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Handbook of Research on Mobile Software Engineering: Design, Implementation, and Emergent Applications

New Horizons in Mobile and Wireless Communications, Volume 4

Silverlight 4 Business Intelligence Software

Strategic Alliance Management

A Career as a Mobile App Developer

Network World

E-Business and Distributed Systems Handbook

Cutting Edge Research in Technologies

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A Comprehensive Guide to Enterprise Mobility
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Mobile App 104 Success Secrets - 104 Most Asked Questions on Mobile App - What You Need to Know
Mobile Internet Monthly Newsletter March 2010
Frameworks, Methodologies, and Tools for Developing Rich Internet Applications
AdvancED Flash on Devices
European Telecom Monthly Newsletter March 2010
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The book Cutting Edge Research in Technologies responds to the great interest for innovation in the large domain of technologies. It presents contributions by researchers with high expertise in the field, serving as a valuable reference for scientists, researchers, graduate students, and professionals. The book has five chapters covering the following subjects: information and communication technologies and services with the aim of improving the quality of life and the mobility of users, localisation technologies for deployment of mobile robots in dynamic environments, embedded video processing circuit design flow in the Python

language, data communications and networking, and textile weaving.

Design, User Experience, and Usability: Design Thinking and Methods Information Gatekeepers Inc

Strategic Alliance Management presents an academically grounded alliance development framework, detailing eight stages of alliance development with consideration for specific management challenges. For each stage, readers are presented with theoretical insights, evidence-based managerial guidelines and a business case illustration. Other chapters consider alliance attributes, alliance competences, and alliance challenges, and cover topics such as innovation, co-branding, co-opetition, business ecosystems, alliance professionals, alliance capabilities, societal alliances and a tension-based alliance mindset. This fully revised 3rd edition leverages the book's strengths in marrying

theory with practical insight. All the chapters have been updated to reflect the current academic literature, whilst new international case studies are incorporated throughout. Two new chapters feature in this edition, considering the importance of the mindset required to successfully navigate alliance arrangements, and emerging alliance practices, exploring how new technologies, sustainability and the external environment have disrupted alliance management. In-chapter text boxes discussing emerging themes provide opportunity for discussion and analysis. The textbook remains highly valuable core and recommended reading for postgraduate students of Strategic Management and Corporate Strategy, MBA and Executive MBA, as well as reflective practitioners in the field. Online resources include chapter-by-chapter lecture slides, two long case studies and short interviews with alliance executives.

The Handbook of Media Audiences Rockport Pub

For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

Digital Design Essentials John Wiley & Sons

Business intelligence (BI) software allows you to view different components of a business using a single visual platform, which makes comprehending mountains of data easier. BI is everywhere. Applications that include reports, analytics, statistics, and historical and predictive modeling are all examples

of business intelligence. Currently, we are in the second generation of business intelligence software—called BI 2.0—which is focused on writing business intelligence software that is predictive, adaptive, simple, and interactive. As computers and software have evolved, more data can be presented to end users with increasingly visually rich techniques. Rich Internet application (RIA) technologies such as Microsoft Silverlight can be used to transform traditional user-interfaces filled with boring data into fully interactive analytical applications that quickly deliver insight from large data sets. Furthermore, RIAs now include 3D spatial-design capabilities that move beyond a simple list or grid and allow for interesting layouts of aggregated data. BI 2.0 implemented via an RIA technology can truly bring out the power of business intelligence and deliver it to an average user on the Web. Silverlight 4 Business Intelligence Software provides developers, designers, and architects with a solid foundation in business intelligence design and architecture concepts for Microsoft Silverlight. This book covers key business intelligence design concepts and how they can be applied without an existing BI infrastructure. Author Bart Czernicki provides you with examples of how to build small BI applications that are interactive, highly visual, statistical, predictive—and most importantly—intuitive to the end-user. Business intelligence isn't just for the executive branch of a Fortune 500 company—it is for the masses. Let Silverlight 4 Business Intelligence Software show you how to unlock the rich intelligence you already have.

Reinventing Business Models The Rosen Publishing Group, Inc
AdvancED Flash on Devices begins with a discussion of the mobile development landscape—the different players, tools,

hardware, platforms, and operating systems. The second part of the book covers Flash Lite and how to take advantage newer features supported in Flash Lite 3.x. Then, the book covers AIR applications for multiple screens and includes topics such as: How to utilize new features of AIR 1.5 and Flash 10 as well as pitfalls to be aware of when building an AIR application for mobile How to include platform and context awareness for better adaptation How to adopt an application on multiple devices using dynamic graphical GUI Creating two full working real life touch screen mobile application The last part of the book covers creating Flex applications running Flash 9 and 10 in mobile device browsers and includes topics such as: How to adopt Flex for multiple mobile device browsers How to create various video players for Flash Lite and Flash 10 and optimize your content. How to take advantage of Flash Media Server Experienced Flash and ActionScript programmers who want to extend their skills to mobile platforms should find this book a great help in developing in this exciting and expanding marketplace.

Strategic Management nge solutions, inc

Beginning Nokia Apps DevelopmentApress

Beginning Nokia Apps Development Springer

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.

Beginning Nokia Apps Development Apress

Technological advances in the field of IT lead to the creation of new programs intended to merge the advantages of desktop-based programs with the advantages of Web-based programs in

order to increase user accessibility and provide effective computer performance. Frameworks, Methodologies, and Tools for Developing Rich Internet Applications presents current research and analysis on the use of JavaScript and software development to establish new programs intended for the Web. With an in-depth look at computer and Web programming, this publication emphasizes the benefits and dynamic qualities of these emerging technologies. This book is an essential reference source for academicians, researchers, students, practitioners, and professionals interested in understanding and applying the advances in the combined fields of Web engineering and desktop programming in order to increase computer users' visual experience and interactivity.

Exam Ref 70-696 Managing Enterprise Devices and Apps (MCSE) nge solutions, inc

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.

Information Security and Auditing in the Digital Age Information Gatekeepers Inc

Based on cutting-edge research projects in the field, this book (part of a comprehensive 4-volume series) provides the latest details and covers the most impactful aspects of mobile, wireless, and broadband communications development. These books present key systems and enabling technologies in a clear and

accessible manner, offering you a detailed roadmap the future evolution of next generation communications. Other volumes cover Networks, Services and Applications; Reconfigurability; and Ad Hoc Networks.

Third Generation Distributed Computing Environments

UNESCO Publishing

Mobile Web services offer new possibilities and extraordinary rewards for the mobile telecommunications market. Service-oriented architectures (SOAs) implemented with Web services are fundamentally changing business processes supported by distributed computing. These technologies bring forward the promise of services available at any time, in any place, and on any platform. Through mobile Web services, operators can offer new value-added services for their users, explore new business opportunities and increase revenue and customer retention. This expands the commercial opportunities for developers to promote their applications and enables solutions that work seamlessly across computer and mobile environments. Mobile Web Services is a comprehensive, up-to-date and practical guide to adapting mobile Web services-based applications. The expert author team from Nokia explain in depth the software architecture and application development interfaces needed to develop solutions for these technologies. Mobile Web Services: Architecture and Implementation: Provides a complete and authoritative text on implementing mobile Web services. Describes the mobile Service-Oriented Architecture (SOA) concept. Covers the discovery, description and security of Web services. Explains how to use Simple Object Access Protocol (SOAP) in Web service messaging. Discusses the challenges and possibilities of mobile

Web services, and gives case studies to illustrate the application of the technology. Presents the Nokia Mobile Web Services platform. Offers material on developing mobile Web service clients using C++ and Java. This text is essential reading for wireless Web architects, mobile application developers and programmers, software developers, technical officers and consultants, as well as advanced students in Computer Science and Electrical Engineering.

Mobile Phone Programming "O'Reilly Media, Inc."

The three-volume set LNCS 9746, 9747, and 9748 constitutes the proceedings of the 5th International Conference on Design, User Experience, and Usability, DUXU 2016, held as part of the 18th International Conference on Human-Computer Interaction, HCI 2016, in Toronto, Canada, in July 2016, jointly with 13 other thematically similar conferences. The total of 1287 papers presented at the HCI 2016 conferences were carefully reviewed and selected from 4354 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The total of 157 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this three-volume set. The 49 papers included in this volume are organized in topical sections on design thinking; user experience design methods and tools; usability and user experience evaluation methods and tools.

Mobile Web Services CRC Press

As smartphones and other mobile devices have become a fixture in our daily lives, more and more innovative and useful apps are developed for them. This informative book examines the steps needed to launch a career in the field of mobile app development, including the skills readers will need and education and training requirements. Readers will learn about potential careers within the programming, marketing, payment, and distribution processes behind mobile apps. A sample résumé demonstrates how readers might present their skills to land an exciting new job.

Supporting teachers with mobile technology Taylor & Francis
InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Programming the Mobile Web Apress

While media buzz regularly circulates around iPhone and Android, Nokia still leads the pack in terms of world market share. Symbian, for instance, remains the most widely used mobile operating system. With Nokia's open development platform, the opportunities available for mobile developers to target this vastly popular operating system are abundant and clear. Use Qt to target both platforms: Symbian, the most widely used mobile operating system in the world, as well as MeeGo, the Intel/Nokia platform for mobile devices. Develop HTML5 applications for both Symbian and MeeGo platforms that will run with little modification on other mobile platforms. Novice developers learn the basics of Qt with a mobile slant, giving them the ability to target both desktop and mobile platforms.

Beginning Hybrid Mobile Application Development Emereo

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InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Location Aware Apps for Tourism IGI Global

With the second edition of this popular book, you'll learn how to build HTML5 and CSS3-based apps that access geolocation, accelerometer, multi-touch screens, offline storage, and other features in today's smartphones, tablets, and feature phones. The market for mobile apps continues to evolve at a breakneck pace, and this book is the most complete reference available for the mobile web. Author and mobile development expert Maximiliano Firtman shows you how to develop a standard app core that you can extend to work with specific devices. This updated edition covers many recent advances in mobile development, including responsive web design techniques, offline storage, mobile design patterns, and new mobile browsers, platforms, and hardware APIs. Learn the particulars and pitfalls of building mobile websites and apps with HTML5, CSS, JavaScript and responsive techniques Create effective user interfaces for touch devices and different resolution displays Understand variations among iOS, Android, Windows Phone, BlackBerry, Firefox OS, and other mobile platforms Bypass the browser to create native web apps, ebooks, and PhoneGap applications Build apps for browsers and online retailers such as the App Store, Google Play Store, Windows Store, and App World
Mobile Device Security For Dummies Apress
Provides information on how to protect mobile devices against online threats and describes how to back up and restore data and

develop and implement a mobile security plan.

[Handbook of Research on Mobile Software Engineering: Design, Implementation, and Emergent Applications](#) IGI Global

Today's market for mobile apps goes beyond the iPhone to include BlackBerry, Nokia, Windows Phone, and smartphones powered by Android, webOS, and other platforms. If you're an experienced web developer, this book shows you how to build a standard app core that you can extend to work with specific devices. You'll learn the particulars and pitfalls of building mobile apps with HTML, CSS, and other standard web tools. You'll also explore platform variations, finicky mobile browsers, Ajax design patterns for mobile, and much more. Before you know it, you'll be able to create mashups using Web 2.0 APIs in apps for the App Store, App World, OVI Store, Android Market, and other online retailers. Learn how to use your existing web skills to move into mobile development Discover key differences in mobile app design and navigation, including touch devices Use HTML, CSS, JavaScript, and Ajax to create effective user interfaces in the mobile environment Learn about technologies such as HTML5, XHTML MP, and WebKit extensions Understand variations of platforms such as Symbian, BlackBerry, webOS, Bada, Android,

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and iOS for iPhone and iPad Bypass the browser to create offline apps and widgets using web technologies

New Horizons in Mobile and Wireless Communications, Volume 4 Apress

Prepare for Microsoft Exam 70-696--and help demonstrate your real-world mastery of managing enterprise devices and apps. Designed for experienced IT professionals ready to advance their status, Exam Ref focuses on the critical-thinking and decision-making acumen needed for success at the MCSE level. Focus on the expertise measured by these objectives: Deploy and manage virtual applications Deploy and manage desktop and mobile applications Plan and implement software updates Manage compliance and Endpoint Protection settings Manage Configuration Manager clients Manage inventory using Configuration Manager Provision and manage mobile devices This Microsoft Exam Ref: Organizes its coverage by exam objectives Features strategic, what-if scenarios to challenge you Assumes you have experience with Windows Server, System Center 2012 R2 Configuration Manager, Microsoft Intune, and enterprise client management--plus basic Microsoft SQL Server, Windows PowerShell, and application configuration skills.

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