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### KEY=NOKIA - SIENA JADA

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### PERVASIVE COMPUTING

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#### 4TH INTERNATIONAL CONFERENCE, PERVASIVE 2006, DUBLIN, IRELAND, MAY 7-10, 2006, PROCEEDINGS

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[Springer Science & Business Media](#) This book constitutes the refereed proceedings of the 4th International Conference on Pervasive Computing, PERVASIVE 2006, held in Dublin, Ireland, in May 2006. The 24 revised full papers presented here are organized in topical sections on activity recognition, location, sensors, sensor processing and platforms, toolkits and gaming, security, pointing, interaction and displays, and smart homes, and beyond.

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### NOKIA SMARTPHONE HACKS

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#### TIPS & TOOLS FOR YOUR SMALLEST COMPUTER

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"O'Reilly Media, Inc." Nokia's smartphones pack a powerful computer into a very small space. Unlike your desktop or laptop, your smallest computer can be connected to the Internet all the time, and can interact with the world around it through its camera, voice recognition, and its traditional phone keypad. Nokia smartphones combine these features with impressive storage options and a host of networking protocols that make this smallest computer the only thing a road warrior truly needs. If you're still cracking open your laptop or pining for your desktop while you're on the road, you haven't begun to unlock your Nokia's full potential. Nokia Smartphone Hacks is dedicated to tricking out your smartphone and finding all the capabilities lurking under the surface. Learn how to: Unlock your phone so that you can use it with any carrier Avoid and recover from malicious mobile software Watch DVD movies on the phone Use the phone as a remote control Use the phone as a data modem for your notebook Check your email and browse the web Post to your weblog from your phone Record phone conversations Choose mobile service plans Transfer files between the phone and your computer Whether you want to use your smartphone as your lifeline while you're on the road, or you're just looking for a way to make the most of the time you spend waiting in lines, you'll find all the user-friendly tips, tools, and tricks you need to become massively productive with your Nokia smartphone. With Nokia Smartphone Hacks, you'll unleash the full power of that computer that's sitting in your pocket, purse, or backpack.

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### WORDS: A USER'S GUIDE

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[Routledge](#) Words: A User's Guide is an accessible and invaluable reference that is ideal for students, business people and advanced learners of English. The book is structured in groups of words that may be confused because they sound alike, look alike or seem to have similar meanings, and this approach makes it much more intuitive and easy to use than a dictionary. Contrasting over 5000 words (such as habitable and inhabitable, precipitation and rainfall, reigns and reins), Words: a User's Guide provides examples of usage adapted from large national databases of contemporary English, and illustrates each headword in typical contexts and phrases. This book gives you straightforward answers, and helps with pronunciation, spelling, style and levels of formality. For those working internationally it presents international standards and compares usage in Britain and the USA. Words: A User's Guide is an excellent resource for anyone who wants to communicate well in written and spoken English. "At last! A book about the use of words that clarifies and de-mystifies in an eminently usable way. I would recommend it to anyone who wants to write well. It is a book to keep." Sandy Gilkes, Head of the Centre for Academic Practice, University of Northampton "Rigorous, fresh, intriguing and downright useful, it deserves a place on every properly stocked reference shelf." Brian Cathcart, Professor of Journalism, Kingston University "From the pedantic to the permissive, everyone who's interested in the English language and the way we speak and write it will want a copy of this practical, entertaining book." Wynford Hicks (author of Quite Literally and The Basics of English Usage)

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### IT'S YOUR CALL: THE COMPLETE GUIDE TO MOBILE PHONES

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[Relianz Communications Pty Ltd](#)

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### AMBIENT INTELLIGENCE

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#### EUROPEAN CONFERENCE, AMI 2007, DARMSTADT, GERMANY, NOVEMBER 7-10, 2007, PROCEEDINGS

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[Springer](#) This book constitutes the refereed proceedings of the First European Conference on Ambient Intelligence, Aml 2007, held in Darmstadt, Germany, in November 2007. The 17 revised full papers presented together with five research reports were carefully reviewed and selected from 48 submissions. The papers are organized in topical sections. The book is rounded off by a section on case studies and lessons learned, presenting a high level selection of current research reports and papers.

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### PERVASIVE COMPUTING

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#### THIRD INTERNATIONAL CONFERENCE, PERVASIVE 2005, MUNICH, GERMANY, MAY 8-13, 2005, PROCEEDINGS

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[Springer](#) WelcometotheceedingsofPervasive2005,The3rdInternationalConference on Pervasive Computing. We were honored to serve as chairs in this conference series, which was founded in 2002 and is now emerging as one of the most respected venues for publication of research on pervasive and ubiquitous c- puting. The conference is attracting research submissions of very high quality from all over the world, and from researchers representing a variety of disciplines and perspectives. We thank everybody who submitted their papers to Pervasive, demonstrating the extensive work going on in this area; and the Program C- mittee and our external reviewers who spent countless hours providing feedback and guidance in order to create the ?nal program. This year we received 130 submissions. By the end of the review process, we had 566 reviews on ?le, as well as long email discussion threads for each paper. In an initial phase we had each paper reviewed by two members of the Program Committee and two external reviewers. In a second phase, each paper wasdiscussedbyitsfourreviewerstoeachconsensusastoitstechnicalmerit. At the end of this phase, the top-rated papers as well as those that were found to be most controversial were selected for discussion at the PC meeting and reviewed by an additional PC member. The result being that each paper discussed in the PC meeting had 5 reviews and was read by three people who participated in the meeting, leading to a very informed and lively discussion.

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### PROGRAMMING JAVA 2 MICRO EDITION FOR SYMBIAN OS

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## A DEVELOPER'S GUIDE TO MIDP 2.0

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[John Wiley & Sons](#) Hands-on information to help you fully exploit the capabilities of MIDP 2.0 on Symbian OS (including MMA, WMA and Bluetooth). This practical guide will walk you through developing example applications illustrating key functionality and explain how to install these applications onto real devices. Focuses on J2ME MIDP 1.0 and 2.0, as this platform has become the Java standard for phones Covers the optional J2ME APIs that Symbian OS Java is currently supporting Code samples are provided throughout Contains case studies that demonstrate how to develop games and enterprise applications

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## HANDBOOK OF OPTIMIZATION IN COMPLEX NETWORKS

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### COMMUNICATION AND SOCIAL NETWORKS

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[Springer Science & Business Media](#) Complex Social Networks is a newly emerging (hot) topic with applications in a variety of domains, such as communication networks, engineering networks, social networks, and biological networks. In the last decade, there has been an explosive growth of research on complex real-world networks, a theme that is becoming pervasive in many disciplines, ranging from mathematics and computer science to the social and biological sciences. Optimization of complex communication networks requires a deep understanding of the interplay between the dynamics of the physical network and the information dynamics within the network. Although there are a few books addressing social networks or complex networks, none of them has specially focused on the optimization perspective of studying these networks. This book provides the basic theory of complex networks with several new mathematical approaches and optimization techniques to design and analyze dynamic complex networks. A wide range of applications and optimization problems derived from research areas such as cellular and molecular chemistry, operations research, brain physiology, epidemiology, and ecology.

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## HANDBOOK OF RESEARCH ON ADVANCED DATA MINING TECHNIQUES AND APPLICATIONS FOR BUSINESS INTELLIGENCE

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[IGI Global](#) The development of business intelligence has enhanced the visualization of data to inform and facilitate business management and strategizing. By implementing effective data-driven techniques, this allows for advance reporting tools to cater to company-specific issues and challenges. The Handbook of Research on Advanced Data Mining Techniques and Applications for Business Intelligence is a key resource on the latest advancements in business applications and the use of mining software solutions to achieve optimal decision-making and risk management results. Highlighting innovative studies on data warehousing, business activity monitoring, and text mining, this publication is an ideal reference source for research scholars, management faculty, and practitioners.

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## DEVELOPING SOFTWARE FOR SYMBIAN OS

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### AN INTRODUCTION TO CREATING SMARTPHONE APPLICATIONS IN C++

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[John Wiley & Sons](#) The overall goal of this book is to provide introductory coverage of Symbian OS and get developers who have little or no knowledge of Symbian OS developing as quickly as possible. A clear and concise text on how Symbian OS architecture works and the core programming techniques and concepts needed to be a solid, competent Symbian programmer Shows how Symbian OS architecture and programming compares with other mobile operating systems (to help transition and for better understanding) Provides multiple examples and extra descriptions for areas most difficult for new programmers who are unfamiliar to the unique OS architecture Contains many tips and techniques documented only, up until now, by scattered white papers and newsgroup threads Describes many details of inner operations of Symbian OS, focusing specifically on those needed to become a competent programmer The book will cover development ranging from low-level system programming to end user GUI applications. It also covers the development and packaging tools, as well as providing some detailed reference and examples for key APIs.

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## LOCATION- AND CONTEXT-AWARENESS

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### FIRST INTERNATIONAL WORKSHOP, LOCA 2005, OBERPFAFFENHOFEN, GERMANY, MAY 12-13, 2005, PROCEEDINGS

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[Springer](#) Context-awareness is one of the drivers of the ubiquitous computing paradigm. Well-designed context modeling and context retrieval approaches are key prerequisites in any context-aware system. Location is one of the primary aspects of all major context models — together with time, identity and activity. From the technical side, sensing, fusing and distributing location and other context information is as important as providing context-awareness to applications and services in pervasive systems. The materials summarized in this volume were selected for the 1st International Workshop on Location- and Context-Awareness (LoCA 2005) held in cooperation with the 3rd International Conference on Pervasive Computing 2005. The workshop was organized by the Institute of Communications and Navigation of the German Aerospace Center (DLR) in Oberpfaffenhofen, and the Mobile and Distributed Systems Group of the University of Munich. During the workshop, novel positioning algorithms and location sensing techniques were discussed, comprising not only enhancements of singular systems, like positioning in GSM or WLAN, but also hybrid technologies, such as the integration of global satellite systems with inertial positioning. Furthermore, improvements in sensor technology, as well as the integration and fusion of sensors, were addressed both on a theoretical and on an implementation level. Personal and confidential data, such as location data of users, have profound implications for personal information privacy. Thus privacy protection, privacy-oriented location-aware systems, and how privacy affects the feasibility and usefulness of systems were also addressed in the workshop.

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## THE SILVER MARKET PHENOMENON

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### MARKETING AND INNOVATION IN THE AGING SOCIETY

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[Springer Science & Business Media](#) The current shift in demographics - aging and shrinking populations - in many countries around the world presents a major challenge to companies and societies alike. One particularly essential implication is the emergence and constant growth of the so-called "graying market" or "silver market", the market segment more or less broadly defined as those people aged 50 and older. Increasing in number and share of the total population while at the same time being relatively well-off, this market segment can be seen as very attractive and promising, although still very underdeveloped in terms of product and service offerings. This book offers a thorough and up-to-date analysis of the challenges and opportunities in leveraging innovation, technology, product development and marketing for older consumers and employees. Key lessons are drawn from a variety of industries and countries, including the lead market Japan.

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## PLUNKETT'S ENGINEERING & RESEARCH INDUSTRY ALMANAC 2006: THE ONLY COMPLETE GUIDE TO THE BUSINESS OF RESEARCH, DEVELOPMENT AND ENGINEERING

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[Plunkett Research, Ltd.](#) This reference book is a complete guide to the trends and leading companies in the engineering, research, design, innovation and development business fields: those firms that are dominant in engineering-based design and development, as well as leaders in technology-based research and development. We have included companies that are making significant investments in research and development via as many disciplines as possible, whether that research is being funded by internal investment, by fees received from clients or by fees collected from government agencies. In this carefully-researched volume, you'll get all of the data you need on the American Engineering & Research Industry, including: engineering market analysis, complete industry basics, trends, research trends, patents, intellectual property, funding, research and development data, growth companies, investments, emerging technologies, CAD, CAE, CAM, and more. The book also contains major statistical tables covering everything from total U.S. R&D expenditures to the total number of scientists working in various disciplines, to amount of U.S. government grants for research. In addition, you'll get expertly written profiles of nearly 400 top Engineering and Research firms - the largest, most successful corporations in all facets of Engineering and Research, all cross-indexed by location, size and type of business. These corporate profiles include contact names, addresses, Internet addresses, fax numbers, toll-free numbers, plus growth and hiring plans, finances, research, marketing, technology, acquisitions and much more. This book will put the entire Engineering and Research industry in your hands. Purchasers of either the book or PDF version can receive a free copy of the company profiles database on CD-ROM, enabling key word search and export of key information, addresses, phone numbers and executive names with titles for every company profiled.

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## PERVASIVE COMPUTING

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### ... INTERNATIONAL CONFERENCE, PERVASIVE ... : PROCEEDINGS

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#### THE ENGINEERING HANDBOOK OF SMART TECHNOLOGY FOR AGING, DISABILITY, AND INDEPENDENCE

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[John Wiley & Sons](#) An advanced look at smart technology to promote the independence of the elderly and disabled Ongoing research and advancements in technology are essential for the continuing independence of elderly and disabled persons. The Engineering Handbook of Smart Technology for Aging, Disability, and Independence provides a thorough analysis of these technologies and the needs of the elderly and disabled, including a breakdown of demographics, government spending, growth rate, and much more. Each chapter is written by an expert in his or her respective field, and gives readers unparalleled insight into the research and developments in a multitude of important areas, including: User-need analyses, classifications, and policies Assistive devices and systems for people with motor disabilities Assistive devices and systems for people with visual and hearing impairments Human-machine interaction and virtual reality Assistive robotics Technology for user mobility and object manipulation Smart homes as assistant environments A discussion of emerging standards and guidelines to build accessible devices, tools, and environments This book is an indispensable resource for researchers and professionals in computer science, rehabilitation science, and clinical engineering. It also serves as a valuable textbook for graduate students in the aforementioned fields.

#### THE HITCHHIKER'S GUIDE TO GOING MOBILE

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[Juta and Company Ltd](#) "The Hitchhiker's Guide to Going Wireless" quickly established itself as the essential guide to mobile technology in South Africa. Going Mobile starts where Wireless left off and shows how the vision for the future is becoming a reality today. Wireless talked about the future high-speed wireless technology called WiMax, and already WiMax services are being offered commercially. The future is rushing up on us so fast that the time for a new edition of the Hitchhiker's Guide is now. As in Wireless, we ask the critical questions: What does it all mean? Where is it all going? How do ordinary people tap into this communication revolution? Here is a guide that once again catches the wave of interest and activity, that taps into the buzz, and also sets the mobile agenda for ordinary people and businesses throughout South Africa.

#### HANDBOOK OF RESEARCH ON E-SERVICES IN THE PUBLIC SECTOR: E-GOVERNMENT STRATEGIES AND ADVANCEMENTS

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##### E-GOVERNMENT STRATEGIES AND ADVANCEMENTS

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[IGI Global](#) "This book assists its readers in recommending formulation of ICT strategies for e-government implementation and maintenance from the perspective of acknowledging the importance of e-Governance for building institutions to achieve transparency and accountability, and eventually democratic governance"--Provided by publisher.

#### HANDBOOK OF RESEARCH ON HYBRID LEARNING MODELS: ADVANCED TOOLS, TECHNOLOGIES, AND APPLICATIONS

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##### ADVANCED TOOLS, TECHNOLOGIES, AND APPLICATIONS

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[IGI Global](#) "This book focuses on Hybrid Learning as a way to compensate for the shortcomings of traditional face-to-face teaching, distance learning, and technology-mediated learning"--Provided by publisher.

#### PUBLIC KEY INFRASTRUCTURE

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##### 4TH EUROPEAN PKI WORKSHOP: THEORY AND PRACTICE, EUROPKI 2007, PALMA DE MALLORCA, SPAIN, JUNE 28-30, 2007, PROCEEDINGS

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[Springer Science & Business Media](#) This volume features the refereed proceedings from the 4th European Public Key Infrastructure Workshop: Theory and Practice, held in Palma de Mallorca, Spain in June 2007. Twenty-one full papers and eight short papers, contributed by experts in the field, are included. The papers address all current issues in public key infrastructure, ranging from theoretical and foundational topics to applications and regulatory issues.

#### GAMEAXIS UNWIRED

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GameAxis Unwired is a magazine dedicated to bring you the latest news, previews, reviews and events around the world and close to you. Every month rain or shine, our team of dedicated editors (and hardcore gamers!) put themselves in the line of fire to bring you news, previews and other things you will want to know.

#### SMIL 2.0

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##### INTERACTIVE MULTIMEDIA FOR WEB AND MOBILE DEVICES ; WITH 105 FIGURES AND 81 TABLES

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[Springer Science & Business Media](#) SMIL 2.0 - Interactive multimedia for Web and Mobile Devices gently introduces you to the Web multimedia standard SMIL 2.0. Written by world-renowned SMIL experts who helped to develop the language and software for it, this book covers all aspects of the standard in a knowledgeable yet accessible manner: the overall concepts, the technical details and the many facets of SMIL's current and expected use. It is written to serve as an introduction, a full manual and a detailed technical reference.

#### HUMAN INTERACTION WITH TECHNOLOGY FOR WORKING, COMMUNICATING, AND LEARNING: ADVANCEMENTS

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##### ADVANCEMENTS

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[IGI Global](#) "This book provides a framework for conceptual, theoretical, and applied research in regards to the relationship between technology and humans"--Provided by publisher.

#### 101 COOL SMARTPHONE TECHNIQUES

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##### COVERS SERIES 60 PHONES FROM NOKIA, SAMSUNG, SIEMENS, PANASONIC, SENDO, AND MORE!

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[Wiley](#) Here's how to get as smart as your phone Your Series 60 smartphone is one really cool gadget. Here's how to take advantage of 101 reasons why they call it "smart." This is no boring user's manual, but the key that unlocks tricks you never guessed your phone could do. Find out how to blacklist unwanted calls, set your camera features on "fast draw" so you never miss a shot, create your own ringtones, send video, encrypt data on your phone, install and remove software, and so much more. Get expert advice on buying a smartphone, configuring it, and transferring data from your old phone Send automatic text message responses to callers Replace your phone's wallpaper with your own images Create an e-book you can read on your phone Quickly locate files and multimedia Super-size your caller ID Use shortcuts to fast-forward, rewind, or play back vobideo Connect to your PC via Bluetooth or infrared technology Lock your memory card and back up data stored there or in your phone memory Open Zip files on your phone

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## MOBILE HUMAN-COMPUTER INTERACTION - MOBILE HCI 2004

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### 6TH INTERNATIONAL SYMPOSIUM, GLASGOW, UK, SEPTEMBER 13-16, 2004, PROCEEDINGS

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[Springer Science & Business Media](#) This book constitutes the refereed proceedings of the 6th International Symposium on Mobile Human-Computer Interaction, Mobile HCI 2004, held in Glasgow, UK, in September 2004. The 25 revised full papers, 20 revised short papers, and 22 revised posters presented together with summaries of 7 workshops and 2 panels were carefully reviewed and selected from a total of 166 submissions. The full papers are organized in topical sections on screen and power limitations; user differences and navigation; evaluation and evaluation techniques, till, touch and text entry; auditory interactions; device differences and web pages; and novel interaction techniques.

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### PROGRAMMING PC CONNECTIVITY APPLICATIONS FOR SYMBIAN OS

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#### SMARTPHONE SYNCHRONIZATION AND CONNECTIVITY FOR ENTERPRISE AND APPLICATION DEVELOPERS

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[John Wiley & Sons](#) The only guide for developers and power users on how to build PC connectivity applications for Symbian OS. This unique handbook provides all the information that is needed for the job. Fully worked examples and a do's and don'ts section provide design recommendations and expose common pitfalls giving a highly practical focus. Explains the relevant parts of the protocols that need to be used Demonstrates how to create your own device side components to provide new services Shows how to handle custom servers and socket servers

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### SYMBIAN OS C++ FOR MOBILE PHONES

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#### PROGRAMMING WITH EXTENDED FUNCTIONALITY AND ADVANCED FEATURES

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[John Wiley & Sons](#) Get up to speed on Symbian OS v7.0s with this new, from the source reference guide. After a brief introduction to Symbian OS fundamentals the book focuses on describing the interaction between the OS and the application, broadly following the lifecycle of an application. It describes the new features particular to v7.0s and provides conceptual and theoretical underpinnings to give the reader a thorough understanding of the OS. Aims to build a general understanding of Symbian OS, not just for a particular smartphone or UI Packed with code and examples Details advanced features such as user interfaces, files and views, multimedia services and communications, and messaging

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### PROGRAMMING THE MOBILE WEB

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

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### ARCHITECTURE OF COMPUTING SYSTEMS - ARCS 2006

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#### 19TH INTERNATIONAL CONFERENCE, FRANKFURT/MAIN, GERMANY, MARCH 13-16, 2006, PROCEEDINGS

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[Springer](#) This book constitutes the refereed proceedings of the 19th International Conference on Architecture of Computing Systems, ARCS 2006, held in March 2006. The 32 revised full papers presented together with two invited and keynote papers were carefully reviewed and selected from 174 submissions. The papers are organized in topical sections on pervasive computing, memory systems, architectures, multiprocessing, energy efficient design, power awareness, network protocols, security, and distributed networks.

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### TRANSPARENT USER AUTHENTICATION

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#### BIOMETRICS, RFID AND BEHAVIOURAL PROFILING

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[Springer Science & Business Media](#) This groundbreaking text examines the problem of user authentication from a completely new viewpoint. Rather than describing the requirements, technologies and implementation issues of designing point-of-entry authentication, the book introduces and investigates the technological requirements of implementing transparent user authentication - where authentication credentials are captured during a user's normal interaction with a system. This approach would transform user authentication from a binary point-of-entry decision to a continuous identity confidence measure. Topics and features: discusses the need for user authentication; reviews existing authentication approaches; introduces novel behavioural biometrics techniques; examines the wider system-specific issues with designing large-scale multimodal authentication systems; concludes with a look to the future of user authentication.

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### NETWORK WORLD

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

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### NOKIA SMARTPHONE HACKS

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["O'Reilly Media, Inc."](#) A guide to the features and functions of the Nokia smartphone.

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### ENGINEERING INTERACTIVE SYSTEMS

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#### EIS 2007 JOINT WORKING CONFERENCES EHCI 2007, DSV-IS 2007, HCSE 2007, SALAMANCA, SPAIN, MARCH 22-24, 2007. SELECTED PAPERS

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[Springer](#) Engineering Interactive Systems 2007 is an IFIP working conference that brings together researchers and practitioners interested in strengthening the scientific foundations of user interface design, examining the relationship between software engineering (SE) and human-computer interaction (HCI) and on how user-centered design (UCD) could be strengthened as an essential part of the software engineering process. Engineering Interactive Systems 2007 was created by merging three conferences: • HCSE 2007 - Human-Centered Software Engineering held for the first time. The HCSE Working Conference is a multidisciplinary conference entirely dedicated to advancing the basic science and theory of human-centered software systems engineering. It is organized by IFIP WG 13.2 on Methodologies for User-Centered Systems Design. • EHCI 2007 - Engineering Human Computer Interaction was held for the tenth time. EHCI aims to investigate the nature, concepts, and construction of user interfaces for software systems. It is organized by IFIP WG 13.4/2.7 on User Interface Engineering. • DSV-IS 2007 - Design, Specification and Verification of Interactive Systems was held for the 13th time. DSV-IS provides a forum where researchers working on model-based techniques and tools for the design and development of

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- teractive systems can come together with practitioners and with those working on HCI models and theories.

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### MAC OS X PANTHER HACKS

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"O'Reilly Media, Inc." Like the animal it's named for, Mac OS X Panther is beautiful, sleek, superbly efficient, dangerously alluring, and all muscle under the surface. Beneath its appealing interface, it's a hard-working machine. Those coming to Mac OS X from previous incarnations of the operating system recognize much of the friendly face of the Macintosh they're used to, but they're also plunged into a whole new world. Unix converts to Mac OS X find a familiar FreeBSD-like operating system at the core and many of the command-line applications that they're familiar with: it's like an open invitation to roll up their sleeves and hack. Mac OS X Panther Hacks brings together the perfect combination of tips, tricks, and tools to help serious Mac users--regardless of their background--get the most from their machines. This revised collection reflects the real-world know how of those well-steeped in Unix history and expertise, sharing their no-nonsense, sometimes quick-and-dirty solutions to administering and taking full advantage of everything a Unix desktop has to offer: Web, Mail, and FTP serving, security services, SSH, Perl and shell scripting, compiling, configuring, scheduling, networking, and hacking. Add to that the experience of die-hard Macintosh users, customizing and modifying their hardware and software to meet their needs. The end result is cool stuff no power user should be without. The hacks in the book range from the quick and easy to the more complex. Each can be read easily in a few minutes, saving countless hours of searching for the right answer. Mac OS X Panther Hacks provides direct, hands-on solutions in topics such as: User Interface Accessories (iPod, USB devices, mobile phones, PDAs, etc.) Wired and wireless networking (Ethernet, WiFi, Bluetooth, etc.) Email (servers and clients) Web (servers and clients) Messaging (iChat and associated apps) Printing and Faxing (sharing printers, fax server, etc.) Multimedia If you want more than your average Mac user--you want to explore and experiment, unearth shortcuts, create useful tools, and come up with fun things to try on your own--this book will set you on the right track. Written for users who need to go beyond what's covered in conventional manuals--Mac OS X Panther Hacks will bring your Mac to its full potential.

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### PERVASIVE COMPUTING IN HEALTHCARE

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CRC Press With skyrocketing costs due to the increase in the elderly population, a rapid increase in lifestyle-related and chronic diseases, demand for new medical treatments and technologies, and a shortage in the number of available clinicians, nurses, and other caregivers, the challenges facing the healthcare industry seem insurmountable. However, by tra

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### COMPUTER AND INFORMATION SCIENCES - ISCIS 2004

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#### 19TH INTERNATIONAL SYMPOSIUM, KEMER-ANTALYA, TURKEY, OCTOBER 27-29, 2004. PROCEEDINGS

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Springer The series of ISCIS (International Symposium on Computer and Information Sciences) symposia have been held each year since 1986, mostly in Turkey and occasionally abroad. It is the main computer science and engineering meeting organized by Turkish academics and was founded by Erol Gelenbe. Each year ISCIS attracts a significant number of international participants from all over the world. The 19th ISCIS was organized by Bilkent University, Department of Computer Engineering, and was held in Kemer-Antalya, Turkey during 27-29 October 2004. For ISCIS 2004, a total of 335 papers went through the review process and a large number of high-quality papers competed for acceptance. This volume of the Springer Lecture Notes in Computer Science (LNCS) series contains 100 of those papers that broadly fall into the following areas of interest: artificial intelligence and machine learning, computer graphics and user interfaces, computer networks and security, computer vision and image processing, databases systems, modeling and performance evaluation, natural language processing, parallel and distributed computing, real-time control applications, software engineering and programming systems, and theory of computing.

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### THE MOBILE REVOLUTION

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### THE MAKING OF MOBILE SERVICES WORLDWIDE

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Kogan Page Publishers The first comprehensive account of the explosion of mobile services, from multimedia messaging and camera phones to location-based services and mobile phone television, this book tells the fascinating story of these products and services in the pioneering markets of Europe, the United States and the Asia-Pacific.

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### SAGE INTERNET RESEARCH METHODS

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SAGE Historically, social researchers have shown a willingness to exploit new technologies to enhance, facilitate and support their various activities. However, arguably no other technological development has influenced the landscape of social research as rapidly and fundamentally as the Internet. This collection avoids both uncritical embrace and wholesale dismissal by considering some of the key literature in the field of Internet research methods. Volume One: Core Issues, Debates and Controversies in Internet Research introduces themes and issues that run across all four volumes such as: epistemology, ontology and methodology in the online world; access, social divisions and the 'digital divide'; and the ethics of online research. Volume Two: Taking Research Online - Internet Survey and Sampling addresses the range of resources, digital archives and Internet-based data sources that exist online from relatively straightforward and practical guides to such material through to more polemical pieces which consider problems relating to the use, access and analysis of online data and resources. Volume Three: Taking Research Online - Qualitative Approaches considers the broad range of approaches to conducting researching via or 'in' the Internet. The focus is on conventional methods that have been 'taken online', and which in doing so, have become transformed in scope and character. Volume Four: Research 'On' and 'In' the Internet - Investigating the Online World follows logically from that which precedes it in exploring how social research has been 'taken online', not simply through the deployment of existing methods and techniques via the Internet, but in researchers' increasing recognition and investigation of the online world as a sphere of human interaction - a socio-cultural arena to be explored 'from the desktop' as it were.

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### SPEECH, IMAGE, AND LANGUAGE PROCESSING FOR HUMAN COMPUTER INTERACTION: MULTI-MODAL ADVANCEMENTS

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### MULTI-MODAL ADVANCEMENTS

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IGI Global "This book identifies the emerging research areas in Human Computer Interaction and discusses the current state of the art in these areas"--Provided by publisher.

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### DAILY GRAPHIC

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### ISSUE 149618 DECEMBER 22 2005

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Graphic Communications Group

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### LOCATION-AWARE APPLICATIONS

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Simon and Schuster Summary Location-Aware Applications is a comprehensive guide to the technology and business of creating compelling location-based services and applications. The book walks you through the LBS landscape, from mapping technologies to available platforms; from toolkits to business questions like monetization and privacy. About the Book Mobile customers want entertainment, business apps, and on-the-go services that recognize and respond to location. This book will guide you through the technology and business of mobile applications so you can create competitive and innovative apps based on location-based services. It is an engaging look at the LBS landscape, from choosing the right mobile platform, to making money with your application, to dealing with privacy issues. It provides insight into a wealth of ideas for LBS development so you can build the next killer app. 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 Managing location-aware content Making money from location-based services Augmented reality and tablets Detailed examples for iPhone and Android Who Should Read this Book This book is written for developers and business pros - no prior knowledge of location-

based services is assumed. Table of Contents PART 1 LBS, THE BIG PICTURE Location-based services: An overview Positioning technologies Mapping Content options PART 2 TECHNOLOGY Consumer applications Mobile platforms Connectivity issues Server-side integration PART 3 CREATING WINNING LBS BUSINESSES Monetization of location-based services The privacy debate Distributing your application Securing your business idea