

Professional Tizen Application Development Wrox Programmer To Programmer

PhoneGap is a growing and leading open-source mobile web apps development framework that lets developers build JavaScript and HTML5-based web applications with native wrappers for more than six mobile platforms, including iOS, Android, and BlackBerry. This framework lets you build HTML- and JavaScript-based apps and still take advantage of native mobile device capabilities like camera, localStorage, geolocation, storage and much more, irrespective of the mobile platform you target. It also lets you use more specialized JavaScript frameworks like jQuery Mobile and more. Beginning PhoneGap is a definitive, one-of-a-kind book that teaches the fundamentals and strategies behind cross-platform mobile application development. Instead of learning languages like Objective-C, focus on building apps from day one for Android, iOS, Blackberry, WebOS and Symbian—without the complexities of these platforms. This book shows how to build apps which makes use of Google Local Search to create a Restaurant finder apps (which uses Maps to layout locations and uses internal database to store your favorite restaurants. Furthermore, you'll learn how to extend PhoneGap's

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functionality by using PhoneGap plugins to write apps like Dropbox (syncing files in the background outside HTML/JavaScript code and in native code). By the time you finish *Beginning PhoneGap*, you'll know PhoneGap inside and out, and, consequently, be able to develop mobile web apps faster and more efficiently than ever before. Make more money in less time!

An illustrated collection of scary stories with humorous endings features such elements as a boy being followed home by a coffin, a rapping noise in a haunted house, and strange intruders at the front door. Reprint.

Unleash the power of the Android OS and build the kinds of brilliant, innovative apps users love to use. If you already know your way around the Android OS and can build a simple Android app in under an hour, this book is for you. If you're itching to see just how far you can push it and discover what Android is really capable of, it's for you. And if you're ready to learn how to build advanced, intuitive, innovative apps that are a blast to use, this book is definitely for you. From custom views and advanced multi-touch gestures, to integrating online web services and exploiting the latest geofencing and activity recognition features, ace Android developer, Erik Hellman, delivers expert tips, tricks and little-known techniques for pushing the Android envelope so you can: Optimize your components for the

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smoothest user experience possible Create your own custom Views Push the boundaries of the Android SDK Master Android Studio and Gradle Make optimal use of the Android audio, video and graphics APIs Program in Text-To-Speech and Speech Recognition Make the most of the new Android maps and location API Use Android connectivity technologies to communicate with remote devices Perform background processing Use Android cryptography APIs Find and safely use hidden Android APIs Cloud-enable your applications with Google Play Services Distribute and sell your applications on Google Play Store Learn how to unleash the power of Android and transform your apps from good to great in Android Programming: Pushing the Limits.

This comprehensive and leading textbook has been revised and reworked building on the themes of the first edition. As before it covers all aspects of the nature of mind, and is ideal for anyone coming to philosophy of mind for the first time.

Demonstrates the programming language's strength as a Web development tool, covering syntax, data types, built-ins, the Python standard module library, and real world examples.

This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones

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unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

Gain hands-on experience with the amazing PhoneGap library, using the practical recipes in this handy guide. With these solutions, you can enable your mobile web apps to interact with device-specific features such as the accelerometer, GPS, camera, and address book. Learn how to use your knowledge of HTML, CSS, and JavaScript to build full mobile apps for iOS, Android, and several other platforms without rewriting apps in the native platform language. Each recipe includes sample code you can use in your project right away, as well as a discussion of why the solution works. Add functionality that's available only on a certain device or platform

- Retrieve the device's current GPS location and place a marker on a map
- Create and save a new contact or edit an existing contact in the address book
- Take pictures with the camera or select one of the user's existing photos
- Upload a file from the local device to an external server
- Allow the device to record audio or video through your app
- Enable your application to save files locally

This manual is specially written for Students who are interested in understanding Structured Query Language and PL-SQL concepts in the Computer Engineering and Information technology field and wants to gain enhance

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knowledge about power of SQL Language in Relational Database Management System Development. The manual covers practical point of view in all aspects of SQL and PL/SQL including DDL, DML, DCL sublanguages, also there are practices for Views, Group by, Having Clause. All PL-SQL concepts like Condition and Loop Structures, Functions and Procedures, Cursor, Triggers, Locks are illustrated using best examples

Are you interested in creating BlackBerry apps using the latest BlackBerry 7 and BlackBerry Java Plug-in for Eclipse? Then this is the book for you. Beginning BlackBerry 7 Development offers a hands-on approach to learning how to build and deploy sophisticated BlackBerry apps using the latest tools and techniques available. Assuming only some programming background in Java or a similar language, this book starts with the basics, offering step-by-step tutorials that take you through downloading and installing the BlackBerry development environment, creating your first apps, and exploring the BlackBerry APIs. You'll be introduced to the latest features available in the latest BlackBerry 7 using BlackBerry Java Plug-in for Eclipse, including BlackBerry Application Platform Services, techniques for using multimedia with the BlackBerry, and tools for increasing app performance. To round out the complete development process, you'll also discover the different ways you can package and distribute your apps, from deploying apps on your own website to listing your apps for sale in the BlackBerry App World.

Google Android dominates the mobile market, and by targeting Android, your apps can run on most of the

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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

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rather be coding than reading about coding, this book is for you.

A hands-on guide to leveraging NoSQL databases
NoSQL databases are an efficient and powerful tool for storing and manipulating vast quantities of data. Most NoSQL databases scale well as data grows. In addition, they are often malleable and flexible enough to accommodate semi-structured and sparse data sets. This comprehensive hands-on guide presents fundamental concepts and practical solutions for getting you ready to use NoSQL databases. Expert author Shashank Tiwari begins with a helpful introduction on the subject of NoSQL, explains its characteristics and typical uses, and looks at where it fits in the application stack. Unique insights help you choose which NoSQL solutions are best for solving your specific data storage needs. Professional NoSQL: Demystifies the concepts that relate to NoSQL databases, including column-family oriented stores, key/value databases, and document databases. Delves into installing and configuring a number of NoSQL products and the Hadoop family of products. Explains ways of storing, accessing, and querying data in NoSQL databases through examples that use MongoDB, HBase, Cassandra, Redis, CouchDB, Google App Engine Datastore and more. Looks at architecture and internals. Provides guidelines for optimal usage, performance tuning, and scalable configurations. Presents a number of tools and utilities relating to NoSQL, distributed platforms, and scalable processing, including Hive, Pig, RRDtool, Nagios, and more.

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Do you want to develop mobile apps with Java—and have them work on a variety of devices powered by iOS and Android? You've come to the right place. This project-driven book shows you how to build portable apps with two amazing open source frameworks, Google Web Tools (GWT) and PhoneGap. With these tools, you'll use learn how to write Java code that compiles into cross-platform Javascript and HTML, and discover how to take advantage of features in several popular devices, such as the camera, accelerometer, and GPS. Get started with GWT by building an example Twitter search app Build a example web app and adapt it for mobile with CSS Add touch centric controls with the GWT Mobile UI library Develop a working wine journal app that tracks a user's GPS location Use techniques to make a mobile version of your web or desktop app Work with HTML5 Canvas to build a mobile video game Package your apps for iOS, webOS, and Android with PhoneGap

As a game designer or new media storyteller, you know that the story is critical to the success of your project. Telling that story interactively is an even greater challenge, one that involves approaching the story from many angles. Here to help you navigate and open your mind to more creative ways of producing your stories is the authority on interactive design and a longtime game development guru, Chris Crawford. To help you in your quest for the truly interactive story, Crawford provides a solid sampling of what works and doesn't work, and how to apply the lessons to your own storytelling projects. After laying out the fundamental ideas behind interactive storytelling and explaining some of the misconceptions

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that have crippled past efforts, the book delves into all the major systems that go into interactive storytelling: personality models, actors, props, stages, fate, verbs, history books, and more. Crawford also covers the Storytron technology he has been working on for several years, an engine that runs interactive electronic storyworlds, giving readers a first-hand look into practical storytelling methods.

A one-of-a-kind book on Android application development with Mono for Android The wait is over! For the millions of .NET/C# developers who have been eagerly awaiting the book that will guide them through the white-hot field of Android application programming, this is the book. As the first guide to focus on Mono for Android, this must-have resource dives into writing applications against Mono with C# and compiling executables that run on the Android family of devices. Putting the proven Wrox Professional format into practice, the authors provide you with the knowledge you need to become a successful Android application developer without having to learn another programming language. You'll explore screen controls, UI development, tables and layouts, and MonoDevelop as you become adept at developing Android applications with Mono for Android. Answers the demand for a detailed book on the extraordinarily popular field of Android application development Strengthens your existing skills of writing applications and shows you how to transfer your talents to building Android apps with Mono for Android and .NET/C# Dives into working with data, REST, SOAP, XML, and JSON Discusses how to

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communicate with other applications, deploy apps, and even make money in the process Professional Android Programming with Mono for Android and .NET/C# gets you up and running with Android app development today. The author team that established its reputation nearly twenty years ago with Fundamentals of Computer Algorithms offers this new title, available in both pseudocode and C++ versions. Ideal for junior/senior level courses in the analysis of algorithms, this well-researched text takes a theoretical approach to the subject, creating a basis for more in-depth study and providing opportunities for hands-on learning. Emphasizing design technique, the text uses exciting, state-of-the-art examples to illustrate design strategies.

Mobile App Manual: The Blueprint is a starting point for building native mobile applications using web technologies. You'll learn about a process developed using tools like jQuery Mobile and PhoneGap Build, that will allow you to create mobile applications quickly and easily. You'll also learn how to leverage skills typically used to develop desktop websites to create modern hybrid mobile applications, so you can write your code once, and deploy your apps across a wide variety of devices and app stores.

Summary Android in Action, Third Edition is a comprehensive tutorial for Android developers. This fast-paced book puts you in the driver's seat -- you'll master the SDK, build WebKit apps using HTML 5, and even learn to extend or replace Android's built-in features by building useful and intriguing examples. About the Technology When it comes to mobile apps, Android can do almost anything, and with this book, so can you! Android, Google's popular mobile operating system and SDK for tablets and smart phones, is the broadest mobile platform available. It is Java-based, HTML5-aware, and loaded with the features today's mobile users demand. About

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this Book Android in Action, Third Edition takes you far beyond "Hello Android." You'll master the SDK, build WebKit apps using HTML 5, and even learn to extend or replace Android's built-in features. You'll find interesting examples on every page as you explore cross-platform graphics with RenderScript, the updated notification system, and the Native Development Kit. This book also introduces important tablet concepts like drag-and-drop, fragments, and the Action Bar, all new in Android 3. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Covers Android 3.x SDK and WebKit development from the ground up Driving a robot with Bluetooth and sensors Image processing with Native C code This book is written for hobbyists and developers. A background in Java is helpful. No prior experience with Android is assumed.

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PART 3 ANDROID APPLICATIONS Putting Android to work in a field service application Building Android applications in C
PART 4 THE MATURING PLATFORM Bluetooth and sensors Integration Android web development AppWidgets Localization Android Native Development Kit Activity fragments Android 3.0 action bar Drag-and-drop Provides information on building native mobile applications using PhoneGap.

A hands-on guide to building mobile applications, Professional Android Application Development features concise and compelling examples that show you how to

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quickly construct real-world mobile applications for Android phones. Fully up-to-date for version 1.0 of the Android software development kit, it covers all the essential features, and explores the advanced capabilities of Android (including GPS, accelerometers, and background Services) to help you construct increasingly complex, useful, and innovative mobile applications for Android phones. What this book includes An introduction to mobile development, Android, and how to get started. An in-depth look at Android applications and their life cycle, the application manifest, Intents, and using external resources. Details for creating complex and compelling user interfaces by using, extending, and creating your own layouts and Views and using Menus. A detailed look at data storage, retrieval, and sharing using preferences, files, databases, and Content Providers. Instructions for making the most of mobile portability by creating rich map-based applications as well as using location-based services and the geocoder. A look at the power of background Services, using threads, and a detailed look at Notifications. Coverage of Android's communication abilities including SMS, the telephony APIs, network management, and a guide to using Internet resources Details for using Android hardware, including media recording and playback, using the camera, accelerometers, and compass sensors. Advanced development topics including security, IPC, advanced 2D / 3D graphics techniques, and user–hardware interaction. Who this book is for This book is for anyone interested in creating applications for the Android mobile phone platform. It includes information that will be valuable whether you're an experienced mobile developer or making your first foray, via Android, into writing mobile applications. It will give the grounding and knowledge you need to write applications using the current SDK, along with the flexibility to quickly adapt to future enhancements. BlackBerry devices and applications are selling by the

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millions. As a BlackBerry developer, you need an advanced skill set to successfully exploit the most compelling features of the platform. This book will help you develop that skill set and teach you how to create the most sophisticated BlackBerry programs possible. With *Advanced BlackBerry Development*, you'll learn you how to take advantage of BlackBerry media capabilities, including the camera and video playback. The book also shows you how to send and receive text and multimedia messages, use powerful cryptography libraries, and connect with the user's personal and business contacts and calendar. Not only will you be learning how to use these application programming interfaces, but you'll also be building a program that takes full advantage of them: a wireless media-sharing app. Each chapter's lessons will be applied by enhancing the app from a prototype to a fully polished program. Along the way, yo'll learn how to differentiate your product from other downloads by fully integrating with the operating system. Your app will run in the browser and within device menus, just like software that comes with the phone. Once you are comfortable with writing apps, this book will show you how to take them to the next level. You'll learn how to move from running on one phone to running on all phones, and from one country to all countries. You'll additionally learn how to support your users with updates. No other resource compares for mastering the techniques needed for expert development on this mobile platform.

'SBAs, EMQs & SAQs in SURGERY' provides a broad range and style of questions, not only for medical students preparing for their final exams, but also for those clinicians preparing for their postgraduate exams. This book includes over 200 single best answer questions (SBAs), 400 extended matching questions (EMQs) and 100 short answer questions (SAQs), giving the reader a wide variety of topics to test their exam knowledge and technique. It is an invaluable

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educational resource for exam preparation and to help you succeed. Over 700 questions on the core medical subjects. • Compiled by a team of junior doctors with recent final exam and postgraduate specialty exam experience. • Overseen by experienced doctors to ensure relevance and accuracy. • The broad medical curriculum is covered in a succinct and consistent style. • Clear and concise answers are provided. • Easy accessible information to facilitate revision on the move. • Enables the reader to assess their knowledge and help identify gaps in their knowledge to target revision. • The following main specialties are covered: - Upper gastrointestinal surgery; - Lower gastrointestinal surgery; - Vascular surgery; - Breast surgery; - Urology; - Neurosurgery; - Ear, nose and throat surgery; - Trauma & orthopaedics; - Fluids & electrolytes. Watch out for our other titles in the MedQ4exams series: - Medicine - The Specialties - Practice papers

Presents instructions for creating Android applications using Java, with information on such topics as application design, controls, user interface, graphics, images, and XML.

Python is an intergrated, object-orientated development language for use in computer programming. This text is split into distinct sections, each concentrating on a core angle of the language. The book also contains sections for Web and application development, the two most popular uses for Python. It is designed to teach a programmer how to use Python by explaining the mechanics of Python. The appendixes offer a quick guide to the main features of the Python language, as well as additional guides to non-essential systems such as the IDLE development environment and general

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guidelines for migrating from another language.

The complete, start-to-finish guide to Android development -- from concept to market -- completely updated for the latest Android SDK!

- At least one market research firm has predicted that by 2012 there will be more Android phones than iPhones.
- Covers application design, development, debugging, packaging, distribution, and much more.
- Includes invaluable real-world tips from experienced mobile developers.
- This book covers multiple Android SDK versions, which is how developers must work with Android. Android is rapidly gaining traction as an exciting alternative to Apple's iPhone platform, and thousands of developers are eagerly seeking the information they need to begin creating Android applications. Drawing on their experience in mobile and wireless software development, the authors walk through the entire process of developing successful Android applications, from concept through coding, testing through distribution. The only book developers will need, *Android Wireless Application Development 2/e* is the comprehensive resource for developers who are new to Android - or to wireless development in general. Conder and Darcey cover:
 - Mastering the Android development environment.
 - Understanding the entire Android application lifecycle.
 - Building effective user interfaces.
 - Using Android's APIs for networking, location-based services, data, storage, multimedia, telephony, graphics, and more
 - Working with Android's optional hardware-specific APIs
 - Designing more effective applications using Notifications and Services
 - Developing and testing

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

Create cross-platform mobile apps without having to learn a new language! PhoneGap is an open source solution, ideal for web developers wanting to build cross-platform mobile apps without having to learn a new language. Using HTML, CSS, and Javascript, PhoneGap allows you to jump into the mobile world and develop apps for iPhone, Android, and the BlackBerry. Walks you through installing the development software Covers the basics of each of PhoneGap's functional units Introduces various projects you can build with the framework Discusses using HTML, CSS, JavaScript Explores the features accelerometer and compass Examines media, storage and files, camera, contacts, geolocation, and more Within Beginning PhoneGap, each new chapter builds on the lessons taught in the previous so that by the end of the book, you can have mobile apps up and running! "NOTE: Several significant changes to the PhoneGap software occurred shortly after this book was published. The author has written extra pages to address these and other changes. You can download the updates to this book from the book's support page on the Wrox website."

Android Wireless Application Development has earned a reputation as the most useful real-world guide to building robust, commercial-grade Android apps. Now, authors Lauren Darcey and Shane Conder have systematically

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revised and updated this guide for the latest Android SDK and tools updates. To accommodate their extensive new coverage, they've split the book into two leaner, cleaner volumes. This Volume II focuses on advanced techniques for the entire app development cycle, including design, coding, testing, debugging, and distribution. Darcey and Conder cover hot topics ranging from tablet development to protecting against piracy and demonstrate advanced techniques for everything from data integration and UI development to in-app billing. Every chapter has been thoroughly updated to reflect the latest SDKs, tools, and devices. The sample code has been completely overhauled and is available for download on a companion website. Drawing on decades of in-the-trenches experience as professional mobile developers, the authors also provide even more tips and best practices for highly efficient development. This new edition covers Advanced app design with async processing, services, SQLite databases, content providers, intents, and notifications Sophisticated UI development, including input gathering via gestures and voice recognition Developing accessible and internationalized mobile apps Maximizing integrated search, cloud-based services, and other exclusive Android features Leveraging Android 4.0 APIs for networking, web, location services, the camera, telephony, and hardware sensors Building richer apps with 2D/3D graphics (OpenGL ES and RenderScript), animation, and the Android NDK Tracking app usage patterns with Google Analytics Streamlining testing with the Android Debug Bridge This book is an indispensable

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resource for every intermediate- to advanced-level Java developer now participating in Android development and for every seasoned mobile developer who wants to take full advantage of the newest Android platform and hardware. Also look for: *Android Wireless Application Development, Volume I: Android Essentials* (ISBN: 9780321813831)

Create powerful, marketable applications with Tizen for the smartphone and beyond Tizen is the only platform designed for multiple device categories that is HTML5-centric and entirely open source. Written by experts in the field, this comprehensive guide includes chapters on both web and native application development, covering subjects such as location and social features, advanced UIs, animations, sensors and multimedia. This book is a comprehensive resource for learning how to develop Tizen web and native applications that are polished, bug-free and ready to sell on a range of smart devices, beyond just smartphones. Tizen is an open source platform that is housed within the Linux Foundation and is fully supported by Intel, Samsung and the Tizen Association. *Professional Tizen Application Development: Explains how web applications can combine HTML5 features with Tizen device APIs to unleash the full potential of the Tizen platform Provides detailed, practical explanations of the most important Tizen native APIs Demonstrates best practices for adding key features like location, contacts and calendars to your apps Shows you how to use advanced features such as animations, face recognition and sensors to help you create applications that stand out from the crowd*

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Shares code on advanced topics including multi-threading and hybrid applications Includes numerous fully functional code examples, for both web and native applications, complete with hints and tips to get the most out of the Tizen APIs Hojun Jaygarl, Yoonsoo Kim, Eunyoung Choi are Samsung engineers working on Tizen. Cheng Luo, Kevin Bradwick and Jon Lansdell are experienced professional developers. Professional Tizen Application Development prepares you to start creating amazing apps for multiple devices with the Tizen platform.

This concise book builds upon the foundational concepts of MIDI, synthesis, and sampled waveforms. It also covers key factors regarding the data footprint optimization work process, streaming versus captive digital audio new media assets, digital audio programming and publishing platforms, and why data footprint optimization is important for modern day new media content development and distribution. Digital Audio Editing Fundamentals is a new media mini-book covering concepts central to digital audio editing using the Audacity open source software package which also apply to all of the professional audio editing packages. The book gets more advanced as chapters progress, and covers key concepts for new media producers such as how to maximize audio quality and which digital audio new media formats are best for use with Kindle, Android Studio, Java, JavaFX, iOS, Blackberry, Tizen, Firefox OS, Chrome OS, Opera OS, Ubuntu Touch and HTML5. You will learn: Industry terminology involved in digital audio editing, synthesis, sampling, analysis and

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processing The work process which comprises a fundamental digital audio editing, analysis, and effects pipeline The foundational audio waveform sampling concepts that are behind modern digital audio publishing How to install, and utilize, the professional, open source Audacity digital audio editing software Concepts behind digital audio sample resolution and sampling frequency and how to select settings How to select the best digital audio data codec and format for your digital audio content application How to go about data footprint optimization, to ascertain which audio formats give the best results Using digital audio assets in computer programming languages and content publishing platforms

A pragmatic approach to testing electronic systems As we move ahead in the electronic age, rapid changes in technology pose an ever-increasing number of challenges in testing electronic products. Many practicing engineers are involved in this arena, but few have a chance to study the field in a systematic way-learning takes place on the job. By covering the fundamental disciplines in detail, *Principles of Testing Electronic Systems* provides design engineers with the much-needed knowledge base. Divided into five major parts, this highly useful reference relates design and tests to the development of reliable electronic products; shows the main vehicles for design verification; examines designs that facilitate testing; and investigates how testing is applied to random logic, memories, FPGAs, and microprocessors. Finally, the last part offers coverage of advanced test solutions for today's very

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deep submicron designs. The authors take a phenomenological approach to the subject matter while providing readers with plenty of opportunities to explore the foundation in detail. Special features include: * An explanation of where a test belongs in the design flow * Detailed discussion of scan-path and ordering of scan-chains * BIST solutions for embedded logic and memory blocks * Test methodologies for FPGAs * A chapter on testing system on a chip * Numerous references

The fast and easy way to get up and running on Android wearables Written by an expert author team with years of hands-on experience in designing and building wearables, Professional Android Wearables covers how to use the Android Wear platform and other techniques to build real-world apps for a variety of wearables including smartbands, smartwatches, and smart glasses. In no time, you'll grasp how wearables can connect us to the Internet in more pervasive ways than with PCs, tablets, or mobile devices; how to build code using Google's Wear SDK for Android-enabled hardware devices; how Android Wear and other Android development techniques are capable of building several presented example projects; and much more. Wearables are the next generation of smart mobile devices, it's no wonder you will want to master Android Wear SDK to build smart wearable apps for a multitude of form factors and applications. Shows you how to navigate Android Wear SDK Clearly explains how to use the Android Wear platform to build real-world apps The companion website includes source code for all of the projects described in the book If you're an experienced Android developer

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looking to master Android Wear SDK to build wearable apps, you've come to the right place.

The Android development platform, created by Google and the Open Handset Alliance, is a platform in its truest sense, encompassing hundreds of classes beyond the traditional Java classes and open source components that ship with the SDK. With *Beginning Android 2*, you'll learn how to develop applications for Android 2.x mobile devices, using simple examples that are ready to run with your copy of the software development kit. Author, Android columnist, writer, developer, and community advocate Mark L. Murphy will show you what you need to know to get started programming Android applications, including how to craft graphical user interfaces, use GPS, and access web services.

Learn concepts central to visual special effects using the free Black Magic Design Fusion 8.0 software package. This book also provides foundational background information regarding concepts central to digital image compositing, digital video editing, digital illustration, digital painting, 3D, and digital audio in the first six chapters on new media theory, concepts and terminology. This book builds on the foundational concepts of digital image compositing, digital audio, digital video, digital illustration and digital painting. *VFX Fundamentals* introduces more advanced VFX concepts and pipelines as the chapters progress, covering topics such as flow node compositing, timeline animation, animated polyline masking, bluescreen and greenscreen matte pulling (generation), using Primatte and Fusion 8 Ultra Keyer, motion tracking, 3D rendering and

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compositing, auxiliary channels, and particle systems and particle physics dynamics, among other topics.

“br>What You'll Learn See the new media components (raster, vector, audio, video, rendering) needed for VFX

Discover the concepts behind the VFX content

production workflow Install and utilize Black Magic

Design Fusion 8 and its Visual Programming Language

Master the concepts behind resolution, aspect ratio, bit-

rate, color depth, layers, alpha, and masking Work with

2D VFX concepts such as animated masking, matte

pulling (Primatte V) and motion tracking Harness 3D VFX

concepts such as 3D geometry, materials, lighting,

animation and auxiliary channels Use advanced VFX

concepts such as particle systems animation using real-

world physics (forces) Who This Book Is For div SFX

artists, VFX artists, video editors, website developers,

filmmakers, 2D and 3D animators, digital signage

producers, e-learning content creators, game

developers, multimedia producers.

Create powerful, marketable applications with Tizen for

thesmartphone and beyond Tizen is the only platform

designed for multiple devicecategories that is

HTML5-centric and entirely open source. Writtenby

experts in the field, this comprehensive guide includes

chapterson both web and native application

development, covering subjectssuch as location and

social features, advanced UIs, animations,sensors and

multimedia. This book is a comprehensive resource for

learning how todevelop Tizen web and native

applications that are polished,bug-free and ready to sell

on a range of smart devices, beyond justsmartphones.

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Tizen is an open source platform that is housed within the Linux Foundation and is fully supported by Intel, Samsung and the Tizen Association. Professional Tizen Application Development:

- Explains how web applications can combine HTML5 features with Tizen device APIs to unleash the full potential of the Tizen platform
- Provides detailed, practical explanations of the most important Tizen native APIs
- Demonstrates best practices for adding key features like location, contacts and calendars to your apps
- Shows you how to use advanced features such as animations, face recognition and sensors to help you create applications that stand out from the crowd
- Shares code on advanced topics including multi-threading and hybrid applications
- Includes numerous fully functional code examples, for both web and native applications, complete with hints and tips to get the most out of the Tizen APIs

Hojun Jaygarl, Yoonsoo Kim, Eunyoung Choi are Samsung engineers working on Tizen. Cheng Luo, Kevin Bradwick and Jon Lansdell are experienced professional developers. Professional Tizen Application Development prepares you to start creating amazing apps for multiple devices with the Tizen platform.

Android Essentials is a no-frills, no-nonsense, code-centric run through the guts of application development on Google's Mobile OS. This book uses the development of a sample application to work through topics, focusing on giving developers the essential tools and examples required to make viable commercial applications work. Covering the entirety of the Android catalog in less than 150 pages is simply impossible.

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Instead, this book focuses on just four main topics: the application life cycle and OS integration, user interface, location-based services, and networking. Thorough, complete, and useful work on the nuts and bolts of application development in Android Example driven and practically minded A tool for hobbyists and professionals who want to create production-quality applications The wildly popular Facebook social networking platform has published an open Application Programming Interface (API) and developers are eating it up--60,000 signed up to use it in the first few days; with this API, any programmer can create applications and new features for Facebook Explores and explains the components available to programmers, including working with Facebook Markup Language (FBML), querying Facebook with FQL, application layout and flow, advanced configuration and performance tuning, and more Businesses such as NBC, Yahoo!, Red Bull, Forbes, and the Washington Post are building branded applications to reach the growing Facebook community

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