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With MIT's App Inventor 2, anyone can build complete, working Android apps—without writing code! This complete tutorial will help you do just that, even if you have absolutely no programming experience. Unlike books focused on the obsolete Google version, Learning MIT App Inventor is written from the ground up for MIT's dramatically updated Version 2. The authors guide you step-by-step through every task and feature, showing you how to create apps by dragging, dropping, and connecting puzzle pieces—not writing code. As you learn, you'll also master expert design and development techniques you can build on if you ever do want to write code. Through hands-on projects, you'll master features ranging from GPS to animation, build high-quality user interfaces, make everything work, and test it all with App Inventor's emulator. (You won't even need an Android device!) All examples for this book are available at theapplanet.com/appinventor Coverage includes: Understanding mobile devices and how mobile apps run on them Planning your app's behavior and appearance with the Designer Using the Blocks Editor to tell your app what to do and how to do it Creating variables and learning how to use them effectively Using procedures to group and reuse pieces of code in larger, more complicated apps Storing data in lists and databases Using App Inventor's gaming, animation, and media features Creating more sophisticated apps by using multiple screens Integrating sensors to make your app location-aware Debugging apps and fixing problems Combining creativity and logical thinking to envision more complex apps

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

This book presents a selection of papers representing current research on using field programmable gate arrays (FPGAs) for realising image processing algorithms. These papers are reprints of papers selected for a Special Issue of the Journal of Imaging on image processing using FPGAs. A diverse range of topics is covered, including parallel soft processors, memory management, image filters, segmentation, clustering, image analysis, and image compression. Applications include traffic sign recognition for autonomous driving, cell detection for histopathology, and video compression. Collectively, they represent the current state-of-the-art on image processing using FPGAs.

The official guide to making the most out of the smallest, fastest Linux distribution.

This is the origin story of technology super heroes: the creators and founders of ARM, the company that is responsible for the processors found inside 95% of the world's mobile devices today. This is also the evolution story of how three companies - Apple, Samsung, and Qualcomm - put ARM technology in the hands of billions of people through smartphones, tablets, music players, and more. It was anything but a straight line from idea to success for ARM. The story starts with the triumph of BBC Micro engineers Steve Furber and Sophie Wilson, who make the audacious decision to design their own microprocessor - and it works the first time. The question becomes, how to sell it? Part I follows ARM as its founders launch their own company, select a new leader, a new strategy, and find themselves partnered with Apple, TI, Nokia, and other companies just as digital technology starts to unleash mobile devices. ARM grows rapidly, even as other semiconductor firms struggle in the dot com meltdown, and establishes itself as a standard for embedded RISC processors. Apple aficionados will find the opening of Part II of interest the moment Steve Jobs returns and changes the direction toward fulfilling consumer dreams. Samsung devotees will see how that firm evolved from its earliest days in consumer electronics and semiconductors through a philosophical shift to innovation. Qualcomm followers

will learn much of their history as it plays out from satellite communications to development of a mobile phone standard and emergence as a leading fabless semiconductor company. If ARM could be summarized in one word, it would be "collaboration." Throughout this story, from Foreword to Epilogue, efforts to develop an ecosystem are highlighted. Familiar names such as Google, Intel, Mediatek, Microsoft, Motorola, TSMC, and others are interwoven throughout. The evolution of ARM's first 25 years as a company wraps up with a shift to its next strategy: the Internet of Things, the ultimate connector for people and devices. Research for this story is extensive, simplifying a complex mobile industry timeline and uncovering critical points where ARM and other companies made fateful and sometimes surprising decisions. Rare photos, summary diagrams and tables, and unique perspectives from insiders add insight to this important telling of technology history.

This book presents peer-reviewed contributions on smart universities by various international research, design and development teams. Smart university is an emerging and rapidly evolving area that creatively integrates innovative concepts; smart software and hardware systems; smart classrooms with state-of-the-art technologies and technical platforms; smart pedagogy based on modern teaching and learning strategies; smart learning and academic analytics; as well as various branches of computer science and computer engineering. The contributions are grouped into several parts: Part 1—Smart Universities: Literature Review and Creative Analysis, Part 2—Smart Universities: Concepts, Systems and Technologies, Part 3—Smart Education: Approaches and Best Practices, and Part 4—Smart Universities: Smart Long Life Learning. The book is a valuable source of research data and findings, design and development outcomes, and best practices for faculty, scholars, Ph.D students, administrators, practitioners and anyone interested in the rapidly growing areas of smart university and smart education.

Get the most out of your Google Chromebook Are you the proud new owner of a Google Chromebook and a little—or a lot—intimidated by the technology? You've come to the right place! Chromebook For Dummies walks you through setting up the device, transitioning from traditional computers and working in the cloud, customizing Chromebook to suit your needs, navigating the apps and their uses, and applying advanced settings and features. Fear not: with the step-by-step guidance and helpful information inside, there's no reason to break a sweat. Chromebooks are affordable, fast, and sleek—and with Google driving the initiative, they're impossible to ignore. So it's no wonder they're gaining popularity and enticing people from all walks of life to make the switch from a traditional PC or laptop. If you're one of those people and want to make the most of your experience, this book is a practical user's guide to all things Chromebook. Covers all Chromebooks on the market Provides coverage of all Chromebook features in an easy-to-follow manner Serves as the go-to reference for successfully using a Chromebook Includes step-by-step coverage of everything you'll encounter with your Chromebook If you're a new or inexperienced user who wants to maximize the performance of your Google Chromebook, you'll turn to this friendly guide time and again.

A quick and easy reference to get the most out of your Android tablet It's not a computer and it's not a smartphone—so what in the world is it? Whether you're new to Android or new to tablets altogether, you're about to experience mobile computing like never before with this fun, full-color guide! In *Android Tablets For Dummies*, you'll find clear, easy-to-follow explanations for making sense of all the features native to Android tablets, as well as model-specific guidance. Inside, trusted tech guru Dan Gookin—who wrote the very first *For Dummies* book in 1991—walks you through setting up your Android tablet, navigating the interface, browsing the web, setting up email, finding the best apps, and so much more. No matter which Android tablet tickles your fancy, this hands-on guide takes the intimidation out of the technology and gives you everything you need to make the most of your new device. Set up your tablet, configure the Home screen, and get connected Surf the web, send and receive email and texts, and use video chat and social media to keep in touch with family and friends Have fun with photos, videos, games, eBooks, music, and movies Get up and running with the Nougat Operating System If you're eager to learn the ins and outs of your Android device—but don't want to pull your hair out in the process—this one-stop guide has you covered.

A Wrinkle in Time is the winner of the 1963 Newbery Medal. It was a dark and stormy night—Meg Murry, her small brother Charles Wallace, and her mother had come down to the kitchen for a midnight snack when they were upset by the arrival of a most disturb-

ing stranger. "Wild nights are my glory," the unearthly stranger told them. "I just got caught in a downdraft and blown off course. Let me sit down for a moment, and then I'll be on my way. Speaking of ways, by the way, there is such a thing as a tesseract." A tesseract (in case the reader doesn't know) is a wrinkle in time. To tell more would rob the reader of the enjoyment of Miss L'Engle's unusual book. A Wrinkle in Time, winner of the Newbery Medal in 1963, is the story of the adventures in space and time of Meg, Charles Wallace, and Calvin O'Keefe (athlete, student, and one of the most popular boys in high school). They are in search of Meg's father, a scientist who disappeared while engaged in secret work for the government on the tesseract problem.

Make your Android device truly your own Are you eager 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 customize 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.

Prepare for Microsoft Exam MD-100: Windows 10—and help demonstrate your real-world mastery of skills and knowledge required to deploy, configure, secure, manage, and monitor Windows devices and client applications. Designed for Windows administrators, Exam Ref MD-100: Windows 10 focuses on the critical thinking and decision-making acumen needed for success at the Microsoft Certified Associate level. Focus on the expertise measured by these objectives: Deploy Windows Manage devices and data Configure connectivity Maintain Windows This Microsoft Exam Ref MD-100: Windows 10: Organizes its coverage by exam objectives Features strategic, what-if scenarios to challenge you Assumes you have some experience administering Windows 10 and non-Windows devices and technologies About the Exam Exam MD-100: Windows 10 focuses on knowledge needed to deploy Windows; perform post-installation configuration; manage local users, local groups, and devices; configure data access and protection; configure devices with local policies; manage Windows security; configure networking; configure remote connectivity; configure system and data recovery; manage updates; and monitor and manage Windows. About Microsoft Certification Passing this exam and Exam MD-101: Managing Modern Desktops fulfills your requirements for the Microsoft 365 Certified: Modern Desktop Administrator Associate certification credential, demonstrating your ability to install Windows 10 operating systems and deploy and manage modern desktops and devices in an enterprise environment. See full details at: microsoft.com/learn

This inspirational book offers insight on how to "snatch back" your keys of authority and take full control of your life. Through the use of metaphors Check Your Keys - Part 1 provide avenues on how to do some heavy duty spring cleaning in the home (i.e. your spirit). Written in a simple, straight forward style this invaluable tool will aid you to live life to the fullest potential. The book is like an atom-small in size, mighty in power.

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"Readers looking for an updated Charlie's Angels in 'wild women' mode will be most satisfied" with this thriller in the New York Times bestselling series (Publishers Weekly). The fun, smart, sassy women of the Sisterhood are the best friends a woman wants by her side in good times and bad. Meeting once again in Myra Rutledge's beautiful Virginia home, they're ready to face a

new challenge and right a vicious wrong . . . Alexis Thorn, once a successful securities broker, spent a hellish year behind bars for a crime she never committed. Now she has her freedom, but she's left with haunting memories of being hauled from her office in handcuffs . . . of the cell door clanging shut behind her . . . of her pleas going unheard. Meanwhile the real criminals—her former employers—continue to make millions by conning the innocent, especially preying on the elderly and taking their life savings. Alexis dreams of getting even. The legal system failed her, but the Sisterhood won't. They have a delicious plan that can give the scammers a taste of their own bitter medicine . . . "Fans of the series will relish the latest episode because it's as full of daring and rough justice as all the rest."—Booklist Series praise "Spunky women who fight for truth, justice, and the American way."—Fresh Fiction on Final Justice "Readers will enjoy seeing what happens when well-funded, very angry women take the law into their own hands."—Booklist on Weekend Warriors "Delectable . . . deliver[s] revenge that's creatively swift and sweet, Michaels-style."—Publishers Weekly on

Master IT hardware and software installation, configuration, repair, maintenance, and troubleshooting and fully prepare for the CompTIA® A+ Core 1 (220-1001) and Core 2 (220-1002) exams. This is your all-in-one, real-world, full-color guide to connecting, managing, and troubleshooting modern devices and systems in authentic IT scenarios. Its thorough instruction built on the CompTIA A+ Core 1 (220-1001) and Core 2 (220-1002) exam objectives includes coverage of Windows 10, Mac, Linux, Chrome OS, Android, iOS, cloud-based software, mobile and IoT devices, security, Active Directory, scripting, and other modern techniques and best practices for IT management. Award-winning instructor Cheryl Schmidt also addresses widely-used legacy technologies—making this the definitive resource for mastering the tools and technologies you'll encounter in real IT and business environments. Schmidt's emphasis on both technical and soft skills will help you rapidly become a well-qualified, professional, and customer-friendly technician. LEARN MORE QUICKLY AND THOROUGHLY WITH THESE STUDY AND REVIEW TOOLS: Learning Objectives and chapter opening lists of CompTIA A+ Certification Exam Objectives make sure you know exactly what you'll be learning, and you cover all you need to know Hundreds of photos, figures, and tables present information in a visually compelling full-color design Practical Tech Tips provide real-world IT tech support knowledge Soft Skills best-practice advice and team-building activities in every chapter cover key tools and skills for becoming a professional, customer-friendly technician Review Questions—including true/false, multiple choice, matching, fill-in-the-blank, and open-ended questions—carefully assess your knowledge of each learning objective Thought-provoking activities help students apply and reinforce chapter content, and allow instructors to "flip" the classroom if they choose Key Terms identify exam words and phrases associated with each topic Detailed Glossary clearly defines every key term Dozens of Critical Thinking Activities take you beyond the facts to deeper understanding Chapter Summaries recap key concepts for more efficient studying Certification Exam Tips provide insight into the certification exam and preparation process

Why technology is not an end in itself, and how cities can be "smart enough," using technology to promote democracy and equity. Smart cities, where technology is used to solve every problem, are hailed as futuristic urban utopias. We are promised that apps, algorithms, and artificial intelligence will relieve congestion, restore democracy, prevent crime, and improve public services. In *The Smart Enough City*, Ben Green warns against seeing the city only through the lens of technology; taking an exclusively technical view of urban life will lead to cities that appear smart but under the surface are rife with injustice and inequality. He proposes instead that cities strive to be "smart enough": to embrace technology as a powerful tool when used in conjunction with other forms of social change—but not to value technology as an end in itself. In a technology-centric smart city, self-driving cars have the run of downtown and force out pedestrians, civic engagement is limited to requesting services through an app, police use algorithms to justify and perpetuate racist practices, and governments and private companies surveil public space to control behavior. Green describes smart city efforts gone wrong but also smart enough alternatives, attainable with the help of technology but not reducible to technology: a livable city, a democratic city, a just city, a responsible city, and an innovative city. By recognizing the complexity of urban life rather than merely seeing the city as something to optimize, these Smart Enough Cities successfully incorporate technology into a holistic vision of justice and equity.

Written as a Top Secret US Army procedural manual and released under the Freedom of Information act this manual describes the step-by-step process recommended to control and contain the minds of the enemy and the general public alike. Within these 180+ pages you will read in complete detailed the Mission of PSY-OP as well as PSYOP Roles, Policies and Strategies and Core Tasks. Also included are the logistics and communication procedures used to insure the "right" people get the "right" information.

This publication highlights the fast-moving technological advancement and infiltration of Artificial Intelligence into society. Concepts of evolution of society through interconnectivity are ex-

plored, together with how the fusion of human and technological interaction leading to Augmented Humanity is fast becoming more than just an endemic phase, but a cultural phase shift to digital societies. It aims to balance both the positive progressive outlooks such developments bring with potential issues that may stem from innovation of this kind, such as the invasive procedures of bio hacking or ethical connotations concerning the usage of digital twins. This publication will also give the reader a good level of understanding on fundamental cyber defence principles, interactions with Critical National Infrastructure (CNI) and the Command, Control, Communications and Intelligence (C3I) decision-making framework. A detailed view of the cyber-attack landscape will be garnered; touching on the tactics, techniques and procedures used, red and blue teaming initiatives, cyber resilience and the protection of larger scale systems. The integration of AI, smart societies, the human-centric approach and Augmented Humanity is discernible in the exponential growth, collection and use of [big] data; concepts woven throughout the diversity of topics covered in this publication; which also discusses the privacy and transparency of data ownership, and the potential dangers of exploitation through social media. As humans are become ever more interconnected, with the prolificacy of smart wearable devices and wearable body area networks, the availability of and abundance of user data and metadata derived from individuals has grown exponentially. The notion of data ownership, privacy and situational awareness are now at the forefront in this new age.

Betting exchanges are becoming ever more like financial markets. This has seen the rise of technical traders who find new and inventive ways of trading, little of it having anything to do with the underlying sports. Manual traders are having to give way to automation and algorithmic trading. To stay ahead, the most successful traders are resorting to systematic and automated methods to build and trade their strategies. This book demonstrates techniques for sports trading, including; fundamental and technical trading, statistical arbitrage, money management, Monte Carlo methods, machine learning and the increasing necessity for algorithmic trading.

Java Programming, From The Ground Up, with its flexible organization, teaches Java in a way that is refreshing, fun, interesting and still has all the appropriate programming pieces for students to learn. The motivation behind this writing is to bring a logical, readable, entertaining approach to keep your students involved. Each chapter has a Bigger Picture section at the end of the chapter to provide a variety of interesting related topics in computer science. The writing style is conversational and not overly technical so it addresses programming concepts appropriately. Because of the flexible organization of the text, it can be used for a one or two semester introductory Java programming class, as well as using Java as a second language. The text contains a large variety of carefully designed exercises that are more effective than the competition.

This book presents the proceedings of the 8th International Workshop on Soft Computing Applications, SOFA 2018, held on 13-15 September 2018 in Arad, Romania. The workshop was organized by Aurel Vlaicu University of Arad, in conjunction with the Institute of Computer Science, Iasi Branch of the Romanian Academy, IEEE Romanian Section, Romanian Society of Control Engineering and Technical Informatics - Arad Section, General Association of Engineers in Romania - Arad Section and BTM Resources Arad. The papers included in these proceedings, published post-conference, cover the research including Knowledge-Based Technologies for Web Applications, Cloud Computing, Security Algorithms and Computer Networks, Business Process Management, Computational Intelligence in Education and Modelling and Applications in Textiles and many other areas related to the Soft Computing. The book is directed to professors, researchers, and graduate students in area of soft computing techniques and applications.

A MEMOIR BY THE YOUNGEST RECIPIENT OF THE NOBEL PEACE PRIZE As seen on Netflix with David Letterman "I come from a country that was created at midnight. When I almost died it was just after midday." When the Taliban took control of the Swat Valley in Pakistan, one girl spoke out. Malala Yousafzai refused to be silenced and fought for her right to an education. On Tuesday, October 9, 2012, when she was fifteen, she almost paid the ultimate price. She was shot in the head at point-blank range while riding the bus home from school, and few expected her to survive. Instead, Malala's miraculous recovery has taken her on an extraordinary journey from a remote valley in northern Pakistan to the halls of the United Nations in New York. At sixteen, she became a global symbol of peaceful protest and the youngest nominee ever for the Nobel Peace Prize. I AM MALALA is the remarkable tale of a family uprooted by global terrorism, of the fight for girls' education, of a father who, himself a school owner, championed and encouraged his daughter to write and attend school, and of brave parents who have a fierce love for their daughter in a society that prizes sons. I AM MALALA will make you believe in the power of one person's voice to inspire change in the world.

Lawrence Lessig, "the most important thinker on intellectual property in the Internet era", masterfully argues that never before in human history has the power to control creative progress been so concentrated in the hands of the powerful few, the so-called Big Media. Never before have the cultural powers- that-be been able

to exert such control over what we can and can't do with the culture around us. Our society defends free markets and free speech; why then does it permit such top-down control? To lose our long tradition of free culture, Lawrence Lessig shows us, is to lose our freedom to create, our freedom to build, and, ultimately, our freedom to imagine.

This two-book series was written specifically for English language learners and covers all the basic grammar topics for beginners. Contains clear and concise explanations of the rules and illustrates them with numerous examples. The "Did You Know?" and "Grammar Help" notes add further to the understanding of basic grammar. These books will give English language learners a clear understanding of core grammar skills and help lay a strong foundation for good English. Each book includes 150-pages plus a grammar examples and instruction. Topics include: nouns, pronouns, adjectives, verbs and tenses, subject/verb agreement, adverbs, prepositions, conjunctions, interjections, sentences, punctuation. Recommended for grades 3 to 6.

Save money, time, and stress by never checking a bag again Have you ever struggled with packing for a trip? You can't decide what you'll need, so you pack for every scenario and take far too much. You struggle to fit everything in your bag, you get stressed lugging it around, and you pay a fortune in airline luggage fees. The Carry-On Traveller will teach you not only how to lighten your load, but how to pack everything you need into a single carry-on-size bag. You can apply these strategies to any trip, whether you are travelling for a week or a year, to hot or cold climates, alone or with kids. By travelling carry-on only, you'll save time at airports, avoid wasting money on checked luggage fees (which are increasingly common), and reduce the stress of hauling bulky bags. It's not an all or nothing approach. Packing light is a learning process, and you might want to take it gradually. Even if you don't travel carry-on only on your next trip, this book will help you pack lighter. "The book gave me some great ideas on where I can pack less and how to pack better. My backpack right now is about a third less full than usual because I got rid of a lot of the 'what if' items I normally bring." Dani Heinrich, GlobeTrotterGirls.com. What you will learn The basic principles of packing light that you can apply to any trip Strategies to avoid panic packing The best carry-on luggage whether you prefer a backpack or suitcase How to choose the perfect travel wardrobe The electronics you really need How to manage airline liquid restrictions Why how you pack is as important as what you pack The book also includes Male and female packing lists, and how to adapt them for your trip. Interviews with a range of carry-on travellers including a family, fashionista, makeup lover, retiree, artist, and more. Plenty of bonus tips such as the best travel apps, how to keep your gear safe on the road, and the best bank accounts for travel. Access to a packing resources web page featuring exclusive discounts and a downloadable packing list template. "I was having trouble fitting everything in my backpack and having a minor panic attack on how to do it up until I read this book. I gave it another go and I managed to pack it with room to spare!" Caitlin Reilly Why I wrote this book The advice in this book is based on my six years of experience travelling full-time to over 30 countries with just a carry-on backpack. I wrote this book because I believe packing light is the secret to stress-free travel. I've saved myself money, time, stress, and backache. Most importantly, I've gained freedom-I can pack all my belongings in ten minutes and head off on the next adventure. "I read your book this weekend and could not put it down. You have forever changed my traveling habits." Colette File

Even among the most elite performers, certain athletes stand out as a cut above the rest, able to outperform in clutch, game-deciding moments. These athletes prove that raw athletic ability doesn't necessarily translate to a superior on-field experience—its the mental game that matters most. Sports participation—from the recreational to the collegiate Division I level—is at an all-time high. While the caliber of their games may differ, athletes at every level have one thing in common: the desire to excel. In *The Champion's Mind*, sports psychologist Jim Afremow, PhD, offers the same advice he uses with Olympians, Heisman Trophy winners, and professional athletes, including: • How to get in a "zone," thrive on a team, and stay humble • How to progress within a sport and sustain long-term excellence • Customizable pre-performance routines to hit full power when the gun goes off or the puck is dropped With hundreds of useful tips, breakthrough science, and cutting-edge workouts from the world's top trainers, *The Champion's Mind* will help you shape your body to ensure a longer, healthier, happier lifetime.

Student engagement relies on the students and their willingness to participate in the learning process and can be enhanced through the application of various technologies within learning environments. However, strategies for implementing these technologies need research and development to be implemented effectively. *The Handbook of Research on Fostering Student Engagement With Instructional Technology in Higher Education* is a comprehensive academic publication that focuses on the engagement of learners with academics in higher education and especially how this engagement can be fostered with the integration of new technologies. Featuring an array of topics such as gamification, digital literacy, and social networking, this book is ideal for instructors, educators, administrators, curriculum developers, instructional de-

signers, IT consultants, educational software developers, researchers, academicians, and students.

'A fascinating exposé of the world behind your screen. Timely, often disturbing, and so important' Caroline Criado Perez, author of *Invisible Women* 'Takes us beyond Zuckerberg, Bezos et al to a murkier world where we discover how everything online works and who benefits from it. Fascinating, engaging and important' Observer 'Could not be more timely' Spectator The internet is a network of physical cables and connections, a web of wires enmeshing the world, linking huge data centres to one another and eventually to us. All are owned by someone, financed by someone, regulated by someone. We refer to the internet as abstract from reality. By doing so, we obscure where the real power lies. In this powerful and necessary book, James Ball sets out on a global journey into the inner workings of the system. From the computer scientists to the cable guys, the billionaire investors to the ad men, the intelligence agencies to the regulators, these are the real-life figures powering the internet and pulling the strings of our society. Ball brilliantly shows how an invention once hailed as a democratising force has concentrated power in places it already existed - that the system, in other words, remains the same as it did before.

Windows 8.1 continues the evolution of the most radical redesign in Microsoft's history. It combines the familiar Windows desktop with a new, touchscreen-friendly world of tiles and full-screen apps. Luckily, David Pogue is back to help you make sense of it—with humor, authority, and 500 illustrations. The important stuff you need to know: What's new in 8.1. The update to 8.1 offers new apps, a universal Search, the return of the Start menu, and several zillion other nips and tucks. New features. Storage Spaces, Windows To Go, File Histories—if Microsoft wrote it, this book covers it. Security. Protect your PC from viruses, spyware, spam, sick hard drives, and out-of-control kids. The network. HomeGroups, connecting from the road, mail, Web, music stream-

ing among PCs—this book has your network covered. The software. Media Center, Photo Gallery, Internet Explorer, speech recognition—this one authoritative, witty guide makes it all crystal clear. It's the book that should have been in the box.

A Library Journal Best Book of the Year Tech-guru Brian McCullough delivers a rollicking history of the internet, why it exploded, and how it changed everything. The internet was never intended for you, opines Brian McCullough in this lively narrative of an era that utterly transformed everything we thought we knew about technology. In *How the Internet Happened*, he chronicles the whole fascinating story for the first time, beginning in a dusty Illinois basement in 1993, when a group of college kids set off a once-in-an-epoch revolution with what would become the first "dot-com." Depicting the lives of now-famous innovators like Netscape's Marc Andreessen and Facebook's Mark Zuckerberg, McCullough also reveals surprising quirks and unknown tales as he tracks both the technology and the culture around the internet's rise. Cinematic in detail and unprecedented in scope, the result both enlightens and informs as it draws back the curtain on the new rhythm of disruption and innovation the internet fostered, and helps to redefine an era that changed every part of our lives. *Pro Android 2* shows how to build real-world and fun mobile applications using Google's latest Android software development kit. This new edition is updated for Android 2, covering everything from the fundamentals of building applications for embedded devices to advanced concepts such as custom 3D components, OpenGL, and touchscreens including gestures. While other Android development guides simply discuss topics, *Pro Android 2* offers the combination of expert insight and real sample applications that work. Discover the design and architecture of the Android SDK through practical examples, and how to build mobile applications using the Android SDK. Explore and use the Android APIs, including those for media and Wi-Fi. Learn about Android 2's integrated local and web search, handwriting gesture UI, Google Translate, and text-to-speech features. *Pro Android 2* dives deep,

providing you with all the knowledge and techniques you need to build mobile applications ranging from games to Google apps, including add-ons to Google Docs. You'll be able to extend and run the new Google Chrome APIs on the G1, the G2, and other next-generation Google phones and Android-enabled devices.

Put your web app design skills to work by learning how to create powerful and portable Chrome Apps. With this practical book, you'll learn how to build Google's unique apps to behave just like native apps so they can interact with hardware devices, access external files, and send notifications. Author Marc Rochkind takes you through a hands-on, objective tour of Chrome Apps, which run on any platform that supports the Chrome browser—including OS X, Windows, Linux, as well as Android and iOS. If you know how to work with HTML, CSS, JavaScript, and the DOM, you're ready to get started. Learn how to build, run, and debug Chrome Apps step-by-step Use Chrome Apps to access local files, sync files, and external files Take advantage of key-value-pair APIs, including sync storage and IndexedDB Use WebSockets, Google Cloud Messaging, and other networking methods Display graphics and images with Canvas, SVG, and the Media Galleries API Use alarms, context menus, location, the camera, Bluetooth, USB, and other APIs Publish apps to the Chrome Web Store with the Chrome Dev Editor

Time-of-Flight Cameras and Microsoft KinectTM closely examines the technology and general characteristics of time-of-flight range cameras, and outlines the best methods for maximizing the data captured by these devices. This book also analyzes the calibration issues that some end-users may face when using these type of cameras for research, and suggests methods for improving the real-time 3D reconstruction of dynamic and static scenes. *Time-of-Flight Cameras and Microsoft KinectTM* is intended for researchers and advanced-level students as a reference guide for time-of-flight cameras. Practitioners working in a related field will also find the book valuable.