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T9Y82X - BENITEZ SHANIA

With the ever-increasing need to view websites on mobile devices, websites have to be adaptable to thousands of different screen resolutions. In *Responsive Design with WordPress*, expert web developer Joe Casabona teaches you how to leverage WordPress to get the most out of responsive design, implement best practices, automate important processes, and make your life easier overall. You'll start with a refresher on the core functionality of WordPress, then dive into developing responsive themes and plugins. Find out what to consider at the outset of the design process to save hours of work during redesigns. Learn up-to-date best practices for determining

breakpoints, accessibility, and preventing website bloat for better user experience no matter the user's connection speed. Finally, you'll apply the principles you learn to specific tutorials, such as building a photo gallery, map page, and products page. • Learn when to rely on themes and when it's best to use plugins. • Apply your responsive CSS to a WordPress theme. • Learn various navigation techniques, such as Jump to with • smooth scrolling or Select box. • Use popular responsive techniques, like picturefill.js, to make images respond to different screen resolutions and connection speeds. • Explore frameworks, including Bootstrap and Foundation. • Download dozens of code samples to help implement responsive de-

sign techniques, and test yourself with end-of-chapter quizzes.

The two-volume set LNCS 9172 and 9173 constitutes the refereed proceedings of the Human Interface and the Management of Information thematic track, held as part of the 17th International Conference on Human-Computer Interaction, HCII 2015, held in Los Angeles, CA, USA, in August 2015, jointly with 15 other thematically similar conferences. The total of 1462 papers and 246 posters presented at the HCII 2015 conferences were carefully reviewed and selected from 4843 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accept-

ed for presentation thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. This volume contains papers addressing the following major topics: information visualization; information presentation; knowledge management; haptic, tactile and multimodal interaction; service design and management; user studies.

Introductory Statistics is designed for the one-semester, introduction to statistics course and is geared toward students majoring in fields other than math or engineering. This text assumes students have been exposed to intermediate algebra, and it focuses on the applications of statistical knowledge rather than the theory behind it. The foundation of this textbook is Collaborative Statistics, by Barbara Illowsky and Susan Dean. Additional topics, examples, and ample opportunities for practice have been added to each chapter. The development choices for this textbook were made with the guidance of many faculty members who are deeply involved in teaching this course. These choices led

to innovations in art, terminology, and practical applications, all with a goal of increasing relevance and accessibility for students. We strove to make the discipline meaningful, so that students can draw from it a working knowledge that will enrich their future studies and help them make sense of the world around them.

The open source nature of the platform has not only established a new direction for the industry, but enables a developer or forensic analyst to understand the device at the most fundamental level. Android Forensics covers an open source mobile device platform based on the Linux 2.6 kernel and managed by the Open Handset Alliance. The Android platform is a major source of digital forensic investigation and analysis. This book provides a thorough review of the Android platform including supported hardware devices, the structure of the Android development project and implementation of core services (wireless communication, data storage and other low-level functions). Finally, it will focus on teaching readers how to apply actual forensic techniques to recover data. Ability to forensically acquire Android devices

using the techniques outlined in the book Detailed information about Android applications needed for forensics investigations Important information about SQLite, a file based structured data storage relevant for both Android and many other platforms.

If you want a complete understanding of mobile automation testing and its practical implementation, then this book is for you. Familiarity with the basics of VB Script and Java along with knowledge of basic testing concepts is essential.

MOBILE TERMINAL RECEIVER DESIGN MOBILE TERMINAL RECEIVER DESIGN LTE and LTE-Advanced India This all-in-one guide addresses the challenges of designing innovative mobile handset solutions that offer smaller size, low power consumption, low cost, and tremendous flexibility, with improved data rates and higher performance. Readers are introduced to mobile phone system architecture and its basic building blocks, different air interface standards and operating principles, before progressing to hardware anatomy, software and protocols, and circuits for legacy and next-generation smart

phones, including various research areas in 4G and 5G systems. Mobile Terminal Receiver Design/p? ulli-explains basic working principles, system architecture and specification details of legacy and possible next-generation mobile systems, from principle to practice to product; covers in detail RF transmitter and receiver blocks, digital baseband processing blocks, receiver and transmitter signal processing, protocol stack, AGC, AFC, ATC, power supply, clocking; features important topics like connectivity and application modules with different design solutions for tradeoff exploration; discusses multi-RAT design requirements, key design attributes such as low power consumption, slim form factors, seamless I-RAT handover, sensitivity, and selectivity. It will help software, hardware, and radio frequency design engineers to understand the evolution of radio access technologies and to design competitive and innovative mobile solutions and devices. Graduates, postgraduate students, and researchers in mobile telecommunications disciplines will also find this book a handy reference.

Make your Android device truly your own Are you ea-

ger to make your Android device your own but you're not sure where to start? Then this is the book for you. XDA is the world's most popular resource for Android hacking enthusiasts, and a huge community has grown around customizing Android devices with XDA. XDA's Android Hacker's Toolkit gives you the tools you need to customize your devices by hacking or rooting the android operating system. Providing a solid understanding of the internal workings of the Android operating system, this book walks you through the terminology and functions of the android operating system from the major nodes of the file system to basic OS operations. As you learn the fundamentals of Android hacking that can be used regardless of any new releases, you'll discover exciting ways to take complete control over your device. Teaches theory, preparation and practice, and understanding of the OS Explains the distinction between ROMing and theming Provides step-by-step instructions for Droid, Xoom, Galaxy Tab, LG Optimus, and more Identifies the right tools for various jobs Contains new models enabling you to root and cus-

tomize your phone Offers incomparable information that has been tried and tested by the amazing XDA community of hackers, gadgeteers, and technicians XDA's Android Hacker's Toolkit is a simple, one-stop resource on hacking techniques for beginners.

Fully loaded with the latest tricks and tips on your new Android! Android smartphones are so hot, they're soaring past iPhones on the sales charts. And the second edition of this muscular little book is equally impressive--it's packed with tips and tricks for getting the very most out of your latest-generation Android device. Start Facebooking and tweeting with your Android mobile, scan barcodes to get pricing and product reviews, download your favorite TV shows--the book is positively bursting with practical and fun how-tos. Topics run the gamut from using speech recognition, location-based mapping, and GPS, to setting up your Android as a broadband modem and much more. Helps you get the most out of your Android smartphone and related technology, including Motorola Droid 2, Motorola Photon 4G, HTC Thunderbolt, LG Optimus 3D, and

HTC EVO 3D Shows you how to put a slew of stuff on your Android: old movies, TV shows, music, spreadsheets, presentations, Word documents, and much more Covers all the basic features such as web browsing, using Facebook and Twitter, taking photos, playing music, and using e-mail Offers dozens of high-level tips and tricks, such as using an Android as a broadband modem, barcode scanning, using the GPS, and speech recognition You won't believe all that you can do with Android smartphones. Get Android Fully Loaded, Second Edition and don't miss a thing!

Diploma Thesis from the year 2011 in the subject Computer Science - Miscellaneous, grade: 2,3, Technical University of Berlin (Agententechnologien in betrieblichen Anwendungen), language: English, abstract: The smartphone market is evolving rapidly, irrespective of the well-known spread within the business sector. In recent years the average users tend to replace their traditional mobile phones, PDAs and Palms with smartphones. These devices have become a pervasive part of everyday life. Dealing with huge

amounts of data, the mobile device's and application's demand for certain security standards cannot be underestimated. In recent studies the individual user's needs in terms of technical features, applications etc. have not been addressed and analyzed properly. To capture the problem in its full extent it is vital to understand the user's expectations. Besides, the usage patterns have to be described especially against the background of security aspects. As mentioned before, recent analyzes did not specifically ask what the user expects from a smartphone. Hence, the main objective of this work is to get a broad picture on how smartphones are used today and what users expect, taking into consideration security aspects.. An international web-based online survey was designed and performed to measure and analyze users' behaviour when using smartphones, with the aim of finding out what they want and expect from a smartphone. The main goals were to identify user needs in the context of smartphones, to analyze their knowledge and acquisition to security aspects and to get significant data about the user's behaviour. The

main findings of the survey are that on the one hand, most of the users want a smartphone to provide classic mobile phone features, such as performing phone calls, writing messages or storing contacts. On the other hand they want a smartphone to provide mobile internet access, navigation features, multimedia aspects, a comfortable usability and a good lo

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Many creatures are helped when two animals refuse to conform to the laws of the jungle. Of all the animals the elephant rescues, only the tiny ant returns the favour.

EBOOK: Using Information Technology Complete Edition

Galaxy S4 is amazing right out of the box, but if you want to get the most of out your S4 or S4 Mini, start here. With clear instructions and savvy advice from technology expert Preston Gralla, you'll learn how to go online, play games, listen to mu-

sic, watch movies & TV, monitor your health, and answer calls with a wave of your hand. The important stuff you need to know: Be connected. Browse the Web, manage email, and download apps through WiFi or S4's 3G/4G network. Navigate without touch. Use Air Gestures with your hand, or scroll with your eyes using Smart Screen. Find new ways to link up. Chat, videochat, and add photos, video, or entire slideshows to text messages. Get together with Group Play. Play games or share pictures, documents, and music with others nearby. Create amazing images. Shoot and edit photos and videos—and combine images from the front and back cameras. Keep music in the cloud. Use Google Play Music to store and access tunes. Check your schedule. Sync the S4 with your Google and Outlook calendars.

The Most-Advanced touch-sensitive Guide Available. There has never been a touch-sensitive Guide like this. It contains 84 answers, much more than you can imagine; comprehensive answers and extensive details and references, with insights that have never before been offered in print. Get

the information you need -fast! This all-embracing guide offers a thorough view of key knowledge and detailed insight. This Guide introduces what you want to know about touch-sensitive. A quick look inside of some of the subjects covered: Stylus - Smartphones and computing, Psion Series 5, Graphics tablet - Operation, Nintendo, Notebook - Possible electronic successors, Zune - Second generation, Samsung SGH-U600, Transporter (Star Trek), Famicom Titler - Video editing, subtitling, and demos, Air Force Research Laboratory - Sensors Directorate, Resistive touchscreen, Subnotebook - 2001-2006, Psion Series 7, Samsung SGH-E900, Samsung SGH-E950, iPod Classic - 4th generation, Darlington transistor - Behavior, SoundDroid, Midi - Specialized performance controllers, Light fixture - Light-fixture controls, Watch phone - Seiko RC series, Ericsson Mobile Communications - The telecom crisis, List of distinct cell types in the adult human body - Sensory transducer cells, Apple Mighty Mouse - Design, Psion netBook - Description, Musical Instrument Digital Interface - Specialized performance controllers, HTC Evo 4G -

Screen and input, Kobo Touch - Hardware, HTC Magic - Hardware, Flight Simulation - Training for pilots, HP ZBook - Features, History of video games - Seventh generation consoles (2005-present), The Voder, Bat - Wings, HTC Desire S - Hardware, Psion 5, Epidermis (skin) - Layers, Psion Series 5mx, Masturbation - Male, Console manufacturer - Industry, Tony Bland - Andrew Devine, Synthesizer - Other innovations, Schott AG, and much more...

The Android Developer's Collection includes two highly successful Android application development eBooks: "The Android Developer's Cookbook: Building Applications with the Android SDK " "Android Wireless Application Development," Second Edition This collection is an indispensable resource for every member of the Android development team: software developers with all levels of mobile experience, team leaders and project managers, testers and QA specialists, software architects, and even marketers. Completely up-to-date to reflect the newest and most widely used Android SDKs, "The Android Developer's Cookbook "is the essential resource for developers building apps for any An-

droid device, from phones to tablets. Proven, modular recipes take you from the absolute basics to advanced location-based services, security techniques, and performance optimization. You'll learn how to write apps from scratch, ensure interoperability, choose the best solutions for common problems, and avoid development pitfalls. "Android Wireless Application Development, " Second Edition, delivers all the up-to-date information, tested code, and best practices you need to create and market successful mobile apps with the latest versions of Android. Drawing on their extensive experience with mobile and wireless development, Lauren Darcey and Shane Conder cover every step: concept, design, coding, testing, packaging, and delivery. Every chapter of this edition has been updated for the newest Android SDKs, tools, utilities, and hardware. All sample code has been overhauled and tested on leading devices from multiple companies, including HTC, Motorola, and ARCHOS. Many new examples have been added, including complete new applications. In this collection, coverage includes Implementing threads, services, re-

ceivers, and other background tasks Providing user alerts Organizing user interface layouts and views Managing user-initiated events such as touches and gestures Recording and playing audio and video Using hardware APIs available on Android devices Interacting with other devices via SMS, Web browsing, and social networking Storing data efficiently with SQLite and its alternatives Accessing location data via GPS Using location-related services such as the Google Maps API Building faster applications with native code Providing backup and restore with the Android Backup Manager Testing and debugging apps throughout the development cycle Using Web APIs, using the Android NDK, extending application reach, managing users, synchronizing data, managing backups, and handling advanced user input Editing Android manifest files, registering content providers, and designing and testing apps Working with Bluetooth, voice recognition, App Widgets, live folders, live wallpapers, and global search Programming 3D graphics with OpenGL ES 2.0

Today's Android apps developers are often running into the need to refine, im-

prove and optimize their apps performances. As more complex apps can be created, it is even more important for developers to deal with this critical issue. Android allows developers to write apps using Java, C or a combination of both with the Android SDK and the Android NDK. Pro Android Apps Performance Optimization reveals how to fine-tune your Android apps, making them more stable and faster. In this book, you'll learn the following: How to optimize your Java code with the SDK, but also how to write and optimize native code using advanced features of the Android NDK such as using ARM single instruction multiple data (SIMD) instructions (in C or assembly) How to use multithreading in your application, how make best use of memory and how to maximize battery life How to use to some OpenGL optimizations and to RenderScript, a new feature in Android 3.0 (Honeycomb) and expanded in Android 4.0 (Ice Cream Sandwich). After reading and using this book, you'll be a better coder and your apps will be better-coded. Better-performing apps mean better reviews and eventually, more money for you as the app developer or

your indie shop.

Since Android's earliest releases, Android Wireless Application Development has earned a reputation as the most useful real-world guide for everyone who wants to build robust, commercial-grade Android apps. Now, authors Lauren Darcey and Shane Conder have systematically revised and updated this guide for the brand new version 4 of the Android SDK. To accommodate extensive new coverage, they've also split the book into two volumes. Volume I covers all the essentials of modern Android development, offering expert insights for the entire app development lifecycle, from concept to market. Darcey and Conder go beyond Android's core features, covering many of the SDK's most interesting and powerful features, from LiveFolders to wallpaper customization. Building an elegant, functional website requires more than just knowing how to code. In *Adaptive Web Design, Second Edition*, you'll learn how to use progressive enhancement to build websites that work anywhere, won't break, are accessible by anyone—on any device—and are designed to work well into the future.

This new edition of *Adaptive Web Design* frames even more of the web design process in the lens of progressive enhancement. You will learn how content strategy, UX, HTML, CSS, responsive web design, JavaScript, server-side programming, and performance optimization all come together in the service of users on whatever device they happen to use to access the web. Understanding progressive enhancement will make you a better web professional, whether you're a content strategist, information architect, UX designer, visual designer, front-end developer, back-end developer, or project manager. It will enable you to visualize experience as a continuum and craft interfaces that are capable of reaching more users while simultaneously costing less money to develop. When you've mastered the tenets and concepts of this book, you will see the web in a whole new way and gain web design superpowers that will make you invaluable to your employer, clients, and the web as a whole. Visit <http://adaptivewebdesign.info> to learn more. Step-by-step instructions with callouts to photos that show you exactly

what to do with the Galaxy Tab 2 10.1 and Galaxy Tab 2 7.0 Help when you run into Samsung Galaxy Tab 2 problems or limitations

Tips and Notes to help you get the most from your Samsung Galaxy Tab 2

Full-color, step-by-step tasks walk you through getting and keeping your Samsung Galaxy Tab 2 working just the way you want. Learn how to

- Get started fast
- Navigate Samsung Galaxy Tab 2's Android operating system
- Retrieve, play, and manage music, video, podcasts, and audiobooks
- Use Google Play as a portal to movies and TV content
- Capture higher quality photos and video
- Surf the Web quickly with the built-in browser
- Monitor news, weather, and stock prices
- Simplify your life with the Calendar and Contacts
- Send email, text, and multimedia messages
- Use your Galaxy Tab 2 as an eReader
- Find and share any destination with Maps, Navigation, Local, and Latitude
- Discover, install, maintain, and work with new Android apps
- Extend your Galaxy Tab 2 with add-on hardware and accessories
- Customize your tablet to reflect your personal style and preferences
- Keep your Galaxy

Tab 2 software up to date, reliable, and running smoothly

La presente obra está dirigida a los estudiantes del Ciclo Formativo Desarrollo de Aplicaciones Multiplataforma de Grado Superior, en concreto para el módulo Programación Multimedia y Dispositivos Móviles. Los contenidos incluidos en este libro abarcan los conceptos básicos de desarrollo de aplicaciones multimedia y juegos para dispositivos móviles. En una primera parte del libro se realiza una extensa revisión de las principales tecnologías para el desarrollo de aplicaciones para dispositivos móviles como Android, Windows Phone, iPhone, Symbian, BlackBerry, etc., mostrando aspectos como son los entornos de desarrollo, lenguajes de programación y emuladores que proporcionan cada una de estas tecnologías. A continuación, nos centraremos en el desarrollo de aplicaciones con tecnología Android. Se trata el desarrollo de aplicaciones con Interfaces de Usuario Gráficas y con capacidades de acceso a bases de datos y comunicaciones, mostrando aspectos de manejo de conexiones HTTP y navegadores. Así mismo, se presenta la librería multimedia de Android, realizando

en primer lugar una revisión de conceptos genéricos sobre contenidos multimedia como son formatos, fuentes de datos, codec, etc., para posteriormente estudiar las principales clases del API para desarrollar aplicaciones para reproducir y grabar audio y vídeo. Además, se estudia cómo controlar y monitorizar comunicaciones por streaming de contenidos multimedia. Se realiza un análisis de los motores de juegos para la plataforma Android. Se presentan los principales conceptos de animación y los componentes básicos de un juego. Se estudian diferentes motores (de inteligencia artificial, de sonidos, de escenas, etc.) y se muestra cómo utilizar algunos de ellos. También se presenta la API de gráficos en 3D de Android con OpenGL. Por último, se realiza un desarrollo de un juego en 2D y un ejemplo gráfico en 3D, estudiando el diseño, los modelos, escenarios y efectos visuales desde la tecnología Android. Los capítulos incluyen actividades y ejemplos con el propósito de facilitar la asimilación de los conocimientos tratados. Así mismo, se incorporan test de conocimientos y ejercicios propuestos con la finalidad de comprobar

que los objetivos de cada capítulo se han asimilado correctamente. Además, reúne los recursos necesarios para incrementar la didáctica del libro, tales como un glosario con los términos informáticos necesarios, bibliografía y documentos para ampliación de los conocimientos.

This publication identifies the role of digital infrastructure in achieving the Sustainable Development Goals (SDGs)--including education, employment, agricultural sustainability, food security, and spatial inequality--in 12 countries in Latin America and the Caribbean. It identifies a gap between the outcomes achieved for each SDG in the countries studied and those achieved in OECD countries. Moreover, the region still has a long way to go to achieve the SDG targets set in the 2030 Agenda for Sustainable Development. The authors explain how investment in digital infrastructure can help close the gaps between the region and these two benchmarks (OECD countries and SDG targets). They also quantify the investment in telecom in the region between 2008 and 2017 and estimate what amount is still needed to help close

these gaps.

Learn How to Design and Implement HAR Systems

The pervasiveness and range of capabilities of today's mobile devices have enabled a wide spectrum of mobile applications that are transforming our daily lives, from smartphones equipped with GPS to integrated mobile sensors that acquire physiological data. *Human Activity Recognition: Using Wearable Sensors and Smartphones* focuses on the automatic identification of human activities from pervasive wearable sensors—a crucial component for health monitoring and also applicable to other areas, such as entertainment and tactical operations. Developed from the authors' nearly four years of rigorous research in the field, the book covers the theory, fundamentals, and applications of human activity recognition (HAR). The authors examine how machine learning and pattern recognition tools help determine a user's activity during a certain period of time. They propose two systems for performing HAR: Centinela, an offline server-oriented HAR system, and Vigilante, a completely mobile real-time activity recognition system. The book also pro-

vides a practical guide to the development of activity recognition applications in the Android framework. From their haunts in the shadowy corner of a bar, front and center at a convenience store, or reigning over a massive mall installation bursting with light, sound, and action, arcade games have been thrilling and addicting quarter-bearers of all ages ever since Pong first lit up its paddles. Whether you wanted a few minutes' quick-twitch exhilaration or the taste of three-initial immortality that came with topping the high score screen, you could get it from the diverse range of space shooters, dot-eating extravaganzas, quirky beat-'em-ups, and more that have helped define pop culture for more than four decades. In *Attract Mode: The Rise and Fall of Coin-Op Arcade Games*, author Jamie Lendino celebrates both the biggest blockbusters (Pac-Man, Star Wars: The Arcade Game) and the forgotten gems (Phoenix, Star Castle) of the Golden Age of coin-op gaming, and pulls back the curtain on the personalities and the groundbreaking technologies that brought them to glitzy, color-drenched life in the U.S., Japan, and all over the

world. You'll start your journey exploring the electromechanical attractions and pinball games of the early 20th century. Next, you'll meet the earliest innovators, who used college computers and untested electronics to outline the possibilities of the emerging form, and discover the surprising history behind the towering megahits from Nintendo, Sega, and others that still inform gaming today. Then you'll witness the devastating crash that almost ended it all—and the rebirth no one expected. Whether you prefer the white-knuckle gameplay of *Robotron: 2084*, the barrel-jumping whimsy of *Donkey Kong*, or the stunning graphics and animation of *Dragon's Lair*, *Attract Mode* will transport you back to the heyday of arcade games and let you relive—or experience for the first time—the unique magic that transformed entertainment forever.

Учебно-методическое пособие разработано преподавателями кафедры английского языка факультета экономики, которые ведут занятия на факультете бизнес-информатики и отделении программной инженерии НИУ ВШЭ. В ходе занятий со

студентами по учебнику «Professional English in Use. ICT. For Computers and the Internet» Издательства Кембриджского университета (Cambridge University Press) со студентами НИУ ВШЭ возникла необходимость дополнить существующий курс глоссарием с русскоязычными соответствиями, заданиями на перевод и дополнительными заданиями, которые помогут совершенствовать навыки говорения. Цель создания пособия – помочь студентам и всем заинтересованным лицам расширить словарный запас и более комфортно ощущать себя в иноязычной профессиональной среде. Рекомендуются как дополнительный компонент к учебному курсу «Professional English in Use. ICT. For Computers and the Internet» для российских студентов неязыковых вузов, имеющих уровень языковой подготовки не ниже «pre-intermediate» и обучающихся по специальности «бизнес-информатика» и «программная инженерия».

SOCIAL MEDIA AND MINISTRY Sharing the Gospel in the Digital Age is a practical guide for all (including pastors and church leaders) to social media. It is a handbook, a how-to-manual for ministries on how to use Facebook, Twitter, YouTube and other social media platforms to grow and increase their influence. It is a Pastor's Guide to Social Media. This book is also for those, in general, who seek a better understanding of social networking, and how social media impacts our daily lives. Finally, it is about the information-based Digital Age and how we relate to it.

If you thought your phone was smart, you should see the new Android tablets! Based on Android 3 Honeycomb, these tablets provide all the computing power you'll need on a device light enough to carry wherever you go. Get the most out of your Android 3.0 Honeycomb tablet with Android Tablets Made Simple—learn all the key features, understand what's new, and utilize dozens of time-saving tips and tricks. Android Tablets Made Simple includes over 500 pages of easy-to-read instructions and over 1,000 carefully annotated screen shots to guide you to Android

tablet mastery. You'll never be left wondering, "How did they do that?" This book guides you through: Finding and purchasing the right Android tablet Understanding the Android Honeycomb interface Downloading and using tablet apps Responsives Design ist der Schlüssel zu einem konsistenten und attraktiven Auftritt Ihrer WordPress-Website auf Desktop, Tablet und Smartphone. Wie Sie hierfür professionelle Themes und Plugins entwickeln, lernen Sie mit diesem Buch. Webexperte Joe Casabona zeigt Ihnen, wie Sie WordPress' Features für Ihre Arbeit optimal nutzen, welche Konzepte Ihnen das Arbeiten erleichtern und welche Rezepte zu den besten Ergebnissen führen. Zu Beginn frischen Sie Ihr Wissen zu WordPress' Kernfunktionalitäten auf und steigen dann schnell in die Entwicklung responsiver Themes und Plugins ein. Sie lernen, inhaltsbasierte Breakpoints für jede Bildschirmgröße zu setzen, die Datenmenge für Mobilnutzer gering zu halten sowie Navigation, Bilder, Widgets, Kommentare und Archive richtig zu designen. Außerdem macht Sie Casabona bekannt mit den wichtigsten Frame-

works. Abschließend wenden Sie das Gelernte in fünf Tutorials an, in denen Sie responsive WordPress-Plugins und Theme-Komponenten programmieren und designen: eine Fotogalerie, eine Google Maps-basierte Karte, einen ImageSlider, ein Kontaktformular und eine Produktseite für einen Online-Shop.

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 revised and updated this guide for the latest Android SDK 4.0. To accommodate their extensive new coverage, they've split the book into two volumes. Volume I focuses on Android essentials, including setting up your development environment, understanding the application lifecycle, designing effective user interfaces, developing for diverse devices, and optimizing your mobile app development process--from design through publishing. Every chapter has been thoroughly updated for the newest APIs, tools, utilities, and hardware. All sample code has been overhauled and tested on

leading devices from multiple companies, and many new examples have been added. Drawing on decades of in-the-trenches experience as professional mobile developers, Darcey and Conder provide valuable new best practices--including powerful techniques for constructing more portable apps. This new edition contains full chapters on Android manifest files, content providers, effective app design, and testing; an all-new chapter on tackling compatibility issues; coverage of today's most valuable new Android tools and utilities; and even more exclusive tips and tricks. An indispensable resource for every Android development team member.

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 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. Get all the amazing power your Android smartphone has to offer! The Motorola Droid has quickly become the fastest-selling smart-

phone, giving the iPhone a run for its money. This little book is packed with big tips for getting more into, and out of, an Android OS phone than ever thought possible. You'll learn to take full advantage of features such as the high-resolution digital camera, GPS, e-mail, Web browsing, location-based mapping, Google Calendar and Google Docs, hundreds of readily available apps, and tricks such as scanning a barcode to get product reviews or translating foreign signs. Motorola Droid sales are booming, fueled by the Android OS's amazing versatility and open access to apps. This book shows how to put anything on an Android phone: old movies, TV shows, music, spreadsheets, presentations, Word documents, and much more. Covers all the basic features such as Web browsing, using Facebook and Twitter, taking photos, playing music, and using e-mail. Offers dozens of high-level tips and tricks for maximizing turn-by-turn navigation, using an Android as a broadband modem, scanning a barcode to access product reviews and comparing prices, syncing with Google services, and photographing objects for Google to identify. Android

Fully Loaded enables you to take maximum advantage of your Android OS smartphone.

Introductory Statistics is designed for the one-semester, introduction to statistics course and is geared toward students majoring in fields other than math or engineering. This text assumes students have been exposed to intermediate algebra, and it focuses on the applications of statistical knowledge rather than the theory behind it. The foundation of this textbook is Collaborative Statistics, by Barbara Illowsky and Susan Dean. Additional topics, examples, and ample opportunities for practice have been added to each chapter. The development choices for this textbook were made with the guidance of many faculty members who are deeply involved in teaching this course. These choices led to innovations in art, terminology, and practical applications, all with a goal of increasing relevance and accessibility for students. We strove to make the discipline meaningful, so that students can draw from it a working knowledge that will enrich their future studies and help them make sense of the world around them. Coverage and Scope Chapter 1

Sampling and Data Chapter 2 Descriptive Statistics Chapter 3 Probability Topics Chapter 4 Discrete Random Variables Chapter 5 Continuous Random Variables Chapter 6 The Normal Distribution Chapter 7 The Central Limit Theorem Chapter 8 Confidence Intervals Chapter 9 Hypothesis Testing with One Sample Chapter 10 Hypothesis Testing with Two Samples Chapter 11 The Chi-Square Distribution Chapter 12 Linear Regression and Correlation Chapter 13 F Distribution and One-Way ANOVA Step-by-step instructions with callouts to HTC EVO(tm) 3D photos that show you exactly what to do Help when you run into problems or limitations with your HTC EVO 3D Tips and Notes to help you get the most from your HTC EVO 3D, the Android OS, and the 4G service Full-color, step-by-step tasks walk you through getting and keeping your HTC EVO(tm) 3D working just the way you want. Learn how to: * Quickly get comfortable with EVO 3D, glasses-free 3D, and the Android OS * Customize your EVO 3D's hardware and software * Play music and videos, and sync media with your computer * Capture stunn-

ing 3D and 2D photos and video * Connect to Bluetooth, Wi-Fi, and secure VPNs * Communicate, manage, and synchronize contacts and appointments * Capture, store, view, and share photos with both EVO 3D cameras * Set up and maximize Gmail, POP3, and IMAP email accounts * Optimize your web browsing experience * Configure the phone application and Google Voice * Efficiently manage all your calls, contacts, and messages * Video chat with EVO 3D's front-facing camera * Find, choose, install, and work with new Android apps * Squeeze out more hours of battery life * Properly maintain and troubleshoot your EVO 3D * Keep your HTC EVO 3D up-to-date and running smoothly

Management Information Systems provides comprehensive and integrative coverage of essential new technologies, information system applications, and their impact on business models and managerial decision-making in an exciting and interactive manner. The twelfth edition focuses on the major changes that have been made in information technology over the past two years, and includes new

opening, closing, and Interactive Session cases.

Android An-droid Java Hadoop An-droid Android MIS Hadoop Android Hadoop # GO-TOP Information Inc.

This pioneering book develops definitions and concepts related to Quality of Experience in the context of multimedia- and telecommunications-related applications, systems and services and applies these to various fields of communication and media technologies. The editors bring together numerous key-protagonists of the new discipline "Quality of Experience" and combine the state-of-the-art knowl-

edge in one single volume.

This is the eBook version of the printed book. Updated for the newest SDKs, tools, and hardware, Android Wireless Application Development, Second Edition delivers everything you need to create and market successful Android mobile apps. Lauren Darcey and Shane Conder cover every step and present the principles of effective Android application design. Every chapter has been updated for the newest Android SDKs, tools, utilities, and hardware, and all sample code has been overhauled and tested on devices from several leading companies, with many new examples added. For every Android development team member: developers, architects, team leaders, project managers, testers, QA specialists, and even marketers.

This book approaches condensed matter physics from the perspective of quantum information science, focusing on systems with strong interaction and unconventional order for which the usual condensed matter methods like the Landau paradigm or the free fermion framework break down. Concepts and tools in quan-

tum information science such as entanglement, quantum circuits, and the tensor network representation prove to be highly useful in studying such systems. The goal of this book is to introduce these techniques and show how they lead to a new systematic way of characterizing and classifying quantum phases in condensed matter systems. The first part of the book introduces some basic concepts in quantum information theory which are then used to

study the central topic explained in Part II: local Hamiltonians and their ground states. Part III focuses on one of the major new phenomena in strongly interacting systems, the topological order, and shows how it can essentially be defined and characterized in terms of entanglement. Part IV shows that the key entanglement structure of topological states can be captured using the tensor network representation, which pro-

vides a powerful tool in the classification of quantum phases. Finally, Part V discusses the exciting prospect at the intersection of quantum information and condensed matter physics – the unification of information and matter. Intended for graduate students and researchers in condensed matter physics, quantum information science and related fields, the book is self-contained and no prior knowledge of these topics is assumed.