless, wearable and implantable in vivo monitoring and intervention. A myriad of platforms are now available from both academic institutions and commercial organisations. They permit the management of patients with both acute and chronic symptoms, including diabetes, cardiovascular diseases, treatment of epilepsy and other debilitating neurological disorders. Despite extensive developments in sensing technologies, there are significant research issues related to system integration,

sensor miniaturisation, low-power sensor interface, wireless telemetry and signal processing. In the 2nd edition of this popular and authoritative reference on Body Sensor Networks (BSN), major topics related to the latest technological developments and potential clinical applications are discussed, with contents covering. Biosensor Design, Interfacing and Nanotechnology Wireless Communication and Network Topologies Communication Protocols and Standards Energy Harvesting and Power Delivery Ultra-low Power Bio-inspired Processing Multi-sensor Fusion and Context Aware Sensing Autonomic Sensing Wearable, Ingestible Sensor Integration and Exemplar Applications System Integration and Wireless Sensor Microsystems The book also provides a comprehensive review of the current wireless sensor development platforms and a step-by-step guide to developing your own BSN applications through the use of the BSN development kit.

Takes a fresh look at RSS Reader. There has never been a RSS Reader Guide like this. It contains 58 answers, much more than you can imagine; comprehensive answers and extensive details and references, with insights that have never before been offered in print. Get the information you need--fast! This all-embracing guide offers a thorough view of key knowledge and detailed insight. This Guide introduces what you want to know about RSS Reader. A quick look inside of some of the subjects covered: Web feed - Confusion between Web feed and RSS, Shiira - Features and performance, OPML, RSS (file format), BitLord - Features, Go (programming language) - Projects and organizations using Go, Walkman X Series - Specifications, News aggregators, Maemo - OS2005-OS2008, Nokia N810 - Maemo, Maxthon - Features, Serence - History, NetNewsWire, Creative Zen - ZEN X-Fi2, Newsfeed, Engadget - Blogs, Novell Evolution - Features, Newsbeuter - Reception, FeedReader (Windows Application), Maemo - Maemo 5, Enterprise social software - Specific uses, Interruption science - Categories of notifications, Feed aggregator, Nokia 770 Internet Tablet - Maemo, Brent Simmons, AdSense - AdSense for Feeds, Nokia N8 - Browsing and Internet, Pull technology, Mail (application) - Version 3, Skweezer - Mobile browsing innovations, BlackBerry PlayBook - Updates to Operating System, Web fiction - Publication formats, Attention Profiling Mark-up Language - Services, Feed reader, Mozilla extension - Adding features, Nokia N900 - Software, Samsung SGH-U800 - Applications, RSS (file format) - Variants, Gnus, FeedBurner - Technical problems, Digg - Digg Reader, RSS - Variants, MediaPortal - Features, RSS Bandit - Interface, Nokia N800 - Maemo, Ubuntu Touch - Included applications, Windows RSS Platform - Overview, and much more...

Ready for a WiMAX change? There has never been a WiMAX Guide like this. It contains 93 answers, much more than you can imagine; comprehensive answers and extensive details and references, with insights that have never before been offered in print. Get the information you need--fast! This all-embracing guide offers a thorough view of key knowledge and detailed insight. This Guide introduces what you want to know about WiMAX. A quick look inside of some of the subjects covered: WiMAX MIMO - WiMAX, WiMAX-Advanced - Spectral efficiency, WiMAX-Advanced - Interference, WiMAX-Advanced - Terminology, WiMAX-Advanced - Gateways, WiMAX-Advanced - Harmonization, WiMAX Forum, List of deployed WiMAX networks - I, Broadband Internet access - WiMAX, Modem - WiFi and WiMax, WiMAX MIMO - Silicon implementations of WiMAX MIMO, WiMAX-Advanced - Integration with an IP-based network, WiMAX-Advanced - Triple-play, List of deployed WiMAX networks - D, WiMAX-Advanced - Media access control layer, WiMAX MIMO - WiMAX MISO/MIMO with four antennas, WiMAX-Advanced - Internet access, Nokia N810 - Nokia N810 WiMAX Edition, WiMAX MIMO - WiMAX Uplink Collaborative MIMO, WiMAX-Advanced - Inherent limitations, WiMAX-Advanced - Specifications, WiMAX-Advanced - Comparison, WiMAX-Advanced - Development, List of deployed WiMAX networks - N, WiMAX-Advanced - Uses, Magyar Telekom - WiMax developments, WiMAX MIMO - MIMO, Clearwire - WiMAX 802.16e - 4G, 4G Mobile WiMAX (IEEE 802.16e), WiMAX MIMO - Radio Conformance Test of WiMAX MIMO, List of deployed WiMAX networks - M, USB modem - WiFi and WiMax, WiMAX-Advanced - The IEEE 802.16 Standard, WiMAX MIMO - Uplink Collaborative MIMO, List of deployed WiMAX networks - E, WiMAX Forum - External modems, List of deployed WiMAX networks - C, Mobile broadband - IEEE 802.16 (WiMAX), and much more...

?Die Mobilisierung unserer Gesellschaft trifft auf zahlreiche Entwicklungsprojekte mobiler Applikationen, die zunächst enthusiastisch begonnen wurden, letztlich aber gescheitert sind. Am Beispiel des Mobile Learning stellt Philipp Maske in diesem zweibändigen Werk heraus, dass Entwicklungsprozesse mobiler Applikationen von einem bisher unerforschten interdisziplinären Wirknetzwerk der Dimensionen Ökonomie, Technologie und Didaktik beeinflusst werden. Basierend auf diesem Wirknetzwerk wird ein Vorgehensmodell als Instrument der gestaltungsorientierten Wirtschaft konstruiert, dessen Nützlichkeit anhand einer Fallstudienimplementierung bewertet wird.

Unflinchingly Honest Tales of the Search for Life, Love, and Fulfillment Beyond the Starship Enterprise

The Queen's Code

Open Advice

Third Conference on Smart Spaces, RuSMART 2010, and 10th International Conference, NEW2AN 2010, St. Petersburg, Russia, August 23-25, 2010, Proceedings

Rapid prototyping of applications on the mobile platform

Embedded Sensor Systems

This book constitutes the thoroughly refereed post-conference proceedings of the Second International Conference on Network Applications, GridNets 2008, held in Beijing, China in October 2008. The 19 revised full papers presented together with 4 inv

were carefully reviewed and selected from 37 submissions. The papers address the whole spectrum of grid networks, ranging from approaches for grid management to case studies in optical switching.

This book provides a comprehensive view of the emerging standards for VoIP emergency calling from an International perspective. The authors provide a treatment of the VoIP emergency calling process that is both comprehensive, looking at all aspects of the process, and practical, providing technical details on how such functions can be implemented. In addition, the authors describe the state-of-the-art efforts of the Internet Engineering Task Force who are currently working to improve the situation for VoIP emergency calls. The book provides an overview of emergency calling with a particular focus on the ECRIT emergency calling architecture, and discusses considerations for implementation, deployment, and regulation of next-generation emergency calling. It also takes a look at practical aspects of emergency calling, with a set of exercises to help the reader get familiar with the technologies involved. Key Features: Comprehensive view of the standards for VoIP emergency calling from an international perspective Practical guides for implementing the core of the emergency calling architecture Architectural, practical, and regulatory perspectives Written by experts working on the development of emergency calling architectures and its implementation Includes an accompanying website with open-source software packages (<http://www.vipr.org>) This book will be an invaluable resource for product managers and developers, equipment vendors, network operators, emergency services providers, and telecommunications regulators. Industry professionals interested in standards compliance will also find this book useful. The e-book guide for publishers: how to publish, EPUB format, ebook readers and suppliers. An electronic book (also e-book, e-book, digital book) is a book-length publication in digital form, consisting of text, images, or both, and produced on, published, and readable on computers or other electronic devices. An e-book can be purchased/borrowed, downloaded, and used immediately. Unlike when one buys or borrows a book, one must go to a bookshop, a home library, or public library during limited hours, or wait for a copy. Electronic publishing or ePublishing includes the digital publication of e-books and electronic articles, and the development of e-books and catalogues. EPUB (short for electronic publication; alternatively capitalized as ePub, ePUB, EPub, or epub, with "EPUB" preferred by the vendor) is a free and open e-book standard by the International Digital Publishing Forum (IDPF). Self-publishing is the publication of a book or other media by the author of the work, without the involvement of an established third-party publisher. One of the major benefits brought about by ebooks software is the ability for anyone to create professional ebooks without having to fork out thousands of dollars to design and publish a book. People can easily become authors overnight and earn income from selling online ebooks.

"An Exercise in Faith," written during an often-turbulent ten-year period of the author's life, documents the anger, confusion, and despair of a sensitive young man trying desperately to find sanity in this seemingly insane world. Through battles with addictions, depression, hospitalizations, and suicide attempts, the author continually strives to reconcile the darkness and light in everything by reconciling the universe with his words.

Software Technologies for Embedded and Ubiquitous Systems

The Handbook of Emergent Technologies in Social Research

Building Embedded Linux Systems

Linux in a Nutshell

The Independent Guide to IBM-standard Personal Computing

An Exercise in Faith