

Driver Guide Android Device Drivermanagement

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Architecting for Scale - Lee Atchison

2016-07-11

Every day, companies struggle to scale critical applications. As traffic volume and data demands increase, these applications become more complicated and brittle, exposing risks and compromising availability. This practical guide shows IT, devops, and system reliability managers how to prevent an application from becoming slow, inconsistent, or downright unavailable as it grows. Scaling isn't just about handling more users; it's also about managing risk and ensuring availability. Author Lee Atchison provides basic techniques for building applications that can handle huge quantities of traffic, data, and demand without affecting the quality your customers expect. In five parts, this book explores: Availability: learn techniques for building highly available applications, and for tracking and improving availability going forward Risk management: identify, mitigate, and manage risks in your application, test your

recovery/disaster plans, and build out systems that contain fewer risks Services and microservices: understand the value of services for building complicated applications that need to operate at higher scale Scaling applications: assign services to specific teams, label the criticalness of each service, and devise failure scenarios and recovery plans Cloud services: understand the structure of cloud-based services, resource allocation, and service distribution

Beginner's Guide to Kotlin Programming - John Hunt 2021

Kotlin is an exciting new language that runs on Windows, macOS and Linux operating systems. It has also been adopted by Google as their preferred language for Android development. This textbook assumes very little knowledge of programming so whether you have dabbled with a little JavaScript, played with a bit of Python, written Java or have virtually no programming experience at all you will find that it is for you.

The first part of the book introduces Kotlin program structures as well as conditional flow of control features such as if and when expressions as well as iteration loops such as for, while and do-while. Subsequent chapters explain how functions are implemented in Kotlin and introduce concepts from functional programming such as higher order functions and curried functions. The second part focusses on object oriented programming techniques, these include classes, inheritance, abstraction and interfaces. The third part presents container data types such as Arrays, and collections including Lists, Sets and Maps and the fourth part considers concurrency and parallelism using Kotlin coroutines. The book concludes with an introduction to Android mobile application development using Kotlin. Clear steps are provided explaining how to set up your environment and get started writing your own Kotlin programs. An important aspect of the book is teaching by example and there are many

examples presented throughout the chapters. These examples are supported by a public GitHub repository that provides complete working code as well as sample solutions to the chapter exercises. This helps illustrate how to write well structured, clear, idiomatic Kotlin to build real applications.

Advances in Cybernetics, Cognition, and Machine Learning for Communication

Technologies - Vinit Kumar Gunjan 2020-04-28

This book highlights recent advances in Cybernetics, Machine Learning and Cognitive Science applied to Communications Engineering and Technologies, and presents high-quality research conducted by experts in this area. It provides a valuable reference guide for students, researchers and industry practitioners who want to keep abreast of the latest developments in this dynamic, exciting and interesting research field of communication engineering, driven by next-generation IT-enabled techniques. The book will also benefit practitioners whose work

involves the development of communication systems using advanced cybernetics, data processing, swarm intelligence and cyber-physical systems; applied mathematicians; and developers of embedded and real-time systems. Moreover, it shares insights into applying concepts from Machine Learning, Cognitive Science, Cybernetics and other areas of artificial intelligence to wireless and mobile systems, control systems and biomedical engineering. *Smart Economy in Smart Cities* - T. M. Vinod Kumar 2016-08-25

The present book highlights studies that show how smart cities promote urban economic development. The book surveys the state of the art of Smart City Economic Development through a literature survey. The book uses 13 in depth city research case studies in 10 countries such as the North America, Europe, Africa and Asia to explain how a smart economy changes the urban spatial system and vice versa. This book focuses on exploratory city studies in

different countries, which investigate how urban spatial systems adapt to the specific needs of smart urban economy. The theory of smart city economic development is not yet entirely understood and applied in metropolitan regional plans. Smart urban economies are largely the result of the influence of ICT applications on all aspects of urban economy, which in turn changes the land-use system. It points out that the dynamics of smart city GDP creation takes 'different paths,' which need further empirical study, hypothesis testing and mathematical modelling. Although there are hypotheses on how smart cities generate wealth and social benefits for nations, there are no significant empirical studies available on how they generate urban economic development through urban spatial adaptation. This book with 13 cities research studies is one attempt to fill in the gap in knowledge base.

Linux Device Drivers - Alessandro Rubini 2001
Nwely updated to include new calls and

techniques introduced in Versions 2.2 and 2.4 of the Linux kernel, a definitive resource for those who want to support computer peripherals under the Linux operating system explains how to write a driver for a broad spectrum of devices, including character devices, network interfaces, and block devices. Original. (Intermediate)

Citrix XenApp® 7.5 Desktop Virtualization Solutions - Andy Paul 2014-10-21

If you are a Citrix® engineer, a virtualization consultant, or an IT project manager with prior experience of using Citrix XenApp® and related technologies for desktop virtualization and want to further explore the power of XenApp® for flawless desktop virtualization, then this book is for you.

Foundations of GTK+ Development - Andrew Krause 2007-09-09

There are only two mainstream solutions for building the graphical interface of Linux-based desktop applications, and GTK+ (GIMP Toolkit) is one of them. It is a necessary technology for

all Linux programmers. This book guides the reader through the complexities of GTK+, laying the groundwork that allows the reader to make the leap from novice to professional. Beginning with an overview of key topics such as widget choice, placement, and behavior, readers move on to learn about more advanced issues. Replete with real-world examples, the developer can quickly take advantages of the concepts presented within to begin building his own projects.

Research and the Future of Telematics - Jerzy Mikulski 2020-10-13

This book constitutes selected papers from the 20th International Conference on Transport Systems Telematics, TST 2020, held in Kraków, Poland, in October 2020. The 34 full papers presented in this volume were carefully reviewed and selected from 97 submissions. They were organized in topical sections named: telematics in road transport - general view; telematics in road transport - details in

applications.- telematics in rail and marine transport; general about telematics.

Android App Development For Dummies -

Michael Burton 2015-03-09

The updated edition of the bestselling guide to Android app development If you have ambitions to build an Android app, this hands-on guide gives you everything you need to dig into the development process and turn your great idea into a reality! In this new edition of Android App Development For Dummies, you'll find easy-to-follow access to the latest programming techniques that take advantage of the new features of the Android operating system. Plus, two programs are provided: a simple program to get you started and an intermediate program that uses more advanced aspects of the Android platform. Android mobile devices currently account for nearly 80% of mobile phone market share worldwide, making it the best platform to reach the widest possible audience. With the help of this friendly guide, developers of all

stripes will quickly find out how to install the tools they need, design a good user interface, grasp the design differences between phone and tablet applications, handle user input, avoid common pitfalls, and turn a "meh" app into one that garners applause. Create seriously cool apps for the latest Android smartphones and tablets Adapt your existing apps for use on an Android device Start working with programs and tools to create Android apps Publish your apps to the Google Play Store Whether you're a new or veteran programmer, Android App Development For Dummies will have you up and running with the ins and outs of the Android platform in no time.

Android Studio Development Essentials - Neil Smyth 2015-12-10

Fully updated for Android 6, the goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE) and the Android 6 Software Development

Kit (SDK). Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Designer tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. More advanced topics such as database management, content providers and intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the

book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, in-app billing and submitting apps to the Google Play Developer Console. Chapters also cover advanced features of Android Studio such as Gradle build configuration and the implementation of build variants to target multiple Android device types from a single project code base. Assuming you already have some Java programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

Microservices in Action - Morgan Bruce
2018-10-03

Summary Microservices in Action is a practical book about building and deploying microservice-based applications. Written for developers and architects with a solid grasp of service-oriented development, it tackles the challenge of putting

microservices into production. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Invest your time in designing great applications, improving infrastructure, and making the most out of your dev teams. Microservices are easier to write, scale, and maintain than traditional enterprise applications because they're built as a system of independent components. Master a few important new patterns and processes, and you'll be ready to develop, deploy, and run production-quality microservices. About the Book Microservices in Action teaches you how to write and maintain microservice-based applications. Created with day-to-day development in mind, this informative guide immerses you in real-world use cases from design to deployment. You'll discover how microservices enable an efficient continuous delivery pipeline, and explore examples using Kubernetes, Docker, and Google Container

Engine. What's inside An overview of microservice architecture Building a delivery pipeline Best practices for designing multi-service transactions and queries Deploying with containers Monitoring your microservices About the Reader Written for intermediate developers familiar with enterprise architecture and cloud platforms like AWS and GCP. About the Author Morgan Bruce and Paulo A. Pereira are experienced engineering leaders. They work daily with microservices in a production environment, using the techniques detailed in this book. Table of Contents PART 1 - The lay of the land Designing and running microservices Microservices at SimpleBank PART 2 - Design Architecture of a microservice application Designing new features Transactions and queries in microservices Designing reliable services Building a reusable microservice framework PART 3 - Deployment Deploying microservices Deployment with containers and schedulers Building a delivery pipeline for

microservices PART 4 - Observability and ownership Building a monitoring system Using logs and traces to understand behavior Building microservice teams

Learn Linux in a Month of Lunches - Steven Ovidia 2016-11-17

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 Ovadia 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

Intelligent Transport Systems, From Research and Development to the Market Uptake - Joao Carlos Ferreira 2019-02-21

This book constitutes the proceedings of the Second EAI International Conference on Intelligent Transport Systems, INTSYS 2108, which was held in Guimarães, Portugal, in November 2018. The 11 revised full papers were selected from 16 submissions and are organized in four thematic sessions on parking and collaborative approaches, case studies and simulation, mobility and planning, and Future 5V.

Windows 10 Troubleshooting - Mike Halsey 2016-09-08

Learn how to troubleshoot Windows 10 the way the experts do, whatever device or form-factor you're using. Focus on the problems that most

commonly plague PC users and fix each one with a step-by-step approach that helps you understand the cause, the solution, and the tools required. Discover the connections between the different hardware and software in your devices, and how their bonds with external hardware, networks, and the Internet are more dependent than you think, and learn how to build resilience into any computer system, network, or device running Windows 10. If you're fed up of those nagging day-to-day issues, want to avoid costly repairs, or just want to learn more about how PCs work, Windows 10 Troubleshooting is your ideal one-stop guide to the Windows 10 operating system. What You Will Learn: Understand your PC's ecosystem and how to connect the dots, so you can successfully track problems to their source Create resilient backups of your operating system, files, and documents, and enable quick and easy restore Learn your way around Windows' built-in administration tools, to quickly fix the typical

problems that come up Diagnose and repair a wide range of common problems with printers and other essential peripherals Solve complex startup problems that can prevent a PC from booting Make your PC safe and secure for the whole family, and for everybody in your workplace Understand the threat from malware and viruses and a range of approaches to dealing with them, depending on the situation Bomb-proof your PC with advanced security, group policy, and firewall policies Learn the top Tips and tricks for researching difficult problems, including third-party tools and useful web resources Work with the registry, file system, and Sysinternals to troubleshooting PCs in the workplace Who This Book Is For: Anyone using Windows 10 on a desktop, laptop, or hybrid device

Digital Systems - Jean-Pierre Deschamps
2016-10-12

This textbook for a one-semester course in Digital Systems Design describes the basic

methods used to develop “traditional” Digital Systems, based on the use of logic gates and flip flops, as well as more advanced techniques that enable the design of very large circuits, based on Hardware Description Languages and Synthesis tools. It was originally designed to accompany a MOOC (Massive Open Online Course) created at the Autonomous University of Barcelona (UAB), currently available on the Coursera platform. Readers will learn what a digital system is and how it can be developed, preparing them for steps toward other technical disciplines, such as Computer Architecture, Robotics, Bionics, Avionics and others. In particular, students will learn to design digital systems of medium complexity, describe digital systems using high level hardware description languages, and understand the operation of computers at their most basic level. All concepts introduced are reinforced by plentiful illustrations, examples, exercises, and applications. For example, as an applied example of the design techniques

presented, the authors demonstrate the synthesis of a simple processor, leaving the student in a position to enter the world of Computer Architecture and Embedded Systems. *Handbook of Big Data and IoT Security* - Ali Dehghantanha 2019-03-22

This handbook provides an overarching view of cyber security and digital forensic challenges related to big data and IoT environment, prior to reviewing existing data mining solutions and their potential application in big data context, and existing authentication and access control for IoT devices. An IoT access control scheme and an IoT forensic framework is also presented in this book, and it explains how the IoT forensic framework can be used to guide investigation of a popular cloud storage service. A distributed file system forensic approach is also presented, which is used to guide the investigation of Ceph. Minecraft, a Massively Multiplayer Online Game, and the Hadoop distributed file system environment are also forensically studied and

their findings reported in this book. A forensic IoT source camera identification algorithm is introduced, which uses the camera's sensor pattern noise from the captured image. In addition to the IoT access control and forensic frameworks, this handbook covers a cyber defense triage process for nine advanced persistent threat (APT) groups targeting IoT infrastructure, namely: APT1, Molerats, Silent Chollima, Shell Crew, NetTraveler, ProjectSauron, CopyKittens, Volatile Cedar and Transparent Tribe. The characteristics of remote-controlled real-world Trojans using the Cyber Kill Chain are also examined. It introduces a method to leverage different crashes discovered from two fuzzing approaches, which can be used to enhance the effectiveness of fuzzers. Cloud computing is also often associated with IoT and big data (e.g., cloud-enabled IoT systems), and hence a survey of the cloud security literature and a survey of botnet detection approaches are presented in the book.

Finally, game security solutions are studied and explained how one may circumvent such solutions. This handbook targets the security, privacy and forensics research community, and big data research community, including policy makers and government agencies, public and private organizations policy makers. Undergraduate and postgraduate students enrolled in cyber security and forensic programs will also find this handbook useful as a reference.

Tomorrow's Learning: Involving Everyone. Learning with and about Technologies and Computing - Arthur Tatnall 2018-01-25

This book constitutes the refereed post-conference proceedings of the 11th IFIP TC 3 World Conference on Computers in Education, WCCE 2017, held in Dublin, Ireland, in July 2017. The 57 revised full papers and 10 short papers were carefully reviewed and selected from 116 submissions during two rounds of reviewing and improvement. The papers are

organized in the following topical sections:
futures of technology for learning and education;
innovative practices with learning technologies;
and computer science education and its future
focus and development. Also included is "The
Dublin Declaration" which identifies key aspects
of innovation, development successes, concerns
and interests in relation to ICT and education.

Docker on Windows - Elton Stoneman

2017-07-13

Learn how to run new and old Windows
applications in Docker containers. About This
Book Package traditional .NET Frameworks apps
and new .NET Core apps as Docker images, and
run them in containers for increased efficiency,
portability, and security Design and implement
distributed applications that run across
connected containers, using enterprise-grade
open source software from public Docker images
Build a full Continuous Deployment pipeline for
a .NET Framework application, and deploy it to
a highly-available Docker swarm running in the

cloud Who This Book Is For If you want to
modernize an old monolithic application without
rewriting it, smooth the deployment to
production, or move to DevOps or the cloud,
then Docker is the enabler for you. This book
gives you a solid grounding in Docker so you can
confidently approach all of these scenarios.
What You Will Learn Comprehend key Docker
concepts: images, containers, registries, and
swarms Run Docker on Windows 10, Windows
Server 2016, and in the cloud Deploy and
monitor distributed solutions across multiple
Docker containers Run containers with high
availability and fail-over with Docker Swarm
Master security in-depth with the Docker
platform, making your apps more secure Build a
Continuous Deployment pipeline by running
Jenkins in Docker Debug applications running in
Docker containers using Visual Studio Plan the
adoption of Docker in your own organization In
Detail Docker is a platform for running server
applications in lightweight units called

containers. You can run Docker on Windows Server 2016 and Windows 10, and run your existing apps in containers to get significant improvements in efficiency, security, and portability. This book teaches you all you need to know about Docker on Windows, from 101 to deploying highly-available workloads in production. This book takes you on a Docker journey, starting with the key concepts and simple examples of how to run .NET Framework and .NET Core apps in Windows Docker containers. Then it moves on to more complex examples—using Docker to modernize the architecture and development of traditional ASP.NET and SQL Server apps. The examples show you how to break up monoliths into distributed apps and deploy them to a clustered environment in the cloud, using the exact same artifacts you use to run them locally. To help you move confidently to production, it then explains Docker security, and the management and support options. The book finishes with guidance

on getting started with Docker in your own projects, together with some real-world case studies for Docker implementations, from small-scale on-premises apps to very large-scale apps running on Azure. Style and approach Using a step-by-step approach, this book shows you how to use Docker on Windows. It includes practical examples and real-world technical and business scenarios that will help you effectively implement Docker in your environment. There are over 50 examples of Dockerized applications, using C# .NET projects as the source and packaging them into Docker images.

The EU General Data Protection Regulation (GDPR) - Christopher Kuner 2019-06-13

This new book provides an article-by-article commentary on the new EU General Data Protection Regulation. Adopted in April 2016 and applicable from May 2018, the GDPR is the centrepiece of the recent reform of the EU regulatory framework for protection of personal data. It replaces the 1995 EU Data Protection

Directive and has become the most significant piece of data protection legislation anywhere in the world. The book is edited by three leading authorities and written by a team of expert specialists in the field from around the EU and representing different sectors (including academia, the EU institutions, data protection authorities, and the private sector), thus providing a pan-European analysis of the GDPR. It examines each article of the GDPR in sequential order and explains how its provisions work, thus allowing the reader to easily and quickly elucidate the meaning of individual articles. An introductory chapter provides an overview of the background to the GDPR and its place in the greater structure of EU law and human rights law. Account is also taken of closely linked legal instruments, such as the Directive on Data Protection and Law Enforcement that was adopted concurrently with the GDPR, and of the ongoing work on the proposed new E-Privacy Regulation.

Microsoft System Center 2012 Unleashed -
Chris Amaris 2012

Presents a guide to the newest version of Microsoft System Center, providing instructions and tips on asset management, security reporting, and data protection within managed environments for data centers and cloud environments.

Production-Ready Microservices - Susan J.
Fowler 2016-11-30

One of the biggest challenges for organizations that have adopted microservice architecture is the lack of architectural, operational, and organizational standardization. After splitting a monolithic application or building a microservice ecosystem from scratch, many engineers are left wondering what's next. In this practical book, author Susan Fowler presents a set of microservice standards in depth, drawing from her experience standardizing over a thousand microservices at Uber. You'll learn how to design microservices that are stable, reliable,

scalable, fault tolerant, performant, monitored, documented, and prepared for any catastrophe. Explore production-readiness standards, including: Stability and Reliability: develop, deploy, introduce, and deprecate microservices; protect against dependency failures Scalability and Performance: learn essential components for achieving greater microservice efficiency Fault Tolerance and Catastrophe Preparedness: ensure availability by actively pushing microservices to fail in real time Monitoring: learn how to monitor, log, and display key metrics; establish alerting and on-call procedures Documentation and Understanding: mitigate tradeoffs that come with microservice adoption, including organizational sprawl and technical debt

Use of Government Vehicles for Home-to-work Transportation - United States. General Accounting Office 1983

Mastering Spring Cloud - Piotr Mińkowski

2018-04-26

Learn how to build, test, secure, deploy, and efficiently consume services across distributed systems. Key Features - Explore the wealth of options provided by Spring Cloud for wiring service dependencies in microservice systems. - Create microservices utilizing Spring Cloud's Netflix OSS - Architect your cloud-native data using Spring Cloud. Book Description Developing, deploying, and operating cloud applications should be as easy as local applications. This should be the governing principle behind any cloud platform, library, or tool. Spring Cloud—an open-source library—makes it easy to develop JVM applications for the cloud. In this book, you will be introduced to Spring Cloud and will master its features from the application developer's point of view. This book begins by introducing you to microservices for Spring and the available feature set in Spring Cloud. You will learn to configure the Spring Cloud server and run the Eureka server to

enable service registration and discovery. Then you will learn about techniques related to load balancing and circuit breaking and utilize all features of the Feign client. The book now delves into advanced topics where you will learn to implement distributed tracing solutions for Spring Cloud and build message-driven microservice architectures. Before running an application on Docker containers, you will master testing and securing techniques with Spring Cloud. What you will learn - Abstract Spring Cloud's feature set - Create microservices utilizing Spring Cloud's Netflix OSS - Create synchronous API microservices based on a message-driven architecture. - Explore advanced topics such as distributed tracing, security, and contract testing. - Manage and deploy applications on the production environment Who this book is for This book appeals to developers keen to take advantage of Spring cloud, an open source library which helps developers quickly build distributed systems. Knowledge of Java

and Spring Framework will be helpful, but no prior exposure to Spring Cloud is required.

The Rideshare Guide - Harry Campbell
2018-04-03

An industry leader's guide to making Lyft and Uber work for you. In less than five years, ridesharing has grown from nonexistence into a billion dollar industry. Uber now has two million drivers in the United States, Lyft has seven hundred thousand, and both show no signs of slowing down. Despite the large number of drivers, Uber and Lyft provide little in the way of help for new drivers, who complain that there is a lack of guidance when starting out. Harry Campbell, founder and director of The Rideshare Guy blog and podcast and a driver himself, can help. The Rideshare Guide offers a comprehensive and engaging handbook for current and prospective rideshare drivers. Learn how to: Decide between Uber and Lyft Maximize passengers and profits Maintain a five-star rating Keep safe and interact appropriately with

passengers Navigate legal matters and tax codes Campbell explains these and much more, also including funny, shocking, and bizarre tales from the road. Whether you are thinking about becoming a driver or a veteran wondering about UberPool and tax help, The Rideshare Guide by the Rideshare Guy has the answers.

Learning Embedded Android N

Programming - Ivan Morgillo 2016-07-29

Create the perfectly customized system by unleashing the power of Android OS on your embedded device About This Book Understand the system architecture and how the source code is organized Explore the power of Android and customize the build system Build a fully customized Android version as per your requirements Who This Book Is For If you are a Java programmer who wants to customize, build, and deploy your own Android version using embedded programming, then this book is for you. What You Will Learn Master Android architecture and system design Obtain source

code and understand the modular organization Customize and build your first system image for the Android emulator Level up and build your own Android system for a real-world device Use Android as a home automation and entertainment system Tailor your system with optimizations and add-ons Reach for the stars: look at the Internet of Things, entertainment, and domotics In Detail Take a deep dive into the Android build system and its customization with Learning Embedded Android Programming, written to help you master the steep learning curve of working with embedded Android. Start by exploring the basics of Android OS, discover Google's "repo" system, and discover how to retrieve AOSP source code. You'll then find out to set up the build environment and the first AOSP system. Next, learn how to customize the boot sequence with a new animation, and use an Android "kitchen" to "cook" your custom ROM. By the end of the book, you'll be able to build customized Android open source projects by

developing your own set of features. Style and approach This step-by-step guide is packed with various real-world examples to help you create a fully customized Android system with the most useful features available.

Getting Started with Citrix XenApp 6.5 -

Guillermo Musumeci 2012

This book has a tutorial style with step-by-step instructions and adequate screenshots for carrying out each task. If you are a system administrator or consultant who wants to implement and administer Citrix XenApp 6.5 farms, then this book is for you. This book will help both new and experienced XenApp professionals to deliver virtualized applications. [Operating System Concepts, 10e Abridged Print Companion](#) - Abraham Silberschatz 2018-01-11 The tenth edition of Operating System Concepts has been revised to keep it fresh and up-to-date with contemporary examples of how operating systems function, as well as enhanced interactive elements to improve learning and the

student's experience with the material. It combines instruction on concepts with real-world applications so that students can understand the practical usage of the content. End-of-chapter problems, exercises, review questions, and programming exercises help to further reinforce important concepts. New interactive self-assessment problems are provided throughout the text to help students monitor their level of understanding and progress. A Linux virtual machine (including C and Java source code and development tools) allows students to complete programming exercises that help them engage further with the material. The Print Companion includes all of the content found in a traditional text book, organized the way you would expect it, but without the problems.

Mastering Software Testing with JUnit 5 - Boni Garcia 2017-10-27

A comprehensive, hands-on guide on unit testing framework for Java programming language

About This Book In-depth coverage of Jupiter, the new programming and extension model provided by JUnit 5 Integration of JUnit 5 with other frameworks such as Mockito, Spring, Selenium, Cucumber, and Docker Best practices for writing meaningful Jupiter test cases Who This Book Is For This book is for Java software engineers and testers. If you are a Java developer who is keen on improving the quality of your code and building world class applications then this book is for you. Prior experience of the concepts of automated testing will be helpful. What You Will Learn The importance of software testing and its impact on software quality The options available for testing Java applications The architecture, features and extension model of JUnit 5 Writing test cases using the Jupiter programming model How to use the latest and advanced features of JUnit 5 Integrating JUnit 5 with existing third-party frameworks Best practices for writing meaningful JUnit 5 test cases Managing software

testing activities in a living software project In Detail When building an application it is of utmost importance to have clean code, a productive environment and efficient systems in place. Having automated unit testing in place helps developers to achieve these goals. The JUnit testing framework is a popular choice among Java developers and has recently released a major version update with JUnit 5. This book shows you how to make use of the power of JUnit 5 to write better software. The book begins with an introduction to software quality and software testing. After that, you will see an in-depth analysis of all the features of Jupiter, the new programming and extension model provided by JUnit 5. You will learn how to integrate JUnit 5 with other frameworks such as Mockito, Spring, Selenium, Cucumber, and Docker. After the technical features of JUnit 5, the final part of this book will train you for the daily work of a software tester. You will learn best practices for writing meaningful tests.

Finally, you will learn how software testing fits into the overall software development process, and sits alongside continuous integration, defect tracking, and test reporting. Style and approach

The book offers definitive and comprehensive coverage of all the Unit testing concepts with JUnit and its features using several real world examples so that readers can put their learning to practice almost immediately. This book is structured in three parts: Software testing foundations (software quality and Java testing) JUnit 5 in depth (programming and extension model of JUnit 5) Software testing in practice (how to write and manage JUnit 5 tests)

[Backbone.js Patterns and Best Practices](#) - Swarnendu De 2014-01-24

This is a step-by-step guide to design patterns, best practices, and solutions to common problems for Backbone.js-based application development. This book is for JavaScript developers who work with Backbone.js and want to learn the best design patterns to develop

complex web applications. Basic knowledge of Backbone.js and JavaScript is essential.

Silberschatz's Operating System Concepts - Abraham Silberschatz 2020-05-01

Instruction on operating system functionality with examples incorporated for improved learning With the updating of Silberschatz's Operating System Concepts, 10th Edition, students have access to a text that presents both important concepts and real-world applications. Key concepts are reinforced in this global edition through instruction, chapter practice exercises, homework exercises, and suggested readings. Students also receive an understanding how to apply the content. The book provides example programs written in C and Java for use in programming environments. *Computer Forensics Practical Guide* - Amrit Chhetri 2015-09-23

This Computer Forensic Guide is meant for IT professional who wants to enter into Computer Forensic domain.

Design Patterns and Best Practices in Java - Kamalmeet Singh 2018-06-27

Create various design patterns to master the art of solving problems using Java Key Features This book demonstrates the shift from OOP to functional programming and covers reactive and functional patterns in a clear and step-by-step manner All the design patterns come with a practical use case as part of the explanation, which will improve your productivity Tackle all kinds of performance-related issues and streamline your development Book Description Having a knowledge of design patterns enables you, as a developer, to improve your code base, promote code reuse, and make the architecture more robust. As languages evolve, new features take time to fully understand before they are adopted en masse. The mission of this book is to ease the adoption of the latest trends and provide good practices for programmers. We focus on showing you the practical aspects of smarter coding in Java. We'll start off by going

over object-oriented (OOP) and functional programming (FP) paradigms, moving on to describe the most frequently used design patterns in their classical format and explain how Java's functional programming features are changing them. You will learn to enhance implementations by mixing OOP and FP, and finally get to know about the reactive programming model, where FP and OOP are used in conjunction with a view to writing better code. Gradually, the book will show you the latest trends in architecture, moving from MVC to microservices and serverless architecture. We will finish off by highlighting the new Java features and best practices. By the end of the book, you will be able to efficiently address common problems faced while developing applications and be comfortable working on scalable and maintainable projects of any size. What you will learn Understand the OOP and FP paradigms Explore the traditional Java design patterns Get to know the new functional features

of Java See how design patterns are changed and affected by the new features Discover what reactive programming is and why is it the natural augmentation of FP Work with reactive design patterns and find the best ways to solve common problems using them See the latest trends in architecture and the shift from MVC to serverless applications Use best practices when working with the new features Who this book is for This book is for those who are familiar with Java development and want to be in the driver's seat when it comes to modern development techniques. Basic OOP Java programming experience and elementary familiarity with Java is expected.

Mobile Phone Programming - Frank H. P. Fitzek
2007-06-25

This book provides a solid overview of mobile phone programming for readers in both academia and industry. Coverage includes all commercial realizations of the Symbian, Windows Mobile and Linux platforms. The text

introduces each programming language (JAVA, Python, C/C++) and offers a set of development environments "step by step," to help familiarize developers with limitations, pitfalls, and challenges.

Ubuntu Kung Fu - Keir Thomas 2008

Ubuntu's rise to power has been rapid, historic and well-deserved. It's the best Linux distribution ever, but most people only use a fraction of its power. Award-winning Linux author Keir Thomas gets down and dirty with Ubuntu to provide over 300 concise tips that enhance productivity, avoid annoyances, and simply get the most from Ubuntu. You'll find many unique tips here that can't be found anywhere else. You'll also get a crash course in Ubuntu's flavor of system administration. Whether you're new to Linux or an old hand, you'll find tips to make your day easier. Ubuntu builds on a solid base of Debian Linux to create an award-winning operating system that's light-years ahead of its competitors. Ubuntu

consistently tops lists of the most popular Linuxes amongst professionals and enthusiasts; Dell recently embraced Ubuntu in its product lines after a user survey indicated overwhelming public support. Ubuntu Kung Fu provides hints, hacks, tweaks and tricks for every level of user. Guaranteed to be free of the usual dross that fills tips books, Ubuntu Kung Fu is written to be entertaining and, above all, readable. Its 300+ concise tips utilize and exploit hidden or lesser-known features to boost day-to-day productivity. You'll also find tips on tweaking Ubuntu, wrangling the system into shape, optimizing, enhancing security, and lots more. Learn what extraordinary things can be done with Ubuntu. Written with the migrating Windows or Mac OS X user in mind, Ubuntu Kung Fu avoids the usual Linux/Unix folklore that can send most of us to sleep. The tips have one aim--to produce results as quickly as possible, in an environment where the reader can polish their skills as they read. This is the Linux book for the rest of us.

BeagleBone Home Automation Blueprints -

Rodolfo Giometti 2016-01-29

Automate and control your home using the power of the BeagleBone Black with practical home automation projects

About This Book

- Build, set up, and develop your circuits via step-by-step tutorial of practical examples, from initial board setup to device driver management
- Get access to several kinds of computer peripherals to monitor and control your domestic environment using this guide

This book is spread across 10 chapters all focused on one practical home automation project

Who This Book Is For This book is for developers who know how to use BeagleBone and are just above the “beginner” level. If you want to learn to use embedded machine learning capabilities, you should have some experience of creating simple home automation projects.

What You Will Learn

- Build a CO (and other gas) sensor with a buzzer/LED alarm to signal high concentrations
- Log environment data and plot

it in a fancy manner• Develop a simple web interface with a LAMP platform• Prepare complex web interfaces in JavaScript and get to know how to stream video data from a webcam• Use APIs to get access to a Google Docs account or a WhatsApp/Facebook account to manage a home automation system• Add custom device drivers to manage an LED with different blinking frequencies• Discover how to work with electronic components to build small circuits• Use an NFS, temperature sensor, relays, and other peripherals to monitor and control your surroundingsIn DetailBeagleBone is a microboard PC that runs Linux. It can connect to the Internet and can run OSes such as Android and Ubuntu. BeagleBone is used for a variety of different purposes and projects, from simple projects such as building a thermostat to more advanced ones such as home security systems.Packed with real-world examples, this book will provide you with examples of how to connect several sensors and an actuator to the

BeagleBone Black. You'll learn how to give access to them, in order to realize simple-to-complex monitoring and controlling systems that will help you take control of the house. You will also find software examples of implementing web interfaces using the classical PHP/HTML pair with JavaScript, using complex APIs to interact with a Google Docs account, WhatsApp, or Facebook. This guide is an invaluable tutorial if you are planning to use a BeagleBone Black in a home automation project.Style and approachThis step-by-step guide contains several home automation examples that can be used as base projects for tons of other home automation and control systems. Through clear, concise examples based on real-life situations, you will quickly get to grips with the core concepts needed to develop home automation applications with the BeagleBone Black using both the C language and high-level scripting languages such as PHP, Python, and JavaScript. [GPS Tracking with Java EE Components](#) - Kristof

Beiglböck 2018-08-06

GPS Tracking with Java EE Components: Challenges of Connected Cars highlights how the self-driving car is actually changing the automotive industry, from programming embedded software to hosting services and data crunching, in real time, with really big data. The book analyzes how the challenges of the Self Driving Car (SDC) exceed the limits of a classical GPS Tracking System (GTS.) It provides a guidebook on setting up a tracking system by customizing its components. It also provides an overview of the prototyping and modeling process, and how the reader can modify this process for his or her own software. Every component is introduced in detail and includes a number of design decisions for development. The book introduces Java EE (JEE) Modules, and shows how they can be combined to a customizable GTS, and used as seed components to enrich existing systems with live tracking. The book also explores how to merge tracking and

mapping to guide SDCs, and focuses on client server programming to provide useful information. It also discusses the challenges involved with the live coordination of moving cars. This book is designed to aid GTS developers and engineers in the automotive industry. It can also help Java Developers, not only interested in GPS Tracking, but in modern software design from many individual modules. Source code and sample applications will be available on the book's website.

Virtualizing Desktops and Apps with Windows Server 2012 R2 Inside Out - Byron

Wright 2015-04-23

Conquer Windows Server 2012 R2 virtualization--from the inside out! Dive into Windows Server 2012 R2 virtualization--and really put your systems expertise to work. Focusing on both virtual desktop infrastructure and virtualized applications, this supremely organized reference packs hundreds of timesaving solutions, tips, and workarounds. Discover how the experts

tackle Windows virtualization--and challenge yourself to new levels of mastery. Use virtualization to prevent business disruption, help improve security, simplify upgrades, and support mobile users Plan and deploy User State Virtualization for a consistent experience across locations and devices Define users, applications, and scenarios for any virtualization project Compare and deploy both session-based and virtual machine-based (VM-based) desktops Configure Client Hyper-V and work with VMs in a Client Hyper-V environment Install, design, configure, and administer Microsoft Application Virtualization (App-V) infrastructure and clients Sequence applications for efficient and reliable deployment Help secure remote access to virtual desktops with Remote Desktop Gateway (RD Gateway) Plan and implement pooled and personal desktops Monitor virtualized apps and desktops for health and performance

Computational Thinking and Coding for Every Student - Jane Krauss 2016-10-28

Empower tomorrow's tech innovators Our students are avid users and consumers of technology. Isn't it time that they see themselves as the next technological innovators, too? Computational Thinking and Coding for Every Student is the beginner's guide for K-12 educators who want to learn to integrate the basics of computer science into their curriculum. Readers will find Strategies and activities for teaching computational thinking and coding inside and outside of school, at any grade level, across disciplines Instruction-ready lessons for every grade A discussion guide and companion website with videos, activities, and other resources

Linux Device Drivers - Jonathan Corbet
2005-02-07

Provides information on writing a driver in Linux, covering such topics as character devices, network interfaces, driver debugging, concurrency, and interrupts.

Linux Kernel in a Nutshell - Greg Kroah-

Hartman 2007-06-26

Presents an overview of kernel configuration and building for version 2.6 of the Linux kernel.