

## Pantech Element Tablet User Guide

The Definitive Guide to File System Analysis: Key Concepts and Hands-on Techniques Most digital evidence is stored within the computer's file system, but understanding how file systems work is one of the most technically challenging concepts for a digital investigator because there exists little documentation. Now, security expert Brian Carrier has written the definitive reference for everyone who wants to understand and be able to testify about how file system analysis is performed. Carrier begins with an overview of investigation and computer foundations and then gives an authoritative, comprehensive, and illustrated overview of contemporary volume and file systems: Crucial information for discovering hidden evidence, recovering deleted data, and validating your tools. Along the way, he describes data structures, analyzes example disk images, provides advanced investigation scenarios, and uses today's most valuable open source file system analysis tools—including tools he personally developed. Coverage includes Preserving the digital crime scene and duplicating hard disks for "dead analysis" Identifying hidden data on a disk's Host Protected Area (HPA) Reading source data: Direct versus BIOS access, dead versus live acquisition, error handling, and more Analyzing DOS, Apple, and GPT partitions; BSD disk labels; and Sun Volume Table of Contents using key concepts, data structures, and specific techniques Analyzing the contents of multiple disk volumes, such as RAID and disk spanning Analyzing FAT, NTFS, Ext2, Ext3, UFS1, and UFS2 file systems using key concepts, data structures, and specific techniques Finding evidence: File metadata, recovery of deleted files, data hiding locations, and more Using The Sleuth Kit (TSK), Autopsy Forensic Browser, and related open source tools When it comes to file system analysis, no other book offers this much detail or expertise. Whether you're a digital forensics specialist, incident response team member, law enforcement officer, corporate security specialist, or auditor, this book will become an indispensable resource for forensic investigations, no matter what analysis tools you use.

Looks at how to create an effective mobile Web page, tackling both technical and strategic approaches to mobile web design and including the latest development techniques.

Includes Complete Coverage of the OpenGL® Shading Language! Today's OpenGL software interface enables programmers to produce extraordinarily high-quality computer-generated images and interactive applications using 2D and 3D objects, color images, and programmable shaders. OpenGL® Programming Guide: The Official Guide to Learning OpenGL®, Version 4.3, Eighth Edition, has been almost completely rewritten and provides definitive, comprehensive information on OpenGL and the OpenGL Shading Language. This edition of the best-selling "Red Book" describes the features through OpenGL version 4.3. It also includes updated information and techniques formerly covered in OpenGL® Shading Language (the "Orange Book"). For the first time, this guide completely integrates shader techniques, alongside classic, functioncentric techniques. Extensive new text and code are presented, demonstrating the latest in OpenGL programming techniques. OpenGL® Programming Guide, Eighth Edition, provides clear explanations of OpenGL functionality and techniques, including processing geometric objects with vertex, tessellation, and geometry shaders using geometric transformations and viewing matrices; working with pixels and texture maps through fragment shaders; and advanced data techniques using framebuffer objects and compute shaders. New OpenGL features covered in this edition include Best practices and sample code for taking full advantage of shaders and the entire shading pipeline (including geometry and tessellation shaders) Integration of general computation into the rendering pipeline via compute shaders Techniques for binding multiple shader programs at once during application execution Latest GLSL features for doing advanced shading techniques Additional new techniques for optimizing graphics program performance

Until the 1990s, it was generally accepted that medicines were first developed for adults and their use in children was investigated later, if at all. One of the main tasks of hospital pharmacies was the manufacturing of child-appropriate formulations in a more or less makeshift way. The first change came in 1997 with U.S. legislation that rewarded manufacturers to do voluntary pediatric research. Ten years later, the European Union passed legislation that required manufacturers to discuss all pediatric aspects, including formulations, with the regulatory authorities as a condition of starting the registration procedure. In consequence, manufacturers must now cover all age groups, including the youngest ones. So far, pediatric formulations were more a focus for academic researchers. Through the changed regulatory environment, there is now a sudden high commercial demand for age-appropriate formulations. This book begins by highlighting the anatomical, physiological and developmental differences between adults and children of different ages. It goes on to review the existing technologies and attempts to draw a roadmap to better, innovative formulations, in particular for oral administration. The regulatory, clinical, ethical and pharmaceutical framework is also addressed.

"Having been born a freeman, and for more than thirty years enjoyed the blessings of liberty in a free State—and having at the end of that time been kidnapped and sold into Slavery, where I remained, until happily rescued in the month of January, 1853, after a bondage of twelve years—it has been suggested that an account of my life and fortunes would not be uninteresting to the public."  
-an excerpt

Since 1958 the Maritime Administration has continuously conducted instructions in use of collision avoidance radar for qualified U.S. seafaring personnel and representatives of interested Federal and State Agencies.Beginning in 1963, to facilitate the expansion of training capabilities and at the same time to provide the most modern techniques in training methods, radar simulators were installed in Maritime Administration's three region schools.It soon became apparent that to properly instruct the trainees, even with the advanced equipment, a standardize up-to-date instruction manual was needed. The first manual was later revised to serve both as a classroom textbook and as an onboard reference handbook.This newly updated manual, the fourth revision, in keeping with Maritime Administration policy, has been restructured to include improved and more effective methods of plotting techniques for use in Ocean, Great Lakes, Coastwise and Inland Waters navigation.Robert J. BlackwellAssistant Secretary for Maritime Affairs

"If we had computers that knew everything there was to know about things—using data they gathered without any help from us—we would be able to track and count everything, and greatly reduce waste, loss, and cost. We would know when things needed replacing, repairing or recalling, and whether they were fresh or past their best. The Internet of Things has the potential to change the world, just as the Internet did. Maybe even more so." —Kevin Ashton, originator of the term, Internet of Things An examination of the concept and unimagined potential unleashed by the Internet of Things (IoT) with IPv6 and MIPv6 What is the Internet of Things? How can it help my organization? What is the cost of deploying such a system? What are the security implications? Building the Internet of Things with IPv6 and MIPv6: The Evolving World of M2M Communications answers

these questions and many more. This essential book explains the concept and potential that the IoT presents, from mobile applications that allow home appliances to be programmed remotely, to solutions in manufacturing and energy conservation. It features a tutorial for implementing the IoT using IPv6 and Mobile IPv6 and offers complete chapter coverage that explains: What is the Internet of Things? Internet of Things definitions and frameworks Internet of Things application examples Fundamental IoT mechanisms and key technologies Evolving IoT standards Layer 1/2 connectivity: wireless technologies for the IoT Layer 3 connectivity: IPv6 technologies for the IoT IPv6 over low power WPAN (6lowpan) Easily accessible, applicable, and not overly technical, Building the Internet of Things with IPv6 and MIPv6 is an important resource for Internet and ISP providers, telecommunications companies, wireless providers, logistics professionals, and engineers in equipment development, as well as graduate students in computer science and computer engineering courses.

The performance of software systems is dramatically affected by how well software designers understand the basic hardware technologies at work in a system. Similarly, hardware designers must understand the far-reaching effects their design decisions have on software applications. For readers in either category, this classic introduction to the field provides a look deep into the computer. It demonstrates the relationships between the software and hardware and focuses on the foundational concepts that are the basis for current computer design.

One of a series of three resource guides concerned with communication, control, and computer access for the disabled or the elderly, the book focuses on hardware and software. The guide's 13 chapters each cover products with the same primary function. Cross reference indexes allow access to listings of products by function, input/output feature, and computer model. Switches are listed separately by input/output features. Typically provided for each product are usually an illustration, the product name, vendor, size, weight, power source, connector type, cost, and a description. Part I, "Computer Adaptations," presents the following types of items: modifications for standard keyboards; alternate inputs usable with all software; input devices usable with only some software; input adapters for computers; alternate display systems usable with all software; Braille printers and tactile display components; speech synthesizers; and other software and hardware adaptations. Part II, "Application Software for Special Ed and Rehab," includes software for administration and management; assessment; education, training, and therapy; recreation; and personal tools or aids. Appendixes include a list of additional sources of information, a glossary, addresses of manufacturers listed with their products, and an alphabetical listing of all products in the 3-book series. (DB)

Presents a guide to the features of the Samsung Galaxy Tab 3, covering such topics as the Android operating system, using Google Play, sending email and multimedia messages, installing and maintaining apps, and connecting to the cloud.

Vols. 76 include Reference and data section for 1929 (1929- called Water works and sewerage data section)

Developed to promote the design of safe, effective, and usable medical devices, Handbook of Human Factors in Medical Device Design provides a single convenient source of authoritative information to support evidence-based design and evaluation of medical device user interfaces using rigorous human factors engineering principles. It offers guidance Please note that this title's color insert (referred to as "Plates" within the text) is not available for this digital product.

OpenGL is a powerful software interface used to produce high-quality, computer-generated images and interactive applications using 2D and 3D objects, bitmaps, and color images. The OpenGL® Programming Guide, Seventh Edition , provides definitive and comprehensive information on OpenGL and the OpenGL Utility Library. The previous edition covered OpenGL through Version 2.1. This seventh edition of the best-selling "red book" describes the latest features of OpenGL Versions 3.0 and 3.1. You will find clear explanations of OpenGL functionality and many basic computer graphics techniques, such as building and rendering 3D models; interactively viewing objects from different perspective points; and using shading, lighting, and texturing effects for greater realism. In addition, this book provides in-depth coverage of advanced techniques, including texture mapping, antialiasing, fog and atmospheric effects, NURBS, image processing, and more. The text also explores other key topics such as enhancing performance, OpenGL extensions, and cross-platform techniques. This seventh edition has been updated to include the newest features of OpenGL Versions 3.0 and 3.1, including Using framebuffer objects for off-screen rendering and texture updates Examples of the various new buffer object types, including uniform-buffer objects, transform feedback buffers, and vertex array objects Using texture arrays to increase performance when using numerous textures Efficient rendering using primitive restart and conditional rendering Discussion of OpenGL's deprecation mechanism and how to verify your programs for future versions of OpenGL This edition continues the discussion of the OpenGL Shading Language (GLSL) and explains the mechanics of using this language to create complex graphics effects and boost the computational power of OpenGL. The OpenGL Technical Library provides tutorial and reference books for OpenGL. The Library enables programmers to gain a practical understanding of OpenGL and shows them how to unlock its full potential. Originally developed by SGI, the Library continues to evolve under the auspices of the Khronos OpenGL ARB Working Group, an industry consortium responsible for guiding the evolution of OpenGL and related technologies.

Master powerful strategies to acquire and analyze evidence from real-life scenarios About This Book A straightforward guide to address the roadblocks face when doing mobile forensics Simplify mobile forensics using the right mix of methods, techniques, and tools Get valuable advice to put you in the mindset of a forensic professional, regardless of your career level or experience Who This Book Is For This book is for forensic analysts and law enforcement and IT security officers who have to deal with digital evidence as part of their daily job. Some basic familiarity with digital forensics is assumed, but no experience with mobile forensics is required. What You Will Learn Understand the challenges of mobile forensics Grasp how to properly deal with digital evidence Explore the types of evidence available on iOS, Android, Windows, and BlackBerry mobile devices Know what forensic outcome to expect under given circumstances Deduce when and how to apply physical, logical, over-the-air, or low-level (advanced) acquisition methods Get in-depth knowledge of the different acquisition methods for all major mobile platforms Discover important mobile

acquisition tools and techniques for all of the major platforms In Detail Investigating digital media is impossible without forensic tools. Dealing with complex forensic problems requires the use of dedicated tools, and even more importantly, the right strategies. In this book, you'll learn strategies and methods to deal with information stored on smartphones and tablets and see how to put the right tools to work. We begin by helping you understand the concept of mobile devices as a source of valuable evidence. Throughout this book, you will explore strategies and "plays" and decide when to use each technique. We cover important techniques such as seizing techniques to shield the device, and acquisition techniques including physical acquisition (via a USB connection), logical acquisition via data backups, over-the-air acquisition. We also explore cloud analysis, evidence discovery and data analysis, tools for mobile forensics, and tools to help you discover and analyze evidence. By the end of the book, you will have a better understanding of the tools and methods used to deal with the challenges of acquiring, preserving, and extracting evidence stored on smartphones, tablets, and the cloud. Style and approach This book takes a unique strategy-based approach, executing them on real-world scenarios. You will be introduced to thinking in terms of "game plans," which are essential to succeeding in analyzing evidence and conducting investigations.

The sport of soccer has evolved immensely since its beginning around 2,000 years ago and is now considered the most popular sport in the world. The research related to the physical, psychological, and tactical aspects of the game has risen in conjunction with its fame. Elite Soccer Players: Maximizing Performance and Safety seeks to inform the reader with the most current research connected to optimizing physical performance and reducing the risk of injury of the elite soccer athlete for a variety of ages. After providing an initial brief overview of applying physical and psychological scientific concepts in soccer ("Part I: Laying the Foundation"), this book then takes the reader through a series of important yet novel parts including: "Athlete Monitoring and Data Analysis," "Optimizing Physical Performance," "Injury Epidemiology and Risk Reduction," "Achieving Peak Performance and Safety in Various Environmental Conditions," and "Unique Aspects of the Game." The goal of Elite Soccer Players: Maximizing Performance and Safety is to conceptualize and expand upon the current research associated with these topics and provide an applicable point of view to the coaches, sport scientists, strength and conditioning coaches, and sports medicine professionals who work with these athletes every day.

For the past 20 years, UNIX insiders have cherished and zealously guarded pirated photocopies of this manuscript, a "hacker trophy" of sorts. Now legal (and legible) copies are available. An international "who's who" of UNIX wizards, including Dennis Ritchie, have contributed essays extolling the merits and importance of this underground classic.

The die-cutting and tooling process is among the most critical areas of label converting and finishing. The sophisticated technology it uses enables the production of quality die-cut and converted labels and their application to multiple surfaces, using a wide variety of substrates, on many different presses. With a better understanding of this often overlooked discipline, you can improve production standards and significantly reduce costly downtime due to pressure-sensitive quality faults. This book explains the complex and vital role die-cutting and tooling plays. Through a series of detailed explanations, photographs, diagrams and charts, the author provides a detailed look at modern tooling technology - how the tools are manufactured, their use and applications, how they should be handled and stored. It includes a section on troubleshooting on the production line and a glossary of terms to ensure any unknown phrases are quickly understood within context. Label converters, industry suppliers and label buyers and all other professionals involved in label converting and finishing will find this book a valuable reference source that helps them run a more profitable business. Chapters include: The label printing and converting process Die-cutting of label webs to shape and size Optimizing the die-cutting process Special tooling for cutting, perforating, hole punching and slitting The nature, use and manufacture of embossing dies and cylinders The hot foiling process and the use and manufacture of foiling dies Cylinders, anvils, support rollers and magnetic cylinders Ancillary equipment for setting, measuring, testing, monitoring and adjusting tooling Inspecting, cleaning, handling, storage and safety considerations A guide to troubleshooting when using label dies and related tooling Glossary of die-cutting and tooling terminology

Communities Dominate Brands: Business and marketing challenges for the 21st century is a book about how the new phenomenon of digitally connected communities are emerging as a force to counterbalance the power of the big brands and advertising. The book explores the problems faced by branding, marketing and advertising facing multiple radical changes in this decade. Communities Dominate Brands discusses how disruptive effects of digitalisation and connectedness introduce threats and opportunities. The authors compellingly illustrate how modern consumers are forming communities and peer-groups to pool their power resulting in a dramatic revolution of how businesses interact with their customers. The book provides practical guidance of how to move from obsolete interruptive advertising to interactive engagement marketing and community based communications, with dozens of real business examples from around the world. Communities Dominate Brands addresses its topic from a marketing (including advertising and branding) perspective and maintains a rigorous focus on business and profit dimensions of the issues involved. The book discusses such recent phenomena as blogging, virtual environments, mobile phone based swarming and massively multiplayer games. The book introduces a new generation of consumers called Generation-C (for Community). The book also discusses such new concepts as the Connected Age, Reachability, the Four C's, Alpha Users, and introduces Communities as an unavoidable new element into the traditional communication model. Combining the digital trends, modern management theories, and emerging new customer behaviour, Communities Dominate Brands arrives to its conclusion, that traditional marketing methods are increasingly ineffective and even becoming counterproductive. The power of the brands and the abuses by marketing have created a vacuum for a counterbalance, and digitally connected communities, the blogosphere, gamers, and especially the always-on connectedness of those on mobile phone networks, are emerging as the counterforce to redress the balance. The power of smart mobs and digitally enlightened communities will react rapidly to marketing excesses as the natural force balancing the power of the brands. The way a business can and must interact with the powerful new communities is through engagement marketing, by enticing the communities to interact with the brands. Communities Dominate Brands covers the major changes taking place in business and industry worldwide from leading digitally connected societies such as Finland, Korea, Japan, Hong Kong, UK and the USA. The authors discuss the business relevance of such community related technologies and phenomena such as blogging, CANs, iPod, MMOGs, MVNOs, PVRs, Ringing Tones, SMS text messaging, swarming, VOD. This is the definitive business book on the impact of new technologies, not explaining how technology works, but showing what businesses need to do to make money in the new digitally converging environment. Communities Dominate Brands analyses early successes of engaging communities by global brands such as Adidas, Apple, Audi, BBC, Boeing, Coca Cola, eBay, Ford, Google, Guinness, Hush Puppies, Lonely Planet, MTV, Nokia, Orange, Philips, Red Bull, Sony, Tesco, Tony & Guy, Vodafone, etc. The lessons are amplified with insights from rough punishment by communities suffered by Hutchison/Three networks, Kryptonite locks, Mazda, the Philippines Government, etc. Fully indexed, impeccably researched with documented sources, offering over 50 current business examples

and over a dozen case studies, *Communities Dominate Brands* is a hands-on practical business handbook on how to adjust marketing to deal with communities. With tools such as the Four C's and Reachability, the authors provide a competitive head-start to all who want to achieve customer satisfaction and return business in the 21st century.

The biotechnology/biopharmaceutical sector has tremendously grown which led to the invention of engineered antibodies such as Antibody Drug Conjugates (ADCs), Bispecific T-cell engager (BITES), Dual Variable Domain (DVD) antibodies, and fusion proteins that are currently being used as therapeutic agents for immunology, oncology and other disease conditions. Regulatory agencies have raised the bar for the development and manufacture of antibody-based products, expecting to see the use of Quality by Design (QbD) elements demonstrating an in-depth understanding of product and process based on sound science. Drug delivery systems have become an increasingly important part of the therapy and most biopharmaceuticals for self-administration are being marketed as combination products. A survey of the market indicates that there is a strong need for a new book that will provide "one stop shopping" for the latest information and knowledge of the scientific and engineering advances made over the last few years in the area of biopharmaceutical product development. The new book entitled *Development of Biopharmaceutical Drug Device Products* is a reference text for scientists and engineers in the biopharmaceutical industry, academia or regulatory agencies. With insightful chapters from experts in the field, this new book reviews first principles, covers recent technological advancements and provides case studies and regulatory strategies relating to the development and manufacture of antibody-based products. It covers topics such as the importance of early preformulation studies during drug discovery to influence molecular selection for development, formulation strategies for new modalities, and the analytical techniques used to characterize them. It also addresses important considerations for later stage development such as the development of robust formulations and processes, including process engineering and modeling of manufacturing unit operations, the design of analytical comparability studies, and characterization of primary containers (pre-filled syringes and vials). Finally, the latter half of the book reviews key considerations to ensure the development and approval of a patient-centered delivery system design. This involves the evolving regulatory framework with perspectives from both the US and EU industry experts, the role of international standards, design control/risk management, human factors and its importance in the product development and regulatory approval process, as well as review of the risk-based approach to bridging between devices used in clinical trials and the to-be-marketed device. Finally, case studies are provided throughout. The typical readership would have biology and/or engineering degrees and would include researchers, scientific leaders, industry specialists and technology developers working in the biopharmaceutical field.

OpenGL® ES™ is the industry's leading software interface and graphics library for rendering sophisticated 3D graphics on handheld and embedded devices. The newest version, OpenGL ES 3.0, makes it possible to create stunning visuals for new games and apps, without compromising device performance or battery life. In the *OpenGL® ES™ 3.0 Programming Guide, Second Edition*, the authors cover the entire API and Shading Language. They carefully introduce OpenGL ES 3.0 features such as shadow mapping, instancing, multiple render targets, uniform buffer objects, texture compression, program binaries, and transform feedback. Through detailed, downloadable C-based code examples, you'll learn how to set up and program every aspect of the graphics pipeline. Step by step, you'll move from introductory techniques all the way to advanced per-pixel lighting and particle systems. Throughout, you'll find cutting-edge tips for optimizing performance, maximizing efficiency with both the API and hardware, and fully leveraging OpenGL ES 3.0 in a wide spectrum of applications. All code has been built and tested on iOS 7, Android 4.3, Windows (OpenGL ES 3.0 Emulation), and Ubuntu Linux, and the authors demonstrate how to build OpenGL ES code for each platform. Coverage includes EGL API: communicating with the native windowing system, choosing configurations, and creating rendering contexts and surfaces Shaders: creating and attaching shader objects; compiling shaders; checking for compile errors; creating, linking, and querying program objects; and using source shaders and program binaries OpenGL ES Shading Language: variables, types, constructors, structures, arrays, attributes, uniform blocks, I/O variables, precision qualifiers, and invariance Geometry, vertices, and primitives: inputting geometry into the pipeline, and assembling it into primitives 2D/3D, Cubemap, Array texturing: creation, loading, and rendering; texture wrap modes, filtering, and formats; compressed textures, sampler objects, immutable textures, pixel unpack buffer objects, and mipmapping Fragment shaders: multitexturing, fog, alpha test, and user clip planes Fragment operations: scissor, stencil, and depth tests; multisampling, blending, and dithering Framebuffer objects: rendering to offscreen surfaces for advanced effects Advanced rendering: per-pixel lighting, environment mapping, particle systems, image post-processing, procedural textures, shadow mapping, terrain, and projective texturing Sync objects and fences: synchronizing within host application and GPU execution This edition of the book includes a color insert of the OpenGL ES 3.0 API and OpenGL ES Shading Language 3.0 Reference Cards created by Khronos. The reference cards contain a complete list of all of the functions in OpenGL ES 3.0 along with all of the types, operators, qualifiers, built-ins, and functions in the OpenGL ES Shading Language.

Technological advances have vastly expanded the market for shrink sleeve labels. Today, full body decoration, 360-degree branding, the potential to decorate complex and intricate shapes, the ability to add tamper evidence, abrasion resistance and waterproof printed images are all possible due to constantly developing technology. With this increase in applications, shrink sleeve label popularity is growing fast, but advancement comes at a cost and the complexities involved in the production of these labels are also on the rise. Shrink sleeve label printing uses a variety of different films, with different degrees of shrink capability. Converters need knowledge of each of these films, along with the image distortion processes, and the shrinkability and performance requirements of inks. They must also understand the demands of the seaming process and how printed sleeves perform during shrinkage. This book can improve your shrink sleeve production by guiding you through the film, ink, printing and processing stages. Use the detailed information to improve quality, prevent errors and correct potential faults. Ultimately, you can increase the options offered to your clients and grow your business. Chapters include: An introduction to sleeves and sleeve technology Shrink sleeve substrates and their usage Design and origination for sleeve labels Printing technologies and inks for shrink sleeve decoration Converting heat shrink sleeve labels - slitting, seaming, sheeting 50 and finishing Shrink sleeving - using the right application and shrink tunnel technology Challenges, learnings and the quest for perfection

The report covers in detail patent applications and granted patents within the space of e-waste processing, and the recycling and recovery of materials from consumer products at the end of their useful life. Additionally, the report uses reference information, such as news and other business data sources to extend the information into real-world applicability, and also to verify the interest and commercial activity of entities mentioned within the study.

The *Handbook of Food Products Manufacturing* is a definitive master reference, providing an overview of food manufacturing in general, and then covering the processing and manufacturing of more than 100 of the most common food products. With editors and contributors from 24 countries in North America, Europe, and Asia, this guide provides international expertise and a truly global perspective on food manufacturing.

*Electronic Waste Management and Treatment Technology* applies the latest research for designing waste treatment and disposal strategies. Written for researchers who are exploring this emerging topic, the book begins with a short, but rigorous, discussion of electric waste management that outlines common hazardous materials. such as mercury, lead, silver and flame-retardants. The book also discusses the fate of metals contained in waste electrical and electronic equipment in municipal waste treatment. Materials and methods for the remediation, recycling and treatment of plastic waste collected from waste electrical and electronic equipment (WEEE) are also covered. Finally, the book covers the depollution benchmarks for capacitors, batteries and printed circuit boards from waste electrical and electronic

equipment (WEEE) and the recovery of waste printed circuit boards through pyrometallurgy. Describes depollution benchmarks for capacitors, batteries and printed wiring boards from waste electronics Covers metals contained in waste electrical and electronic equipment in municipal waste Provides tactics for the recycling of mixed plastic waste from electrical and electronic equipment

The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, net.datastructures. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

Using a structured, systems approach, this volume provides a modern, thorough treatment of electronic devices and circuits -- with a focus on topics that are important to modern industrial applications and emerging technologies. The P-N Junction. The Diode as a Circuit Element. The Bipolar Junction Transistor. Small Signal BJT Amplifiers. Field-Effect Transistors. Frequency Analysis. Transistor Analog Circuit Building Blocks. A Transistor View of Digital VLSI Design. Ideal Operational Amplifier Circuits and Analysis. Operational Amplifier Theory and Performance. Advanced Operational Amplifier Applications. Signal Generation and Wave-Shaping. Power Amplifiers. Regulated and Switching Power Supplies. Special Electronic Devices. D/A and A/D Converters.

High-precision location information is increasingly useful for mobile application developers, since it allows devices to interact with the world around them. This practical book shows you how to achieve arm's reach accuracy with iBeacons, simple transmitters that enable your applications to react to nearby surroundings and then deliver timely, relevant information—especially indoors, where GPS and cell service are inaccurate. Whether you're enabling a map, giving users directions, creating a game, recommending purchases, letting users check in, or creating an immersive experience, you'll learn how iBeacons provide precise location information, empowering your applications to engage and interact with users nearby. Get examples of several application types you can build with iBeacons Learn how iBeacons provide applications with proximity information Set up, activate, and test iBeacons on both specialized and general-purpose hardware Explore the APIs and tools you need to develop location-aware mobile applications Use built-in iOS features to interact with iBeacons, including Passbook Build networks to help shoppers, travelers, conference attendees, and others find what they're looking for

If you are a forensic analyst or an information security professional wanting to develop your knowledge of Android forensics, then this is the book for you. Some basic knowledge of the Android mobile platform is expected.

Collaborative Statistics is intended for introductory statistics courses being taken by students at two- and four-year colleges who are majoring in fields other than math or engineering. Intermediate algebra is the only prerequisite. The book focuses on applications of statistical knowledge rather than the theory behind it. Barbara Illowsky and Susan Dean are professors of mathematics and statistics at De Anza College in Cupertino, CA. They present nationally on integrating technology, distance learning, collaborative learning, and multiculturalism into the elementary statistics classroom.

This book is a printed edition of the Special Issue "Vitamin D and Human Health" that was published in Nutrients

An Encyclopaedia for the label producer and label user sectors, this reference provides a comprehensive understanding of the latest terms and terminology for all kinds of label and product decoration solutions.

The X-ray equipment maintenance and repairs workbook is intended to help and guide staff working with, and responsible for, radiographic equipment and installations in remote institutions where the necessary technical support is not available, to perform routine maintenance and minor repairs of equipment to avoid break downs. The book can be used for self study and as a checklist for routine maintenance procedures.

OpenGL Programming GuideThe Official Guide to Learning OpenGL, Versions 3.0 and 3.1Pearson Education

Seeking the Truth from Mobile Evidence: Basic Fundamentals, Intermediate and Advanced Overview of Current Mobile Forensic Investigations will assist those who have never collected mobile evidence and augment the work of professionals who are not currently performing advanced destructive techniques. This book is intended for any professional that is interested in pursuing work that involves mobile forensics, and is designed around the outcomes of criminal investigations that involve mobile digital evidence. Author John Bair brings to life the techniques and concepts that can assist those in the private or corporate sector. Mobile devices have always been very dynamic in nature. They have also become an integral part of our lives, and often times, a digital representation of where we are, who we communicate with and what we document around us. Because they constantly change features, allow user enabled security, and or encryption, those employed with extracting user data are often overwhelmed with the process. This book presents a complete guide to mobile device forensics, written in an easy to understand format. Provides readers with basic, intermediate, and advanced mobile forensic concepts and methodology Thirty overall chapters which include such topics as, preventing evidence contamination, triaging devices, troubleshooting, report writing, physical memory and encoding, date and time stamps, decoding Multi-Media-Messages, decoding unsupported application data, advanced validation, water damaged phones, Joint Test Action Group (JTAG), Thermal and Non-Thermal chip removal, BGA cleaning and imaging, In-System-Programming (ISP), and more Popular JTAG boxes – Z3X and RIFF/RIFF2 are expanded on in detail Readers have access to the companion guide which includes additional image examples, and other useful materials

In 2006, co-authors Robert Scoble and Shel Israel wrote Naked Conversations, a book that persuaded businesses to embrace what we now call social media. Six years later they have teamed up again to report that social media is but one of five converging forces that promise to change virtually every aspect of our lives. You know these other forces already: mobile, data, sensors and location-based technology.

Combined with social media they form a new generation of personalized technology that knows us better than our closest friends. Armed with that knowledge our personal devices can anticipate what we'll need next and serve us better than a butler or an executive assistant. The resulting convergent superforce is so powerful that it is ushering in a era the authors call the Age of Context. In this new era, our devices know when to wake us up early because it snowed last night; they contact the people we are supposed to meet with to warn them we're running late. They even find content worth watching on television. They also promise to cure cancer and make it harder for terrorists to do their damage. Astoundingly, in the coming age you may only receive ads you want to see. Scoble and Israel have spent more than a year researching this book. They report what they have learned from interviewing more than a hundred pioneers of the new technology and by examining hundreds of contextual products. What does it all mean? How will it change society in the future? The authors are unabashed tech enthusiasts, but as they write, an elephant sits in the living room of our book and it is called privacy. We are entering a time when our technology serves us best because it watches us; collecting data on what we do, who we speak with, what we look at. There is no doubt about it: Big Data is watching you. The time to lament the loss of privacy is over. The authors argue that the time is right to demand options that enable people to reclaim some portions of that privacy.

This text offers an overview of the impact of new technology on the printed word. It includes: explanations of Online databases, intranets, the different printing technologies, and on-demand printing; a survey of how we came to be where we are today, from the arrival of desktop publishing to the present situation where publishers are mixing and matching the traditional with the new; a look at the globalization of the publishing business and opportunities for micro-publishers; and an examination of the threat to the novel in its traditional form.

Mobile Phones and Tablets Repairs is a 364 page complete manual that answers all the basic and professional level questions for entrants into mobile computing devices technical support segment. The book takes the reader one step at a time, combining a strong theoretical

knowledge base about mobile devices - how they function, description of their internal components, their internal electronics with tutorial on basic foundation electronics for repairs and merged it with descriptive easily practicable tutorials on both hardware and software related repair procedures for mobile phones and tablets. Information about cell phone hardware and software repair tools is covered with product listings and guides for success. If there is any complete guide-book on computer repairs ever known, then this book is the complete guide-book for mobile phones and tablets repairs! If you are seeking for a way by which you could exchange personal services for money, then this book is for you. It is a complete Do-It-Yourself Guide book. In book stores all over the world, there are hardly complete repair guides for mobile telephones and tablets repairs although you may find many for PCs. This book is for the young people, students, or anyone seeking for a good resource for practical learning towards self reliance. In this century, the age of mobile communication and computing, it is one of the hottest tech repair service segment. Through the pages of this book, a reader would train to become a great mobile phone technician with a brighter and faster earning potential than most PC technicians. What this book teaches is practicable towards becoming also, a good PC technician. The tutorials cover Microelectronic device dis-assembly and re-assembly, troubleshooting, BGA soldering, detailed electronics fundamentals, flash programming and many more. The book ends with a chapter of information on how to set up shop and efficiently manage a mobile repair services support center. Discover the secrets of mobile phone repair with this book!

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