

## Nokia 7030 Users Guide

The Financial Times Handbook of Corporate Finance is the authoritative introduction to the principles and practices of corporate finance and the financial markets. Whether you are an experienced manager or finance officer, or you're new to financial decision making, this handbook identifies all those things that you really need to know: · An explanation of value-based management · Mergers and the problem of merger failures · Investment appraisal techniques · How to enhance shareholder value · How the finance and money markets really work · Controlling foreign exchange rate losses · How to value a company The second edition of this bestselling companion to finance has been thoroughly updated to ensure that your decisions continue to be informed by sound business principles. New sections include corporate governance, the impact of taxation on investment strategies, using excess return as a new value metric, up-to-date statistics which reflect the latest returns on shares, bonds and merger activities and a jargon-busting glossary to help you understand words, phrases and concepts. Corporate finance touches every aspect of your business, from deciding which capital expenditure projects are worth backing, through to the immediate and daily challenge of share holder value, raising finance or managing risk. The Financial Times Handbook of Corporate Finance will help you and your business back the right choices, make the right decisions and deliver improved financial performance. It covers the following areas: · Evaluating your firm's objectives · Assessment techniques for investment · Traditional finance appraisal techniques · Investment decision-making in companies · Shareholder value · Value through strategy · The cost of capital · Mergers: failures and success · Merger processes · How to value companies · Pay outs to shareholders · Debt finance · Raising equity capital · Managing risk · Options · Futures, forwards and swaps · Exchange rate risk

"This unique resource provides you with a practical approach to quickly learning the software-defined radio concepts you need to know for your work in the field. By prototyping and evaluating actual digital communication systems capable of performing "over-the-air" wireless data transmission and reception, this volume helps you attain a first-hand understanding of critical design trade-offs and issues. Moreover you gain a sense of the actual "real-world" operational behavior of these systems. With the purchase of the book, you gain access to several ready-made Simulink experiments at the publisher's website. This collection of laboratory experiments, along with several examples, enables you to successfully implement the designs discussed the book in a short period of time. These files can be executed using MATLAB version R2011b or later. "

In this text you will explore how information systems are used in business, and, more importantly, how the role of information systems has grown as a result of the telecommunications revolution.

This book constitutes the refereed proceedings of the Fourth International Symposium on NASA Formal Methods, NFM 2012, held in Norfolk, VA, USA, in April 2012. The 36 revised regular papers presented together with 10 short papers, 3 invited talks were carefully reviewed and selected from 93 submissions. The topics are organized in topical sections on theorem proving, symbolic execution, model-based engineering, real-time and stochastic systems, model checking, abstraction and abstraction refinement, compositional verification techniques, static and dynamic analysis techniques, fault protection, cyber security, specification formalisms, requirements analysis and applications of formal techniques.

Tracing the story of computing from Babylonian counting boards to smartphones, this inspiring textbook provides a concise overview of the key events in the history of computing, together with discussion exercises to stimulate deeper investigation into this fascinating area. Features: provides chapter introductions, summaries, key topics, and review questions; includes an introduction to analogue and digital computers, and to the foundations of computing; examines the contributions of ancient civilisations to the field of computing; covers the first digital computers, and the earliest commercial computers, mainframes and minicomputers; describes the early development of the integrated circuit and the microprocessor; reviews the emergence of home computers; discusses the creation of the Internet, the invention of the smartphone, and the rise of social media; presents a short history of telecommunications, programming languages, operating systems, software engineering, artificial intelligence, and databases.

This book comprises a set of five tutorials, and provides a practical introduction to working with Zynq-7000 All Programmable System on Chip, the family of devices from Xilinx that combines an application-grade ARM Cortex-A9 processor with traditional FPGA logic fabric. It is a companion text for 'The Zynq Book' (ISBN-13: 978-0992978709). The tutorials target two popular Zynq development boards: the ZedBoard, and the lower cost Zybo. Working through, the reader will take first steps with the Vivado integrated development environment and Software Developers Kit (SDK), and be introduced to the methodology of developing embedded systems based on Zynq. Different methods of creating Intellectual Property (IP) cores are demonstrated, including the use of Vivado High Level Synthesis (HLS), and these IPs are later combined to form a complete audio-based embedded system. These tutorials are set at the introductory level, and are suitable for undergraduate / postgraduate teaching, as well as self-learning by researchers, professional engineers, and hobbyists. Example and support files can be downloaded from the book's companion website.

Ethernet Networks, Fourth Edition, provides everything you need to know to plan, implement, manage and upgrade Ethernet networks. \* Improve your skills in employing Ethernet hubs, switches, and routers. \* Learn how to set up and operate a wireless Local Area Network (LAN). \* Discover how to extend a wired Ethernet via wireless LANs. \* Understand cabling standards and the role of NEXT (Near End Crosstalk), FEXT (Far End Crosstalk) and other transmission parameters. \* Profit from Gilbert Held's tips and tricks on enhancing security ... and much more. This indispensable resource features up-to-date coverage of: \* Wireless Ethernet (IEEE802.11 standards) \* 10Gbps Ethernet \*

Firewalls in both a wired and wireless environment \* The operation of new versions of Windows(r) on Ethernet LANs \* The use of LAN switches at and above layer 2 in the ISO reference model \* Copper and fiber optic cable to transport high speed Ethernet Network planners, administrators, and system engineers working with Ethernet networks will find Ethernet Networks, Fourth Edition, an invaluable tool for implementing, updating, and managing their networks.

This volume presents proceedings from the 19th IFIP World Computer Congress in Santiago, Chile. The proceedings of the World Computer Congress are a product of the gathering of 2,000 delegates from more than 70 countries to discuss a myriad of topics in the ICT domain. Of particular note, this marks the first time that a World Computer Congress has been held in a Latin American country. Topics in this series include: The 4th International Conference on Theoretical Computer Science Education for the 21st Century- Impact of ICT and Digital Resources Mobile and Wireless Communication Networks Ad-Hoc Networking Network Control and Engineering for QoS, Security, and Mobility The Past and Future of Information Systems: 1976-2006 and Beyond History of Computing and Education Biologically Inspired Cooperative Computing Artificial Intelligence in Theory and Practice Applications in Artificial Intelligence Advanced Software Engineering: Expanding the Frontiers of Software For a complete list of the more than 300 titles in the IFIP Series, visit [springer.com](http://springer.com). For more information about IFIP, please visit [ifip.org](http://ifip.org).

Great, beautiful notebook/journal features fantastic galaxy, universe image. Perfect gift for friends. Simply and elegant. Good quality cover, Glossy. 110 Pages Inside Specifications: Cover Finish: Glossy Dimensions: 6" x 9" (15.24 x 22.86 cm) Interior: White Paper, Blank Pages: 110

GPU Parallel Program Development using CUDA teaches GPU programming by showing the differences among different families of GPUs. This approach prepares the reader for the next generation and future generations of GPUs. The book emphasizes concepts that will remain relevant for a long time, rather than concepts that are platform-specific. At the same time, the book also provides platform-dependent explanations that are as valuable as generalized GPU concepts. The book consists of three separate parts; it starts by explaining parallelism using CPU multi-threading in Part I. A few simple programs are used to demonstrate the concept of dividing a large task into multiple parallel sub-tasks and mapping them to CPU threads. Multiple ways of parallelizing the same task are analyzed and their pros/cons are studied in terms of both core and memory operation. Part II of the book introduces GPU massive parallelism. The same programs are parallelized on multiple Nvidia GPU platforms and the same performance analysis is repeated. Because the core and memory structures of CPUs and GPUs are different, the results differ in interesting ways. The end goal is to make programmers aware of all the good ideas, as well as the bad ideas, so readers can apply the good ideas and avoid the bad ideas in their own programs. Part III of the book provides pointer for readers who want to expand their horizons. It provides a brief introduction to popular CUDA libraries (such as cuBLAS, cuFFT, NPP, and Thrust), the OpenCL programming language, an overview of GPU programming using other programming languages and API libraries (such as Python, OpenCV, OpenGL, and Apple's Swift and Metal,) and the deep learning library cuDNN.

A comprehensive narrative history of the Australian computer industry, from the earliest analogue machines through to the present day.

"Witty, compelling, and just plain fun to read . . ." —Evelyn Lamb, *Scientific American* The Freakonomics of math—a math-world superstar unveils the hidden beauty and logic of the world and puts its power in our hands The math we learn in school can seem like a dull set of rules, laid down by the ancients and not to be questioned. In *How Not to Be Wrong*, Jordan Ellenberg shows us how terribly limiting this view is: Math isn't confined to abstract incidents that never occur in real life, but rather touches everything we do—the whole world is shot through with it. Math allows us to see the hidden structures underneath the messy and chaotic surface of our world. It's a science of not being wrong, hammered out by centuries of hard work and argument. Armed with the tools of mathematics, we can see through to the true meaning of information we take for granted: How early should you get to the airport? What does "public opinion" really represent? Why do tall parents have shorter children? Who really won Florida in 2000? And how likely are you, really, to develop cancer? *How Not to Be Wrong* presents the surprising revelations behind all of these questions and many more, using the mathematician's method of analyzing life and exposing the hard-won insights of the academic community to the layman—minus the jargon. Ellenberg chases mathematical threads through a vast range of time and space, from the everyday to the cosmic, encountering, among other things, baseball, Reaganomics, daring lottery schemes, Voltaire, the replicability crisis in psychology, Italian Renaissance painting, artificial languages, the development of non-Euclidean geometry, the coming obesity apocalypse, Antonin Scalia's views on crime and punishment, the psychology of slime molds, what Facebook can and can't figure out about you, and the existence of God. Ellenberg pulls from history as well as from the latest theoretical developments to provide those not trained in math with the knowledge they need. Math, as Ellenberg says, is "an atomic-powered prosthesis that you attach to your common sense, vastly multiplying its reach and strength." With the tools of mathematics in hand, you can understand the world in a deeper, more meaningful way. *How Not to Be Wrong* will show you how.

Given its ubiquity, plugin-free deployment, and ease of development, the adoption of WebGL is on the rise. Skilled WebGL developers provide organizations with the ability to develop and implement efficient and robust solutions-creating a growing demand for skilled WebGL developers. WebGL Insights shares experience-backed lessons learned by the WebGL

Clear, concise instruction for all CFA Program Level I concepts and competencies for the 2020 exam The same official curricula that CFA Program candidates receive with program registration is now publicly available for purchase. CFA Program Curriculum 2020 Level I, Volumes 1-6 provides the complete Level I curriculum for the 2020 exam, delivering the Candidate Body of Knowledge (CBOK) with expert instruction on all 10 topic areas of the CFA Program. Fundamental concepts are explained in-depth with a heavily visual style, while cases and examples demonstrate how concepts apply in real-world scenarios. Coverage includes ethical and professional standards, quantitative analysis, economics, financial reporting and analysis, corporate finance, equities, fixed income, derivatives, alternative investments, and portfolio management, all organized into individual sessions with clearly defined Learning Outcome Statements. Charts, graphs, figures, diagrams, and financial statements illustrate concepts to facilitate retention, and practice questions provide the opportunity to gauge your understanding while reinforcing important concepts. Learning Outcome Statement checklists guide readers to important concepts to derive from the readings Embedded case studies and examples throughout demonstrate practical application of concepts Figures, diagrams, and additional commentary make difficult concepts accessible Practice problems support learning and retention CFA Institute promotes the highest standards of ethics, education, and professional excellence among investment professionals. The CFA Program curriculum guides you through the breadth of knowledge required to uphold these standards.

This new edition is a reprint of the hardback book, first published in 2005. As the pace of life increases and the effects of globalisation invade more and more areas of everyday life, free time becomes an increasingly precious resource. For those who are experiencing a shortage of free time - a 'time-squeeze' - and for the growing numbers looking forward to abundant free time in retirement, leisure has never been more vital for ensuring individual and social health and wellbeing and the enhancement of social capital and the quality of life This book is an expanded and updated edition of a previous work entitled *World Leisure Participation: Free Time in the Global Village*, by the same editors (CABI, 1996). It brings together the results of the most recent national leisure participation surveys from 15 countries, including three countries not previously covered. The book also includes increased coverage of time-budget surveys and new themes such as public policy dimensions. It also examines the methodological

problems and challenges of conducting national surveys in the field, and their future prospects.

Introduction to Modeling and Simulation with MATLAB and Python is intended for students and professionals in science, social science, and engineering that wish to learn the principles of computer modeling, as well as basic programming skills. The book content focuses on meeting a set of basic modeling and simulation competencies that were developed as part of several National Science Foundation grants. Even though computer science students are much more expert programmers, they are not often given the opportunity to see how those skills are being applied to solve complex science and engineering problems and may also not be aware of the libraries used by scientists to create those models. The book interleaves chapters on modeling concepts and related exercises with programming concepts and exercises. The authors start with an introduction to modeling and its importance to current practices in the sciences and engineering. They introduce each of the programming environments and the syntax used to represent variables and compute mathematical equations and functions. As students gain more programming expertise, the authors return to modeling concepts, providing starting code for a variety of exercises where students add additional code to solve the problem and provide an analysis of the outcomes. In this way, the book builds both modeling and programming expertise with a "just-in-time" approach so that by the end of the book, students can take on relatively simple modeling example on their own. Each chapter is supplemented with references to additional reading, tutorials, and exercises that guide students to additional help and allows them to practice both their programming and analytical modeling skills. In addition, each of the programming related chapters is divided into two parts – one for MATLAB and one for Python. In these chapters, the authors also refer to additional online tutorials that students can use if they are having difficulty with any of the topics. The book culminates with a set of final project exercise suggestions that incorporate both the modeling and programming skills provided in the rest of the volume. Those projects could be undertaken by individuals or small groups of students. The companion website at <http://www.intromodeling.com> provides updates to instructions when there are substantial changes in software versions, as well as electronic copies of exercises and the related code. The website also offers a space where people can suggest additional projects they are willing to share as well as comments on the existing projects and exercises throughout the book. Solutions and lecture notes will also be available for qualifying instructors.

The perfect companion for anyone buying (or thinking of buying) a drone, whether it's just for fun, to race against friends, or to give their to give their photography a whole new angle. The Drone Pilot's Handbook gives you the skills and techniques you need to fly and maintain your multicopter drone, tips for tuning it for maximum performance, and - importantly - a clear graphical guide to where the law will and won't allow you to fly. Meanwhile, spectacular aerial photography from around the world will inspire you to get airborne immediately! Occasional boxouts provide safety tips, handy ideas, and URLs, and flying instructions are presented with attractive original illustrations. This clean approach that makes a welcome contrast to ugly online forums, or the PDFs that drone manufacturers provide, and will have you up and away in no time.

After her nightmarish recovery from a serious car accident, Faye gets horrible news from her doctor, and it hits her hard like a rock: she can't bear children. In extreme shock, she breaks off her engagement, leaves her job and confines herself in her family home. One day, she meets her brother's best friend , and her soul makes a first step to healing.

"Something really bad happened here." So begins Army interrogator Tony Lagouranis's first briefing at Abu Ghraib. While Lagouranis's training stressed the rules of the Geneva Conventions, once in Iraq, he discovered that pushing the legal limits of interrogation was encouraged. Under orders, he-along with numerous other soldiers-abused and terrorized Iraqis by adding "enhancements" like dogs, hypothermia, and other techniques to "Fear Up Harsh"-the official tactic designed to frighten prisoners into revealing information. And he saw others do far worse. The first Army interrogator to publicly step forward and break the silence surrounding these tactics, Lagouranis reveals what went on in Iraqi prisons- raising crucial questions about American conduct abroad.

Irrespective of whether we use economic or societal metrics, the Internet is one of the most important technical infrastructures in existence today. It will serve as a catalyst for much of our innovation and prosperity in the future. A competitive Europe will require Internet connectivity and services beyond the capabilities offered by current technologies. Future Internet research is therefore a must. The Future Internet Assembly (FIA) is a successful and unique bi-annual conference that brings together participants of over 150 projects from several distinct but interrelated areas in the EU Framework Programme 7. The 20 full papers included in this volume were selected from 40 submissions, and are preceded by a vision paper describing the FIA Roadmap. The papers have been organized into topical sections on the foundations of Future Internet, the applications of Future Internet, Smart Cities, and Future Internet infrastructures.

In this contributed volume, leading international researchers explore configuration modeling and checking, vulnerability and risk assessment, configuration analysis, and diagnostics and discovery. The authors equip readers to understand automated security management systems and techniques that increase overall network assurance and usability. These constantly changing networks defend against cyber attacks by integrating hundreds of security devices such as firewalls, IPSec gateways, IDS/IPS, authentication servers, authorization/RBAC servers, and crypto systems. Automated Security Management presents a number of topics in the area of configuration automation. Early in the book, the chapter authors introduce modeling and validation of configurations based on high-level requirements and discuss how to manage the security risk as a result of configuration settings of network systems. Later chapters delve into the concept of configuration analysis and why it is important in ensuring the security and functionality of a properly configured system. The book concludes with ways to identify problems when things go wrong and more. A wide range of theoretical and practical content make this volume valuable for researchers and professionals who work with network systems.

If you think you need a boarding pass to fly, you're really missing out! Today, drones are everywhere. From film studios to farms, they're in the hands of photographers, commercial surveyors, and racers alike. This fully illustrated book explains how drones developed, where they're going, and which one you should choose. It even includes complete instructions to build both a simple drone and a super-fast FPV racer yourself. Whether you're flying indoors or out, buying or building, this book covers everything: Understand the Jargon: Flying has a lot of unfamiliar terminology, but this book will make it easy to master. Business or Pleasure: Every type of multicopter you might want is introduced, including explanations of which is best suited for what role. Get the Best Pictures: This edition includes an extended guide to the tech and composition tricks you can use to make your pictures stand out of the pack. Get the Best Video: A new shot-guide shows you how to get the most engaging aerial video, whatever your drone. Be an FPV Racer: There are complete step-by-step instructions for building your own FPV racer, or a surprisingly cheap wooden drone – both great projects. This is an Extended Second Edition. Following from the worldwide success of the first edition, which has been translated into numerous languages, this edition is not just fully updated to keep pace with the laws and the technology (including gesture controls), it is also new enough to thoroughly cover the fast-growing new sport of FPV drone racing, while still including a comprehensive guide to learning to fly any drone.

This encyclopedic reference provides a concise and engaging overview of the groundbreaking inventions and conceptual innovations that have shaped the field of computing, and the technology that runs the modern world. Each alphabetically-ordered entry presents a brief account of a pivotal innovation and the great minds behind it, selected from a wide range of diverse topics. Topics and features: Describes the development of Babbage's computing machines, Leibniz's binary arithmetic, Boole's symbolic logic, and Von Neumann architecture Reviews a range of historical analog and digital computers, significant mainframes and minicomputers, and pioneering home and personal computers Discusses a selection of programming languages and operating systems, along with key concepts in software engineering and commercial computing Examines the invention of the transistor, the integrated circuit, and the microprocessor Relates the history of such developments in personal computing as the mouse, the GUI, Atari video games, and Microsoft Office Surveys innovations in communications, covering mobile phones, WiFi, the Internet and World Wide Web, e-commerce, smartphones, social media, and GPS Presents coverage of topics on artificial intelligence, the ATM, digital photography and digital music, robotics, and Wikipedia Contains self-test quizzes and a helpful glossary This enjoyable compendium will appeal to the general reader curious about the intellectual milestones that led to the digital age, as well as to the student of computer science seeking a primer on the history of their field. Dr. Gerard O'Regan is a CMMI software process improvement consultant with research interests including software quality and software process improvement, mathematical approaches to software quality, and the history of computing. He is the author of such Springer titles as World of Computing, Concise Guide to Formal Methods, Concise Guide to Software Engineering, and Guide to Discrete Mathematics.

Software-Defined Radio for Engineers Artech House

Based on the popular Artech House classic, Digital Communication Systems Engineering with Software-Defined Radio, this book provides a practical approach to quickly learning the software-defined radio (SDR) concepts needed for work in the field. This up-to-date volume guides readers on how to quickly prototype wireless designs using SDR for real-world testing and experimentation. This book explores advanced wireless communication techniques such as OFDM, LTE, WLA, and hardware targeting. Readers will gain an understanding of the core concepts behind wireless hardware, such as the radio frequency front-end, analog-to-digital and digital-to-analog converters, as well as various processing technologies. Moreover, this volume includes chapters on timing estimation, matched filtering, frame synchronization message decoding, and source coding. The orthogonal frequency division multiplexing is explained and details about HDL code generation and deployment are provided. The book concludes with coverage of the WLAN toolbox with OFDM beacon reception and the LTE toolbox with downlink reception. Multiple case studies are provided throughout the book. Both MATLAB and Simulink source code are included to assist readers with their projects in the field.

Designed for introductory parallel computing courses at the advanced undergraduate or beginning graduate level, Elements of Parallel Computing presents the fundamental concepts of parallel computing not from the point of view of hardware, but from a more abstract view of algorithmic and implementation patterns. The aim is to facilitate the teaching of parallel programming by surveying some key algorithmic structures and programming models, together with an abstract representation of the underlying hardware. The presentation is friendly and informal. The content of the book is language neutral, using pseudocode that represents common programming language models. The first five chapters present core concepts in parallel computing. SIMD, shared memory, and distributed memory machine models are covered, along with a brief discussion of what their execution models look like. The book also discusses decomposition as a fundamental activity in parallel algorithmic design, starting with a naive example, and continuing with a discussion of some key algorithmic structures. Important programming models are presented in depth, as well as important concepts of performance analysis, including work-depth analysis of task graphs, communication analysis of distributed memory algorithms, key performance metrics, and a discussion of barriers to obtaining good performance. The second part of the book presents three case studies that reinforce the concepts of the earlier chapters. One feature of these chapters is to contrast different solutions to the same problem, using select problems that aren't discussed frequently in parallel computing textbooks. They include the Single Source Shortest Path Problem, the Eikonal equation, and a classical computational geometry problem: computation of the two-dimensional convex hull. After presenting the problem and sequential algorithms, each chapter first discusses the sources of parallelism then surveys parallel algorithms.

The first book to introduce computer architecture for security and provide the tools to implement secure computer systems This book provides the fundamentals of computer architecture for security. It covers a wide range of computer hardware, system software and data concepts from a security perspective. It is essential for computer science and security professionals to understand both hardware and software security solutions to survive in the workplace. Examination of memory, CPU architecture and system implementation Discussion of computer buses and a dual-port bus interface Examples cover a board spectrum of hardware and software systems Design and implementation of a patent-pending secure computer system Includes the latest patent-pending technologies in architecture security Placement of computers in a security fulfilled network environment Co-authored by the inventor of the modern Computed Tomography (CT) scanner Provides website for lecture notes, security tools and latest updates

Up-to-the-Minute, Complete Guidance for Developing Embedded Solutions with Linux Linux has emerged as today's #1 operating system for embedded products. Christopher Hallinan's Embedded Linux Primer has proven itself as the definitive real-world guide to building efficient, high-value, embedded systems with Linux. Now, Hallinan has thoroughly updated this highly praised book for the newest Linux kernels, capabilities, tools, and hardware support, including advanced multicore processors. Drawing on more than a decade of embedded Linux experience, Hallinan helps you rapidly climb the learning curve, whether you're moving from legacy environments or you're new to embedded

programming. Hallinan addresses today's most important development challenges and demonstrates how to solve the problems you're most likely to encounter. You'll learn how to build a modern, efficient embedded Linux development environment, and then utilize it as productively as possible. Hallinan offers up-to-date guidance on everything from kernel configuration and initialization to bootloaders, device drivers to file systems, and BusyBox utilities to real-time configuration and system analysis. This edition adds entirely new chapters on UDEV, USB, and open source build systems. Tour the typical embedded system and development environment and understand its concepts and components. Understand the Linux kernel and userspace initialization processes. Preview bootloaders, with specific emphasis on U-Boot. Configure the Memory Technology Devices (MTD) subsystem to interface with flash (and other) memory devices. Make the most of BusyBox and latest open source development tools. Learn from expanded and updated coverage of kernel debugging. Build and analyze real-time systems with Linux. Learn to configure device files and driver loading with UDEV. Walk through detailed coverage of the USB subsystem. Introduces the latest open source embedded Linux build systems. Reference appendices include U-Boot and BusyBox commands.

This work has been selected by scholars as being culturally important and is part of the knowledge base of civilization as we know it. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. To ensure a quality reading experience, this work has been proofread and republished using a format that seamlessly blends the original graphical elements with text in an easy-to-read typeface. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.

This book is about the Zynq-7000 All Programmable System on Chip, the family of devices from Xilinx that combines an application-grade ARM Cortex-A9 processor with traditional FPGA logic fabric. Catering for both new and experienced readers, it covers fundamental issues in an accessible way, starting with a clear overview of the device architecture, and an introduction to the design tools and processes for developing a Zynq SoC. Later chapters progress to more advanced topics such as embedded systems development, IP block design and operating systems. Maintaining a 'real-world' perspective, the book also compares Zynq with other device alternatives, and considers end-user applications. The Zynq Book is accompanied by a set of practical tutorials hosted on a companion website. These tutorials will guide the reader through first steps with Zynq, following on to a complete, audio-based embedded systems design.

Until just a few years ago, turning a light on and off with a clap was about as clever as technology got. Today, almost anything can be connected to the internet, and with this connection comes the ability to turn your bedroom lights off from another country, tell your thermostat to create a weather-appropriate lighting scheme, and answer the door without ever leaving your armchair. This book introduces you to Alexa, Siri, and every major technology competing to smarten your home and improve your life. You'll learn how to choose between them, how to optimize their function, and how to avoid the pitfalls that cause new adopters to wish they'd never let a computer into their home.

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