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KEY=OF - MATTEO DURHAM

Understanding Operating Systems

Cengage Learning Discover a clear, straightforward explanation of both current operating system theory and today's practices within UNDERSTANDING OPERATING SYSTEMS, 8E. This leading book's proven approach begins with a valuable discussion of fundamentals before introducing specific operating systems. Fully updated, timely content offers an expanded analysis of how modern innovations, such as multi-core processing and wireless technologies, have impacted today's operating systems. Revised Research Topics within this edition's practical exercises encourage readers to research emerging and influential topics independently. In addition, updates throughout the final four chapters now highlight information on the most current versions of UNIX (including the latest Macintosh OS), Linux, Windows, and Android to equip users with the contemporary knowledge and skills needed to working most effectively with today's systems. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Applied Network Security

Packt Publishing Ltd Master the art of detecting and averting advanced network security attacks and techniques About This Book Deep dive into the advanced network security attacks and techniques by leveraging tools such as Kali Linux 2, Metasploit, Nmap, and Wireshark Become an expert in cracking WiFi passwords, penetrating anti-virus networks, sniffing the network, and USB hacks This step-by-step guide shows you how to confidently and quickly detect vulnerabilities for your network before the hacker does Who This Book Is For This book is for network security professionals, cyber security professionals, and Pentesters who are well versed with fundamentals of network security and now want to master it. So whether you're a cyber security professional, hobbyist, business manager, or student aspiring to becoming an ethical hacker or just want to learn more about the cyber security aspect of the IT industry, then this book is definitely for you. What You Will Learn Use SET to clone webpages including the login page Understand the concept of Wi-Fi cracking and use PCAP file to obtain passwords Attack using a USB as payload injector Familiarize yourself with the process of trojan attacks Use Shodan to identify honeypots, rogue access points, vulnerable webcams, and other exploits found in the database Explore various tools for wireless penetration testing and auditing Create an evil twin to intercept network traffic Identify human patterns in networks attacks In Detail Computer networks are increasing at an exponential rate and the most challenging factor organisations are currently facing is network security. Breaching a network is not considered an ingenious effort anymore, so it is very important to gain expertise in securing your network. The book begins by showing you how to identify malicious network behaviour and improve your wireless security. We will teach you what network sniffing is, the various tools associated with it, and how to scan for vulnerable wireless networks. Then we'll show you how attackers hide the payloads and bypass the victim's antivirus. Furthermore, we'll teach you how to spoof IP / MAC address and perform an SQL injection attack and prevent it on your website. We will create an evil twin and demonstrate how to intercept network traffic. Later, you will get familiar with Shodan and Intrusion Detection and will explore the features and tools associated with it. Toward the end, we cover tools such as Yardstick, Ubertooth, Wifi Pineapple, and Alfa used for wireless penetration testing and auditing. This book will show the tools and platform to ethically hack your own network whether it is for your business or for your personal home Wi-Fi. Style and approach This mastering-level guide is for all the security professionals who are eagerly waiting to master network security skills and protecting their organization with ease. It contains practical scenarios on various network security attacks and will teach you how to avert these attacks.

Mobile Apps Engineering

Design, Development, Security, and Testing

CRC Press The objective of this edited book is to gather best practices in the development and management of mobile apps projects. Mobile Apps Engineering aims to provide software engineering lecturers, students and researchers of mobile computing a starting point for developing successful mobile apps. To achieve these objectives, the book's contributors emphasize the essential concepts of the field, such as apps design, testing and security, with the intention of offering a compact, self-contained book which shall stimulate further research interest in the topic. The editors hope and believe that their efforts in bringing this book together can make mobile apps engineering an independent discipline inspired by traditional software engineering, but taking into account the new challenges posed by mobile computing.

Springer Handbook of Robotics

Springer The second edition of this handbook provides a state-of-the-art overview on the various aspects in the rapidly developing field of robotics. Reaching for the human frontier, robotics is vigorously engaged in the growing challenges of new emerging domains. Interacting, exploring, and working with humans, the new generation of robots will increasingly touch people and their lives. The credible prospect of practical robots among humans is the result of the scientific endeavour of a half a century of robotic developments that established robotics as a modern scientific discipline. The ongoing vibrant expansion and strong growth of the field during the last decade has fueled this second edition of the Springer Handbook of Robotics. The first edition of the handbook soon became a landmark in robotics publishing and won the American Association of Publishers PROSE Award for Excellence in Physical Sciences & Mathematics as well as the organization's Award for Engineering & Technology. The second edition of the handbook, edited by two internationally renowned scientists with the support of an outstanding team of seven part editors and more than 200 authors, continues to be an authoritative reference for robotics researchers, newcomers to the field, and scholars from related disciplines. The contents have been restructured to achieve four main objectives: the enlargement of foundational topics for robotics, the enlightenment of design of various types of robotic systems, the extension of the treatment on robots moving in the environment, and the enrichment of advanced robotics applications. Further to an extensive update, fifteen new chapters have been introduced on emerging topics, and a new generation of authors have joined the handbook's team. A novel addition to the second edition is a comprehensive collection of multimedia references to more than 700 videos, which bring valuable insight into the contents. The videos can be viewed directly augmented into the text with a smartphone or tablet using a unique and specially designed app. Springer Handbook of Robotics Multimedia Extension Portal: <http://handbookofrobotics.org/>

Proceedings of the Future Technologies Conference (FTC) 2018

Volume 2

Springer The book, presenting the proceedings of the 2018 Future Technologies Conference (FTC 2018), is a remarkable collection of chapters covering a wide range of topics, including, but not limited to computing, electronics, artificial intelligence, robotics, security and communications and their real-world applications. The conference attracted a total of 503 submissions from pioneering researchers, scientists, industrial engineers, and students from all over the world. After a double-blind peer review process, 173 submissions (including 6 poster papers) have been selected to be included in these proceedings. FTC 2018 successfully brought together technology geniuses in one venue to not only present breakthrough research in future technologies but to also promote practicality and applications and an intra- and inter-field exchange of ideas. In the future, computing technologies will play a very important role in the convergence of computing, communication, and all other computational sciences and applications. And as a result it will also influence the future of science, engineering, industry, business, law, politics, culture, and medicine. Providing state-of-the-art intelligent methods and techniques for solving real-world problems, as well as a vision of the future research, this book is a valuable resource for all those interested in this area.

Mobile Forensic Investigations: A Guide to Evidence Collection, Analysis, and Presentation

McGraw Hill Professional This in-depth guide reveals the art of mobile forensics investigation with comprehensive coverage of the entire mobile forensics investigation lifecycle, from evidence collection through advanced data analysis to reporting and presenting findings. Mobile Forensics Investigation: A Guide to Evidence Collection, Analysis, and Presentation leads examiners through the mobile forensics investigation process, from isolation and seizure of devices, to evidence extraction and analysis, and finally through the process of documenting and presenting findings. This book gives you not only the knowledge of how to use mobile forensics tools but also the understanding of how and what these tools are doing, enabling you to present your findings and your processes in a court of law. This holistic approach to mobile forensics, featuring the technical alongside the legal aspects of the investigation process, sets this book apart from the competition. This timely guide is a much-needed resource in today's mobile computing landscape. Notes offer personal insights from the author's years in law enforcement Tips highlight useful mobile forensics software applications, including open source applications that anyone can use free of charge Case studies document actual cases taken from submissions to the author's podcast series Photographs demonstrate proper legal protocols, including seizure and storage of devices, and screenshots showcase mobile forensics software at work Provides you with a holistic understanding of mobile forensics

Android App Development in Android Studio

Java + Android Edition for Beginners

Createspace Independent Publishing Platform This book covers Android app design fundamentals in Android Studio using Java programming language. The author assumes you have no experience in app development. The book starts with the installation of the required development environment and setting up the emulators. Then, the simplest "Hello World" app is developed step by step. In

the next chapter, basics of the Java programming language are given with practical examples. Screenshots and code snippets are clearly given in the book to guide the reader. After the Java lecture, 6 complete Android apps are developed again by step by step instructions. Each code line is explained. As the reader follows the development of the example apps, he/she will learn designing user interfaces, connecting interface objects to code, developing efficient Java code and testing the app on emulators and real devices. The sample apps developed in this book are as follows: 1. Headlight app: Learn the basics of app development and use buttons in your code. 2. Body mass index (BMI) calculator app: Using input boxes, performing calculations and displaying the results on the screen. 3. Simple dice roller app: Using random number generator functions, including images in your project, displaying images on the screen and changing the displayed image programmatically. 4. The compass app: Accessing the magnetic field sensor, setting required permissions, extracting the direction angle and animating a compass figure. 5. Show my location app: Creating a map project, setting required permissions, accessing GPS device and showing real time location on the map. 6. S.O.S. sender app: Adding SMS functionality, setting required permissions and sending real time location using SMS. This book includes 146 figures and 114 code snippets that are used to explain app development concepts clearly. Full resolution colour figures and project files can be viewed and downloaded from the the book's website: www.android-java.website.

How Information Systems Can Help in Alarm/Alert Detection

Elsevier Alarm or alert detection remains an issue in various areas from nature, i.e. flooding, animals or earthquake, to software systems. Liveness, dynamicity, reactivity of alarm systems: how to ensure the warning information reach the right destination at the right moment and in the right location, still being relevant for the recipient, in spite of the various and successive filters of confidentiality, privacy, firewall policies, etc.? Also relevant in this context are to technical contingency issues: material failure, defect of connection, break of channels, independence of information routes and sources? Alarms with crowd media, (mis)information vs. rumours: how to make the distinction? The prediction of natural disasters (floods, avalanches, etc.), health surveillance (affectionate fevers of cattle, pollution by pesticides, etc.), air, sea and land transport, or space surveillance to prevent Risks of collisions between orbital objects involve more and more actors within Information Systems, one of whose purposes is the dissemination of alerts. By expanding the capabilities and functionality of such national or international systems, social networks are playing a growing role in dissemination and sharing, eg. with the support of systems like the Google Alert (<https://www.google.fr/alerts>) which concerns the publication of contents online. Recently, the Twitter microblogging platform announced a broadcast service, designed to help government organizations with alerts to the public. The proper functioning of such systems depends on fundamental properties such as resilience, liveness and responsiveness: any alert must absolutely reach the right recipient at the right time and in the right place, while remaining relevant to him, despite the various constraints. on the one hand to external events, such as hardware failures, connection faults, breaks in communication channels, on the other hand to confidentiality, such as the collection and use of personal data (with or without the consent of the user), or the disparity of access policies (generation according to industrial, technological, security constraints, management of internal / external policies, etc.) between actors. This book opens the discussion on the "procrastination", the dynamics and the reactivity of the alert systems, but also the problems of confidentiality, filtering of information, and the means of distinguishing information and rumor. Presents alarm or alert detection in all its aspects Finds a solution so that the alert information reaches the right destination Find relevance to various technical issues

Popular Science

Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

The Busy Coder's Guide to Advanced Android Development

Commonware, LLC There are many Android programming guides that give you the basics. This book goes beyond simple apps into many areas of Android development that you simply will not find in competing books. Whether you want to add home screen app widgets to your arsenal, or create more complex maps, integrate multimedia features like the camera, integrate tightly with other applications, or integrate scripting languages, this book has you covered. Moreover, this book has over 50 pages of Honeycomb-specific material, from dynamic fragments, to integrating navigation into the action bar, to creating list-based app widgets. It also has a chapter on using NFC, the wireless technology behind Google Wallet and related services. This book is one in CommonsWare's growing series of Android related titles, including "The Busy Coder's Guide to Android Development," "Android Programming Tutorials," and the upcoming "Tuning Android Applications." Table of Contents WebView, Inside and Out Crafting Your Own Views More Fun With ListViews Creating Drawables Home Screen App Widgets Interactive Maps Creating Custom Dialogs and Preferences Advanced Fragments and the Action Bar Animating Widgets Using the Camera Playing Media Handling System Events Advanced Service Patterns Using System Settings and Services Content Provider Theory Content Provider Implementation Patterns The Contacts ContentProvider Searching with SearchManager Introspection and Integration Tapjacking Working with SMS More on the Manifest Device Configuration Push Notifications with C2DM NFC The Role of Scripting Languages The Scripting Layer for Android JVM Scripting Languages Reusable Components Testing Production

Nomenclatura - Encyclopedia of modern Cryptography and Internet Security

From AutoCrypt and Exponential Encryption to Zero-Knowledge-Proof Keys [Paperback]

BoD - Books on Demand This "Encyclopedia of modern Cryptography and Internet Security" brings the latest and most relevant coverage of the topic - expanding a lot of relevant terms and central key words: It's a Nomenclatura! # Fundamental information on modern Cryptography and Internet Security in a broadband overview. # Extensive resource with most relevant explanations of keywords and terms. # Introduction article by editing authors on "Transformation of Cryptography". # Effective handbook for students, tutors and researching professionals in many fields and lecturing and developing experts of all levels to deepen the existing knowledge of the "nomenclatura" of these topics from Information Theory, Applied Mathematics, Technological Impact Assessment, for sure Linguistic, and Computational Methods of Engineering, Programming etc.. # Including the didactic game for teaching: "Cryptographic Cafeteria". # With bibliographic references to start further readings. # Appearing in an A-Z format, Nomenclatura - The Encyclopedia of modern Cryptography and Internet Security provides easy, intuitive access to scientific information on all relevant aspects of Cryptography, Encryption and Information and Internet Security. This modern Encyclopedia is broad in scope, covering everything from AutoCrypt and Exponential Encryption to Zero-Knowledge-Proof Keys including explanations on Authentication, Block Ciphers and Stream Ciphers, Cryptanalysis and Security, Cryptographic Calling and Cryptographic Discovery, Cryptographic Protocols like e.g. the Echo-Protocol, Elliptic Curve Cryptography, Fiasco Forwarding, Goldbugs, Hash Functions and MACs, Juggling Juggernauts and Juggerknot Keys, McEliece, Multi-Encryption, NTRU, OTM, Public Key Cryptography, Patch-Points, POPTASTIC, Quantum Computing Cryptography, Secret Streams, Turtle Hopping, Two-Way-Calling and many more... This introducing and cross-linking reference has been published in two popular formats: print and as eBook. The printed book edition has been created very affordable, so that each interested Reader, Researcher, Student and Tutor - and Library - is able to get this book with an investment comparable to a lunch meal to democratize easy-accessible and readable knowledge in one spot for Cryptography, Encryption and Internet Security.

Convergence of Knowledge, Technology and Society

Beyond Convergence of Nano-Bio-Info-Cognitive Technologies

Springer Science & Business Media This volume aims to document the most important worldwide accomplishments in converging knowledge and technology, including converging platforms, methods of convergence, societal implications, and governance in the last ten years. Convergence in knowledge, technology, and society is the accelerating, transformative interaction among seemingly distinct scientific disciplines, technologies, and communities to achieve mutual compatibility, synergism, and integration, and through this process to create added value for societal benefit. It is a movement that is recognized by scientists and thought leaders around the world as having the potential to provide far-reaching solutions to many of today's complex knowledge, technology, and human development challenges. Four essential and interdependent convergence platforms of human activity are defined in the first part of this report: nanotechnology-biotechnology-information technology and cognitive science ("NBIC") foundational tools; Earth-scale environmental systems; human-scale activities; and convergence methods for societal-scale activities. The report then presents the main implications of convergence for human physical potential, cognition and communication, productivity and societal outcomes, education and physical infrastructure, sustainability, and innovative and responsible governance. As a whole, the report presents a new model for convergence. To effectively take advantage of this potential, a proactive governance approach is suggested. The study identifies an international opportunity to develop and apply convergence for technological, economic, environmental, and societal benefits. The panel also suggests an opportunity in the United States for implementing a program aimed at focusing disparate R and D energies into a coherent activity - a "Societal Convergence Initiative". This study received input from leading academic, industry, government, and NGO experts from the United States, Latin America, Europe, Asia, and Australia.

ANDROID A PROGRAMMERS GUIDE

McGraw Hill Professional Master the Android mobile development platform Build compelling Java-based mobile applications using the Android SDK and the Eclipse open-source software development platform. Android: A Programmer's Guide shows you, step-by-step, how to download and set up all of the necessary tools, build and tune dynamic Android programs, and debug your results. Discover how to provide web and chat functions, interact with the phone dialer and GPS devices, and access the latest Google services. You'll also learn how to create custom Content Providers and database-enable your applications using SQLite. Install and configure Java, Eclipse, and Android plugin Create Android projects from the Eclipse UI or command line Integrate web content, images, galleries, and sounds Deploy menus, progress bars, and auto-complete functions Trigger actions using Android Intents, Filters, and Receivers Implement GPS, Google Maps, Google Earth, and GTalk Build interactive SQLite databases, calendars, and notepads Test applications using the Android Emulator and Debug Bridge

Android Internals - Volume I

A Confectioner's Cookbook

An in-depth exploration of the inner-workings of Android: In Volume I, we take the perspective of the Power User as we delve into the foundations of Android, filesystems, partitions, boot process, native daemons and services.

Dracula

BiBook Disfruta de este clásico de Bram Stoker en versión original. Drácula (en inglés, Dracula), es una novela de fantasía gótica escrita por Bram Stoker, publicada en 1897. Publicada en castellano por Ediciones Hyma bajo la colección 'La novela aventura' en 1935, con portada de Juan Pablo Bocquet e ilustraciones de 'Femenía'. Drácula, fue elogiada por Arthur Conan Doyle y es considerada como la novela de terror más hermosa jamás escrita. Hasta el día de hoy no ha dejado de publicarse, ha sido traducida a más de 50 idiomas y ha logrado vender alrededor de 12 millones de copias.

White Supremacy, Racism and the Coloniality of Anti-Trafficking

Taylor & Francis Global efforts to combat human trafficking are ubiquitous and reference particular ideas about unfreedoms, suffering, and rescue. The discourse has, however, a distinct racialized legacy that is lodged specifically in fears about "white slavery," women in prostitution and migration, and the defilement of white womanhood by the criminal and racialized Other. White Supremacy, Racism and the Coloniality of Anti-Trafficking centers the legacies of race and racism in contemporary anti-trafficking work and examines them in greater detail. A number of recent arguments have suggested that race and racism are not only visible, but vital, to the success of contemporary anti- trafficking discourses and movements. The contributors offer recent scholarship grounded in critical anti- racist perspectives that reveal the historical and contemporary racial working of anti- trafficking discourses and practices globally—and how these intersect with gender, citizenship, sexuality, caste and class formations, and the global political economy.

Basics Interactive Design: User Experience Design

Creating Designs Users Really Love

A&C Black By putting people at the centre of interactive design, user experience (UX) techniques are now right at the heart of digital media design and development. As a designer, you need to create work that will impact positively on everyone who is exposed to it. Whether it's passive and immutable or interactive and dynamic, the success of your design will depend largely on how well the user experience is constructed. User Experience Design shows how researching and understanding users' expectations and motivations can help you develop effective, targeted designs. The authors explore the use of scenarios, personas and prototyping in idea development, and will help you get the most out of the latest tools and techniques to produce interactive designs that users will love. With practical projects to get you started, and stunning examples from some of today's most innovative studios, this is an essential introduction to modern UXD.

Android Things Projects

Packt Publishing Ltd Develop smart Internet of things projects using Android Things. About This Book Learn to build promising IoT projects with Android Things Make the most out of hardware peripherals using standard Android APIs Build enticing projects on IoT, home automation, and robotics by leveraging Raspberry Pi 3 and Intel Edison Who This Book Is For This book is for Android enthusiasts, hobbyists, IoT experts, and Android developers who want to gain a deeper knowledge of Android Things. The main focus is on implementing IoT projects using Android Things. What You Will Learn Understand IoT ecosystem and the Android Things role See the Android Things framework: installation, environment, SDK, and APIs See how to effectively use sensors (GPIO and I2C Bus) Integrate Android Things with IoT cloud platforms Create practical IoT projects using Android Things Integrate Android Things with other systems using standard IoT protocols Use Android Things in IoT projects In Detail Android Things makes developing connected embedded devices easy by providing the same Android development tools, best-in-class Android framework, and Google APIs that make developers successful on mobile. With this book, you will be able to take advantage of the new Android framework APIs to securely build projects using low-level components such as sensors, resistors, capacitors, and display controllers. This book will teach you all you need to know about working with Android Things through practical projects based on home automation, robotics, IoT, and so on. We'll teach you to make the most of the Android Things and build enticing projects such as a smart greenhouse that controls the climate and environment automatically. You'll also create an alarm system, integrate Android Things with IoT cloud platforms, and more. By the end of this book, you will know everything about Android Things, and you'll have built some very cool projects using the latest technology that is driving the adoption of IoT. You will also have primed your mindset so that you can use your knowledge for profitable, practical projects. Style and approach This book is packed with fun-filled, end-to-end projects that you will be encouraged to experiment on the Android Things OS.

Android Hacker's Handbook

John Wiley & Sons The first comprehensive guide to discovering and preventing attacks on the Android OS As the Android operating system continues to increase its share of the smartphone market, smartphone hacking remains a growing threat. Written by experts who rank among the world's foremost Android security researchers, this book presents vulnerability discovery, analysis, and exploitation tools for the good guys. Following a detailed explanation of how the Android OS works and its overall security architecture, the authors examine how vulnerabilities can be discovered and exploits developed for various system components, preparing you to defend against them. If you are a mobile device administrator, security researcher, Android app developer, or consultant responsible for evaluating Android security, you will find this guide is essential to your toolbox. A crack team of leading Android security researchers explain Android security risks, security design and architecture, rooting, fuzz testing, and vulnerability analysis. Covers Android application building blocks and security as well as debugging and auditing Android apps. Prepares mobile device administrators, security researchers, Android app developers, and security consultants to defend Android systems against attack. Android Hacker's Handbook is the first comprehensive resource for IT professionals charged with smartphone security.

Digital Illustration Fundamentals

Vector, Raster, WaveForm, NewMedia with DICF, DAEF and ASNMF

Apress This fun, concise, full color book introduces the fundamentals of digital illustration, and covers how to develop and optimize these types of scalable vector graphics (SVG) using Inkscape 0.91 or later. It also covers concepts central to digital painting using the Corel Painter 2016 professional digital painting and illustration paid software package, which also has a free trial version, and a discount for purchasers of this book. The book builds upon the foundational concepts of vector graphics and the SVG format, and gets more advanced as chapters progress, covering what vector new media formats, and SVG commands and SVG filters, are best for use with Android Studio, Java 8, JavaFX, iOS, Kindle Fire and HTML5. The book covers key factors regarding the data footprint optimization work process, and why data footprint optimization is important, and covers programming languages used for digital illustration, and publishing platforms which support digital illustration, and how to assimilate these into your digital illustration and digital painting content production pipelines and workflow. You will learn: The terminology of vector imaging and digital illustration What comprises a digital illustration 2D modeling and rendering pipeline Concepts and principles behind digital illustration content production How to install and utilize 64-bit Inkscape 0.91 for Windows, Mac OSX and Linux Concepts behind spline curves, strokes, fills, patterns and rendering Digital illustration data formats and data footprint optimization Audience Primary: Artists, Illustrators, Website Developers, Flash Developers, User Interface Designers, Digital Signage Content Developers, e-Learning Content Creators, eBook Authors. Secondary: Android Developers, iOS Developers, Multimedia Producers, Rich Internet Application (RIA) Programmers, Game Designers, Teachers, Educators. div

Professional Android 2 Application Development

John Wiley & Sons

Mobile ASP.NET MVC 5

Apress Mobile ASP.NET MVC 5 will take you step-by-step through the process of developing fluid content that adapts its layout to the client device using HTML, JavaScript and CSS, and responsive web design. This book introduces server-side techniques that allow you to show different content to different devices and make the most of their strengths and capabilities. Mobile ASP.NET MVC 5 includes a wide range of techniques, tips, and guidelines for dealing with some of the challenges of mobile web development, such as browser incompatibilities, varying device performance, and targeting older devices. You'll learn to: Use responsive principles to build apps that display and perform well on a range of mobile devices. Leverage your server-side code to customize what you serve to the client, depending on its capabilities. Build an ASP.NET MVC custom view engine, use display modes effectively, and create reusable mobile components with custom HTML helpers. Make the most of new capabilities offered on some devices by interacting with native APIs. By the end of Mobile ASP.NET MVC 5, you should feel confident building web apps that successfully target anything from an iOS or Android device to a feature phone or an older mobile browser. Along the way, you'll learn about the modern mobile web landscape and how to choose the approaches that are right for you, depending on your target audience. This book is for the ASP.NET developer who knows how ASP.NET MVC works and is eager to learn how to use it for building mobile websites. What you'll learn Use responsive principles to build apps that display and perform well on a range of mobile devices. Leverage your server-side code to customize what you serve to the client, depending on its capabilities. Build an ASP.NET MVC custom view engine, use display modes effectively, and create reusable mobile components with custom HTML helpers. Make the most of new capabilities offered on some devices by interacting with native APIs. Learn tips and tricks for dealing with browser incompatibilities and targeting older devices. Benefit from the author's experience as he guides you through a full range of modern mobile web strategy. Who this book is for This book is for the ASP.NET developer who knows how ASP.NET MVC works and is eager to learn how to use it for building mobile websites. Thorough knowledge of ASP.NET MVC is not at all required but some is assumed. This book also assumes a little knowledge of HTML, CSS and JavaScript. You do not need any prior experience in mobile development. Table of Contents Chapter 1: The Basics of Responsive Web Design Chapter 2: CSS Layout Bootcamp Chapter 3: Flexible Layouts Chapter 4: Flexible Navigation Chapter 5: Flexible Content Chapter 6: Display Modes, View Engines and Html Helpers Chapter 7: Device and Feature Detection Chapter 8: Mobile Performance

[Chapter 9: Native APIs, HTML5 and CSS3 on Mobile Today](#) [Chapter 10: Programming for Touch](#) [Chapter 11: Advanced Touch Programming](#) [Chapter 12: Useful Libraries for Mobile](#)

Embedded Android

Porting, Extending, and Customizing

"O'Reilly Media, Inc." [Embedded Android](#) is for Developers wanting to create embedded systems based on Android and for those wanting to port Android to new hardware, or creating a custom development environment. Hackers and moders will also find this an indispensable guide to how Android works.

Cyber-Security Threats, Actors, and Dynamic Mitigation

CRC Press [Cyber-Security Threats, Actors, and Dynamic Mitigation](#) provides both a technical and state-of-the-art perspective as well as a systematic overview of the recent advances in different facets of cyber-security. It covers the methodologies for modeling attack strategies used by threat actors targeting devices, systems, and networks such as smart homes, critical infrastructures, and industrial IoT. With a comprehensive review of the threat landscape, the book explores both common and sophisticated threats to systems and networks. Tools and methodologies are presented for precise modeling of attack strategies, which can be used both proactively in risk management and reactively in intrusion prevention and response systems. Several contemporary techniques are offered ranging from reconnaissance and penetration testing to malware detection, analysis, and mitigation. Advanced machine learning-based approaches are also included in the area of anomaly-based detection, that are capable of detecting attacks relying on zero-day vulnerabilities and exploits. Academics, researchers, and professionals in cyber-security who want an in-depth look at the contemporary aspects of the field will find this book of interest. Those wanting a unique reference for various cyber-security threats and how they are detected, analyzed, and mitigated will reach for this book often.

Pro Android 2

Apress [Pro Android 2](#) shows how to build real-world and fun mobile applications using Google's latest Android software development kit. This new edition is updated for Android 2, covering everything from the fundamentals of building applications for embedded devices to advanced concepts such as custom 3D components, OpenGL, and touchscreens including gestures. While other Android development guides simply discuss topics, [Pro Android 2](#) offers the combination of expert insight and real sample applications that work. Discover the design and architecture of the Android SDK through practical examples, and how to build mobile applications using the Android SDK. Explore and use the Android APIs, including those for media and Wi-Fi. Learn about Android 2's integrated local and web search, handwriting gesture UI, Google Translate, and text-to-speech features. [Pro Android 2](#) dives deep, providing you with all the knowledge and techniques you need to build mobile applications ranging from games to Google apps, including add-ons to Google Docs. You'll be able to extend and run the new Google Chrome APIs on the G1, the G2, and other next-generation Google phones and Android-enabled devices.

Hello, Android

Introducing Google's Mobile Development Platform

Pragmatic Bookshelf [Google Android](#) dominates the mobile market, and by targeting Android, your apps can run on most of the phones and tablets in the world. This new fourth edition of the #1 book for learning Android covers all modern Android versions from Android 4.1 through Android 5.0. Freshly added material covers new Android features such as Fragments and Google Play Services. Android is a platform you can't afford not to learn, and this book gets you started. Android is a software toolkit for mobile phones and tablets, created by Google. It's inside more than a billion devices, making Android the number one platform for application developers. Your own app could be running on all those devices! Getting started developing with Android is easy. You don't even need access to an Android phone, just a computer where you can install the Android SDK and the emulator that comes with it. Within minutes, Hello, Android gets you creating your first working application: Android's version of "Hello, World." From there, you'll build up a more substantial example: an Ultimate Tic-Tac-Toe game. By gradually adding features to the game, you'll learn about many aspects of Android programming, such as creating animated user interfaces, playing music and sound effects, building location-based services (including GPS and cell-tower triangulation), and accessing web services. You'll also learn how to publish your applications to the Google Play Store. This fourth edition of the bestselling Android classic has been revised for Android 4.1-4.3 (Jelly Bean), 4.4 (KitKat), and Android 5.0 (Lollipop). Topics have been streamlined and simplified based on reader feedback, and every page and example has been reviewed and updated for compatibility with the latest versions of Android. If you'd rather be coding than reading about coding, this book is for you.

React Native for Mobile Development

Harness the Power of React Native to Create Stunning iOS and Android Applications

Apress Develop native iOS and Android apps with ease using React Native. Learn by doing through an example-driven approach, and have a substantial running app at the end of each chapter. This second edition is fully updated to include ES7 (ECMAScript 7), the latest version of React Native (including Redux), and development on Android. You will start by setting up React Native and exploring the anatomy of React Native apps. You'll then move on to Redux data flow, how it differs from flux, and how you can include it in your React Native project to solve state management differently and efficiently. You will also learn how to boost your development by including popular packages developed by the React Native community that will help you write less; do more. Finally, you'll learn to how write test cases using Jest and submit your application to the App Store. React Native challenges the status quo of native iOS and Android development with revolutionary components, asynchronous execution, unique methods for touch handling, and much more. This book reveals the the path-breaking concepts of React.js and acquaints you with the React way of thinking so you can learn to create stunning user interfaces. What You'll Learn Build stunning iOS and Android applications Understand the Redux design pattern and use it in your project Interact with iOS and android device capabilities such as addressbook, camera, GPS and more with your apps Test and launch your application to the App Store Who This Book Is For Anyone with JavaScript experience who wants to build native mobile applications but dreads the thought of programming in Objective-C or Java. Developers who have experience with JavaScript but are new or not acquainted to React Native or ReactJS.

Android Application Development Programming with the Google SDK

O'Reilly Media, Incorporated This practical book provides the concepts and code you need to develop software with Android, the open-source platform for cell phones and mobile devices that's generating enthusiasm across the industry. Based on the Linux operating system and developed by Google and the Open Handset Alliance, Android has the potential to unite a fragmented mobile market. Android Application Development introduces this programming environment, and offers you a complete working example that demonstrates Android architectural features and APIs. With this book, you will: Get a complete introduction to the Android programming environment, architecture, and tools Build a modular application, beginning with a core module that serves to launch modules added in subsequent chapters Learn the concepts and architecture of a specific feature set, including views, maps, location-based services, persistent data storage, 2D and 3D graphics, media services, telephony services, and messaging Use ready-to-run example code that implements each feature Delve into advanced topics, such as security, custom views, performance analysis, and internationalization The book is a natural complement to the existing Android documentation provided by Google. Whether you want to develop a commercial application for mobile devices, or just want to create a mobile mashup for personal use, Android Application Development demonstrates how you can design, build, and test applications for the new mobile market.

Python for Data Analysis

Data Wrangling with Pandas, NumPy, and IPython

"O'Reilly Media, Inc." Get complete instructions for manipulating, processing, cleaning, and crunching datasets in Python. Updated for Python 3.6, the second edition of this hands-on guide is packed with practical case studies that show you how to solve a broad set of data analysis problems effectively. You'll learn the latest versions of pandas, NumPy, IPython, and Jupyter in the process. Written by Wes McKinney, the creator of the Python pandas project, this book is a practical, modern introduction to data science tools in Python. It's ideal for analysts new to Python and for Python programmers new to data science and scientific computing. Data files and related material are available on GitHub. Use the IPython shell and Jupyter notebook for exploratory computing Learn basic and advanced features in NumPy (Numerical Python) Get started with data analysis tools in the pandas library Use flexible tools to load, clean, transform, merge, and reshape data Create informative visualizations with matplotlib Apply the pandas groupby facility to slice, dice, and summarize datasets Analyze and manipulate regular and irregular time series data Learn how to solve real-world data analysis problems with thorough, detailed examples

Professional Android 4 Application Development

John Wiley & Sons Developers, build mobile Android apps using Android 4 The fast-growing popularity of Android smartphones and tablets creates a huge opportunities for developers. If you're an experienced developer, you can start creating robust mobile Android apps right away with this professional guide to Android 4 application development. Written by one of Google's lead Android developer advocates, this practical book walks you through a series of hands-on projects that illustrate the features of the Android SDK. That includes all the new APIs introduced in Android 3 and 4, including building for tablets, using the Action Bar, Wi-Fi Direct, NFC Beam, and more. Shows experienced developers how to create mobile applications for Android smartphones and tablets Revised and expanded to cover all the Android SDK releases including Android 4.0 (Ice Cream Sandwich), including all updated APIs, and the latest changes to the Android platform. Explains new and enhanced features such as drag and drop, fragments, the action bar, enhanced multitouch support, new environmental sensor support, major improvements to the animation framework, and a range of new communications techniques including NFC and Wi-Fi direct. Provides practical guidance on publishing and marketing your applications.

best practices for user experience, and more This book helps you learn to master the design, lifecycle, and UI of an Android app through practical exercises, which you can then use as a basis for developing your own Android apps.

Android Studio 3.0 Development Essentials - Android 8 Edition

Payload Media, Inc. Fully updated for Android Studio 3.0 and Android 8, the goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE), the Android 8 Software Development Kit (SDK) and the Java programming language. 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 Layout Editor 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, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3 and Android 8 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Instant Apps, the Android Studio Profiler and Gradle build configuration. 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.

Android Application Development All-in-One For Dummies

John Wiley & Sons Android Application Development For Dummies All-In-One, 3rd Edition gathers six Android For Dummies mini-books into one friendly guide. You'll go from Android newbie all the way to confident programmer and learn to develop apps for the world's largest smart phone market. Kotlin experts Barry Burd and John Paul Mueller introduce you to Android programming from start to finish! Like all For Dummies books, this guide is written with clear explanations and careful organization, so non-technical readers and experienced programmers alike can get up to speed quickly. This new edition covers the latest features and enhancements to the Android platform. Learn how to develop apps for all sorts of devices including: your smartphone, tablet, wearables, TV, auto, and Internet of Things (IoT) like your refrigerator Discover the new Kotlin programming language, which makes development easier Create apps even faster than before using the new techniques found in this book Develop apps for the largest smartphone market to reach the biggest possible audience This book focuses on Android 10, the newest and most flexible Android platform. Get started turning your app development dreams into reality today!

Web Database Applications with PHP and MySQL

"O'Reilly Media, Inc." Combines language tutorials with application design advice to cover the PHP server-side scripting language and the MySQL database engine.

Pro Android Python with SL4A

Writing Android Native Apps Using Python, Lua, and Beanshell

Apress Pro Android Python with SL4A is for programmers and hobbyists who want to write apps for Android devices without having to learn Java first. Paul Ferrill leads you from installing the Scripting Layer for Android (SL4A) to writing small scripts, to more complicated and interesting projects, and finally to uploading and packaging your programs to an Android device. Android runs scripts in many scripting languages, but Python, Lua, and Beanshell are particularly popular. Most programmers know more than one programming language, so that they have the best tool for whatever task they want to accomplish. Pro Android Python with SL4A explores the world of Android scripting by introducing you to the most important open-source programming languages that are available on Android-based hardware. Pro Android Python with SL4A starts by exploring the Android software development kit and then shows you how to set up an Eclipse-based Android development environment. You then approach the world of Android programming by using Beanshell, which runs on the Dalvik, and learning how to write small programs to administer an Android device. Next, discover how Lua, a lightweight language perfectly suited for scripting on smaller devices, can work with Android. Lua can be used for small but important tasks, like SMS encryption and synchronizing photos with flickr. Last, but certainly not least, you will discover the world of Python scripting for SL4A, and the power contained within the full range of Python modules that can combine

with the Android SDK. You'll learn to write small location-aware apps to get you started, but by the end of this book, you'll find yourself writing fully GUI-fied applications running on the Android desktop! Pro Android Python with SL4A is rounded out with a chapter on distributing and packaging scripts, a skill that you'll find very useful as you reach out to a wider audience with your programs.

The Big Book of Small Python Projects

81 Easy Practice Programs

No Starch Press Best-selling author Al Sweigart shows you how to easily build over 80 fun programs with minimal code and maximum creativity. If you've mastered basic Python syntax and you're ready to start writing programs, you'll find The Big Book of Small Python Projects both enlightening and fun. This collection of 81 Python projects will have you making digital art, games, animations, counting programs, and more right away. Once you see how the code works, you'll practice re-creating the programs and experiment by adding your own custom touches. These simple, text-based programs are 256 lines of code or less. And whether it's a vintage screensaver, a snail-racing game, a clickbait headline generator, or animated strands of DNA, each project is designed to be self-contained so you can easily share it online. You'll create: • Hangman, Blackjack, and other games to play against your friends or the computer • Simulations of a forest fire, a million dice rolls, and a Japanese abacus • Animations like a virtual fish tank, a rotating cube, and a bouncing DVD logo screensaver • A first-person 3D maze game • Encryption programs that use ciphers like ROT13 and Vigenère to conceal text If you're tired of standard step-by-step tutorials, you'll love the learn-by-doing approach of The Big Book of Small Python Projects. It's proof that good things come in small programs!

Professional Android

John Wiley & Sons The comprehensive developer guide to the latest Android features and capabilities Professional Android, 4th Edition shows developers how to leverage the latest features of Android to create robust and compelling mobile apps. This hands-on approach provides in-depth coverage through a series of projects, each introducing a new Android platform feature and highlighting the techniques and best practices that exploit its utmost functionality. The exercises begin simply, and gradually build into advanced Android development. Clear, concise examples show you how to quickly construct real-world mobile applications. This book is your guide to smart, efficient, effective Android development. Learn the best practices that get more out of Android Understand the anatomy, lifecycle, and UI metaphor of Android apps Design for all mobile platforms, including tablets Utilize both the Android framework and Google Play services

Android Studio 2 Development Essentials

eBookFrenzy Fully updated for Android Studio 2, 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. The key new features of Android Studio 2, Instant Run and the new AVD emulator environment, are also covered in detail. 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.

Learning React Native

Building Native Mobile Apps with JavaScript

"O'Reilly Media, Inc." Get a practical introduction to React Native, the JavaScript framework for writing and deploying fully featured mobile apps that render natively. The second edition of this hands-on guide shows you how to build applications that target iOS, Android, and other mobile platforms instead of browsers—apps that can access platform features such as the camera, user location, and local storage. Through code examples and step-by-step instructions, web developers and frontend engineers familiar with React will learn how to build and style interfaces, use mobile components, and debug and deploy apps. You'll learn how to extend React Native using third-party libraries or your own Java and Objective-C libraries. Understand how React Native works under the hood with native UI components Examine how React Native's mobile-based components compare to basic HTML elements Create and style your own React Native components and applications Take advantage of platform-specific APIs, as well as modules from the framework's community Incorporate platform-specific components into cross-platform apps Learn common pitfalls of React Native development, and tools for dealing with them Combine a large application's many screens into a cohesive UX Handle state management in a large

app with the Redux library

Android Test-Driven Development by Tutorials (Second Edition)

Learn Android TDD by Building Real-World Apps

Razeware LLC Learn Android Test-Driven Development! Writing apps is hard. Writing testable apps is even harder, but it doesn't have to be. Reading and understanding all the official Google documentation on testing can be time-consuming - and confusing. This is where Android Test-Driven Development comes to the rescue! In this book, you'll learn about Android Test-Driven Development the quick and easy way: by following fun and easy-to-read tutorials. Who This Book Is For This book is for the intermediate Android developers who already know the basics of Android and Kotlin development but want to learn Android Test-Driven Development. Topics Covered in Android Test-Driven Development - Getting Started with Testing: Learn the core concepts involved in testing including what is a test, why should you test, what should you test and what you should not test. - Test-Driven Development (TDD): Discover the Red-Green-Refactor steps and how to apply them. - The Testing Pyramid: Learn about the different types of tests and how to organize them. - Unit Tests: Learn how to start writing unit tests with TDD using JUnit and Mockito. - Integration Tests: Writing tests with different subsystems is a must in today's complex application world. Learn how to test with different subsystems including the persistence and network layers. - Architecting for Testing: Explore how to architect your app for testing and why it matters. - TDD on Legacy Projects: Take your TDD to the next level by learning how to apply it to existing legacy projects. And much more, including Espresso tests, UI tests, code coverage and refactoring. One thing you can count on: after reading this book, you'll be prepared to take advantage of Android Test-Driven Development in your own apps!

The Linux Command Line

A Complete Introduction

No Starch Press You've experienced the shiny, point-and-click surface of your Linux computer—now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell. Along the way you'll learn the timeless skills handed down by generations of gray-bearded, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to: * Create and delete files, directories, and symlinks * Administer your system, including networking, package installation, and process management * Use standard input and output, redirection, and pipelines * Edit files with Vi, the world's most popular text editor * Write shell scripts to automate common or boring tasks * Slice and dice text files with cut, paste, grep, patch, and sed Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust. A featured resource in the Linux Foundation's "Evolution of a SysAdmin"