

## Android Adk Springer

This book constitutes the thoroughly refereed post-conference proceedings of the 7th International ICST Conference on Mobile Multimedia Communications (MOBIMEDIA 2011) held in Cagliari, Italy, in September 2011. The 26 revised full papers presented were carefully selected from numerous submissions and focus topics such as quality of experience, dynamic spectrum access wireless networks in the TV white spaces, media streaming, mobile visual search, image processing and transmission, and mobile applications.

This book constitutes the proceedings of the International Conference on Cognitive Computing, ICC3 2018, held as part of SCF 2018, in Seattle, WA, USA, in June 2018. The 15 papers presented in this volume were carefully reviewed and selected from numerous submissions. The papers cover all aspects of Sensing Intelligence (SI) as a Service (SlaaS). Cognitive Computing is a sensing-driven computing (SDC) schema that explores and integrates intelligence from all types of senses in various scenarios and solution contexts.

Proceedings of the 2012 International Conference on Information Technology and Software Engineering presents selected articles from this major event, which was held in Beijing, December 8-10, 2012. This book presents the latest research trends, methods and experimental results in the fields of information technology and software engineering, covering various state-of-the-art research theories and approaches. The subjects range from intelligent computing to information processing, software engineering, Web, unified modeling language (UML), multimedia, communication technologies, system identification, graphics and visualizing, etc. The proceedings provide a major interdisciplinary forum for researchers and engineers to present the most innovative studies and advances, which can serve as an excellent reference work for researchers and graduate students working on information technology and software engineering. Prof. Wei Lu, Dr. Guoqiang Cai, Prof. Weibin Liu and Dr. Weiwei Xing all work at Beijing Jiaotong University.

Advancements in technology have allowed the creation of new tools and innovations that can improve different aspects of life. Mobile technologies are an ever-expanding area of research that can benefit users. Mobile Applications and Solutions for Social Inclusion provides emerging research on the use of mobile technology to assist in improving social inclusion in several domains and for users in their daily lives. While highlighting topics such as alert systems, indoor navigation, and tracking and monitoring, this publication explores the various applications and techniques of mobile solutions in assistive technology. This book is an important resource for researchers, academics, professionals, and students seeking current research on the benefits and uses of mobile devices for end users and community acceptance. Intel® Galileo and Intel® Galileo Gen 2: API Features and Arduino Projects for Linux Programmers provides detailed information about Intel® Galileo and Intel® Galileo Gen 2 boards for all software developers interested in Arduino and the Linux platform. The book covers the new Arduino APIs and is an introduction for developers on natively using Linux. Author Manoel Carlos Ramon is a member of the Intel Galileo development team; in this book he draws on his practical experience in working on the Galileo project as he shares the team's findings, problems, fixes, workarounds, and techniques with the open source community. His areas of expertise are wide-ranging, including Linux-embedded kernel and device drivers, C/C++, Java, OpenGL, Assembler, Android NDK/SDK/ADK, and 2G/3G/4G modem integration. He has more than 17 years of experience in research and development of mobile devices and embedded circuits. His personal blog about programming is BytesThink ([www.bytesthink.com](http://www.bytesthink.com)). What you'll learn • How Linux libraries and applications are used and interact with sketches • How to configure WiFi mPCIe • How to develop and debug Intel's Galileo and Intel Galileo Gen 2 sketches using the Arduino

IDE, native Linux applications, and hacking • Integration of OpenCV and V4L2 in C/C++/Python to capture picture and videos, and to detect faces, eyes, and your emotional state with a Fisherfaces model • How to exchange data using the 7160 LTE modem • How to tweet with REST API 1.1 and OAuth authentication • How to control a 6 DOF robot arm using a gripper based in coffee grains, as well as how to create a special API and hardware for six analogic controls • Home Automation with node.js • How to manage temperature sensors, barometric sensors, and PIR motion sensors, as well as how to create your own soil moisture sensors and keypad • How to use a Power of Ethernet (PoE) module on Intel Galileo Gen 2 Who this book is for Software and hardware developers interested in embedded Linux and Arduino.

Table of Contents Chapter 1: Intel Galileo Intel Galileo Gen 2 Chapter 2: Native Development Chapter 3: Arduino IDE and the Wiring Language Chapter 4: New APIs and Hacks Chapter 5: Networking and Hacks Chapter 6: Tweeting With REST API 1.1 Chapter 7: Using OpenCV Chapter 8: Creating a Soil Moisture Sensor Chapter 9: Home Automation and Dynamic Web Chapter 10: Power Over Ethernet (PoE) Chapter 11: Assembling and Controlling a Robotic Arm Chapter 12: Using an LTE Modem Appendix A: Intel Galileo I/O and Muxing Appendix B: Intel Galileo Gen 2 I/O and Muxing Appendix C: Video Capturing Appendix D: Picture Grabber

Issues in Computer Engineering / 2013 Edition is a ScholarlyEditions™ book that delivers timely, authoritative, and comprehensive information about Circuits Research. The editors have built Issues in Computer Engineering: 2013 Edition on the vast information databases of ScholarlyNews.™ You can expect the information about Circuits Research in this book to be deeper than what you can access anywhere else, as well as consistently reliable, authoritative, informed, and relevant. The content of Issues in Computer Engineering: 2013 Edition has been produced by the world's leading scientists, engineers, analysts, research institutions, and companies. All of the content is from peer-reviewed sources, and all of it is written, assembled, and edited by the editors at ScholarlyEditions™ and available exclusively from us. You now have a source you can cite with authority, confidence, and credibility. More information is available at <http://www.ScholarlyEditions.com/>.

This book constitutes the refereed proceedings of the Third International Conference on Wireless Mobile Communication and Healthcare, MobiHealth 2012, and of the two workshops: Workshop on Advances in Personalized Healthcare Services, Wearable Mobile Monitoring, and Social Media Pervasive Technologies (APHS 2012), and Workshop on Advances in Wireless Physical Layer Communications for Emerging Healthcare Applications (IWAWPLC 2012), all held in Paris, France, in November 2012. The 39 revised full papers presented were carefully reviewed and selected from 66 submissions. The papers are organized in topical sections covering wearable, outdoor and home-based applications; remote diagnosis and patient management; data processing; sensor devices and systems; biomedical monitoring in relation to society and the environment; body area networks; telemedicine systems for disease-specific applications; data collection and management; papers from the invited session "Implants"; papers from the IWAWPLC and APHS workshops.

Advances in Computing, Communication, Automation and Biomedical Technology aims to bring together leading academic, scientists, researchers, industry representatives, postdoctoral fellows and research scholars around the world to share their knowledge and research expertise, to advances in the areas of Computing, Communication, Electrical, Civil, Mechanical and Biomedical Systems as well as to create a prospective collaboration and networking on various areas. It also provides a premier interdisciplinary platform for researchers, practitioners, and educators to present and discuss the most recent innovations, trends, and concerns as well as practical challenges encountered, and solutions adopted in the fields of innovation.

This book constitutes the refereed proceedings of the 4th International Symposium on Engineering Secure Software and Systems,

ESSoS 2012, held in Eindhoven, The Netherlands, in February 2012. The 7 revised full papers presented together with 7 idea papers were carefully reviewed and selected from 53 submissions. The full papers present new research results in the field of engineering secure software and systems, whereas the idea papers give crisp expositions of interesting, novel ideas in the early stages of development.

Whether you're new to Arduino and Android development, or you've tinkered a bit with either one, this is the book for you. Android has always been a natural fit with Arduino projects, but now that Google has released the Android Open Accessory Development Kit (the Android ADK), combining Android with Arduino to create custom gadgets has become even easier. Beginning Android ADK with Arduino shows how the ADK works and how it can be used with a variety of Arduino boards to create a variety of fun projects that showcase the abilities of the ADK. Mario Böhmer will walk you through several projects, including making sounds, driving motors, and creating alarm systems, all while explaining how to use the ADK and how standard Arduino boards may differ from Google-branded Arduinos. You aren't tied to specific hardware with this book; use what you have, and this book will show you how.

The International Symposium on Distributed Computing and Artificial Intelligence is an annual forum that brings together ideas, projects, lessons, etc. associated with distributed computing, artificial intelligence and its applications in different themes. This meeting has been held at the University of Salamanca from the 22th to the 24th of October 2008. This symposium has been organized by the Biomedicine, Intelligent System and Educational Technology Research Group (<http://bisite.usal.es/>) of the University of Salamanca. The technology transfer in this field is still a challenge and for that reason this type of contributions has been specially considered in this edition. This conference is the forum in which to present application of innovative techniques to complex problems. The artificial intelligence is changing our society. Its application in distributed environments, such as the Internet, electronic commerce, mobile communications, wireless devices, distributed computing, and so on is increasing and is becoming an element of high added value and economic potential, both industrial and research. These technologies are changing constantly as a result of the large research and technical effort being undertaken in both universities and businesses. The exchange of ideas between scientists and technicians from both academic and business areas is essential to facilitate the development of systems that meet the demands of today's society.

Pro Android 5 shows you how to build real-world and fun mobile apps using the Android 5 SDK. This book updates the best-selling Pro Android and covers everything from the fundamentals of building apps for smartphones, tablets, and embedded devices to advanced concepts such as custom components, multi-tasking, sensors/augmented reality, better accessories support and much more. Using the tutorials and expert advice, you'll quickly be able to build cool mobile apps and run them on dozens of Android-based smartphones. You'll explore and use the Android APIs, including those for media and sensors. And you'll check out what's new in Android, including the improved user interface across all Android platforms, integration with services, and more. By reading this definitive tutorial and reference, you'll gain the knowledge and experience to create stunning, cutting-edge Android apps that

can make you money, while keeping you agile enough to respond to changes in the future.

This book discusses condition based monitoring of rotating machines using intelligent adaptive systems. The book employs computational intelligence and fuzzy control principles to deliver a module that can adaptively monitor and optimize machine health and performance. This book covers design and performance of such systems and provides case studies and data models for fault detection and diagnosis. The contents cover everything from optimal sensor positioning to fault diagnosis. The principles laid out in this book can be applied across rotating machinery such as turbines, compressors, and aircraft engines. The adaptive fault diagnostics systems presented can be used in multiple time and safety critical applications in domains such as aerospace, automotive, deep earth and deep water exploration, and energy.

This book constitutes the refereed post-proceedings of the 9th International Conference on Detection of Intrusions and Malware, and Vulnerability Assessment, DIMVA 2012, held in Heraklion, Crete, Greece, in July 2012. The 10 revised full papers presented together with 4 short papers were carefully reviewed and selected from 44 submissions. The papers are organized in topical sections on malware, mobile security, secure design, and intrusion detection systems (IDS).

This book constitutes the refereed proceedings on the 23rd Nordic Conference on Secure IT Systems, NordSec 2018, held in Oslo, Norway, in November 2018. The 29 full papers presented in this volume were carefully reviewed and selected from 81 submissions. They are organized in topical sections named: privacy; cryptography; network and cloud security; cyber security and malware; and security for software and software development.

The theme of CUTE is focused on the various aspects of ubiquitous computing for advances in ubiquitous computing and provides an opportunity for academic and industry professionals to discuss the latest issues and progress in the area of ubiquitous computing. Therefore this book will include the various theories and practical applications in ubiquitous computing

This book highlights recent advances and emerging technologies that utilize computational intelligence in signal processing, computing, imaging science, artificial intelligence, and their applications. It covers all branches of artificial intelligence and machine learning that are based on computation at some level, e.g. artificial neural networks, evolutionary algorithms, fuzzy systems, and automatic medical identification systems. Exploring recent trends in research and applications, the book offers a valuable resource for professors, researchers, and engineers alike.

This two-volume set (LNAI 10448 and LNAI 10449) constitutes the refereed proceedings of the 9th International Conference on Collective Intelligence, ICCCI 2017, held in Nicosia, Cyprus, in September 2017. The 117 full papers presented were carefully reviewed and selected from 248 submissions. The conference focuses on the methodology and applications of computational collective intelligence, included: multi-agent systems, knowledge engineering and semantic web, social networks and recommender systems, text processing and information retrieval, data mining methods and applications, sensor networks and internet of things, decision support & control systems, and computer vision techniques.

GUI Design for Android Apps is the perfect—and concise—introduction for mobile app developers and designers. Through easy-to-follow tutorials, code samples, and case studies, the book shows the must-know principles for user-interface design for Android apps running on the Intel platform, including smartphones, tablets and embedded devices. This book is jointly developed for individual learning by Intel Software College and China Shanghai JiaoTong University, and is excerpted from Android Application Development for the Intel® Platform. What you'll learn Key aspects of why UI and UX design for embedded systems is different than for desktops Troubleshooting UI design issues Understanding how key concepts such as state transition, context class, and intent work How to use the interface app design tools provided by Android Planning for complex apps (apps with multiple activities) Optimizing app design for touch screen input Who this book is for The book is primarily for app developers, software engineers and open-source programming enthusiasts, but can also be used by for training programs and Codecademy-style programs. Table of ContentsForeword/Preface Chapter 1. General Overview Chapter 2. The Android-Specific GUI Chapter 3. Designing Complex Applications Chapter 4. Self-Drawing Graphics and Touch Screen Input Conclusion

Learn Android App Development is a hands-on tutorial and useful reference. You'll quickly get up to speed and master the Android SDK and the Java that you need for your Android Apps. The Android SDK offers powerful features, and this book is the fastest path to mastering them—and the rest of the Android SDK—for programmers with some experience who are new to Android smartphone and tablet apps development. Many books introduce the Android SDK, but very few explain how to develop apps optimally. This book teaches both core Java language concepts and how to wisely but rapidly employ the design patterns and logic using the Android SDK, which is based on Java APIs. You'll also learn best practices that ensure your code will be efficient and perform well. Get an accelerated but complete enough treatment of the fundamentals of Java necessary to get you started. Design your first app using prototyping and other design methods. Build your first Android app using the code given over the course of the book. Finally, debug and distribute your first app on Google Play or other Android app store. After reading this book, you'll have your first app ready and on the app store, earning you the prestige and the money you seek. What you'll learn How to get a quick start to learning Android to build your first Android app How the Android development process works and what is the usual workflow How to design an Android app User Interface (UI) How to add interactivity and functionality to your Android apps Who this book is for This book is for those who have some programming experience but who are new to the Android mobile platform. This book is ideal for those who may be coming from iOS programming/development to learn about this other most popular mobile platform, Android. Table of Contents Building Your Android Software Development Environment Exploring Android App Development: Building Your First Hello World App using the Lingo A Java for Android Primer:

Enhancing our Hello World Application Designing User Interface Layouts via Android ViewGroup and Activity Classes Using Intents and Events to make an Android Application Interactive Populating a UI Design with Android Widgets via Android's View Class Introduction to Graphics Design in Android: Concepts and Techniques Compositing in Android: Advanced Graphical User Interface Design Android Image Animation: Frame Animation Using XML Constructs Android Vector Animation: Procedural Animation via XML Constructs An Introduction to Digital Video: Video Concepts and Data Optimization Playing Digital Video in Android Apps using the Android VideoView Class An Introduction to Digital Audio: Audio Concepts and Data Optimization Playing Digital Audio in Android Apps using the Android MediaPlayer Class Audio Sequencing for Android Apps using the Android SoundPool Class Using Services to make your Android Application Functional Using Broadcast Receivers to allow an Android Application to Communicate Using Intents to Invoke Android Inter-Application Programming Using Android's SQLite Class to store and access Custom Data Appendix A

This book constitutes the refereed proceedings of the 14th International Conference on Model Driven Engineering Languages and Systems, MODELS 2011, held in Wellington, New Zealand, in October 2011. The papers address a wide range of topics in research (foundations track) and practice (applications track). For the first time a new category of research papers, vision papers, are included presenting "outside the box" thinking. The foundations track received 167 full paper submissions, of which 34 were selected for presentation. Out of these, 3 papers were vision papers. The application track received 27 submissions, of which 13 papers were selected for presentation. The papers are organized in topical sections on model transformation, model complexity, aspect oriented modeling, analysis and comprehension of models, domain specific modeling, models for embedded systems, model synchronization, model based resource management, analysis of class diagrams, verification and validation, refactoring models, modeling visions, logics and modeling, development methods, and model integration and collaboration.

Beginning Android Tablet Programming starts off by showing how to get your system ready for Android tablet programming. You won't need any previous Android experience, because you'll learn all about the basic structure of an Android program and how the Android operating system works—and then you'll learn how to write your first Android tablet application from scratch! Beginning Android Tablet Programming then equips you to build a set of interesting and fully-working Android tablet applications. These projects will give you the inspiration and insights to build your own Android programs in the future. You'll be introduced to 2D programming, and you'll see what you can do with a touch screen interface and the Honeycomb SDK. Of course, 3D programming is even more alluring for many programmers. If that includes you, you'll learn about how Honeycomb has changed the game for Android graphics programming, and get your first taste of 3D programming on an Android tablet. Lights, camera, action! You'll learn along the way how Android

Honeycomb gives you access, through your programming, to all those interesting sensors that tablet computers are equipped with today—beyond the touch screen itself. You'll learn, for example, how you to use a tablet GPS sensor to locate your car! You'll also discover how you can access files on your tablet—or on the web—through programming, and then build on that insight to create your own file browser application. This Android project contains many useful coding techniques appropriate for many situations you might encounter in your future programming Android tablet applications; you'll be glad to have them under your belt. So do you want to write programs that can receive and send reminder messages via SMS? Do you want to write your first 2D or 3D game on Android? Perhaps you'd like to write an application that sorts out all your contacts for you! Beginning Android Tablet Programming introduces you to Android tablet programming, and shows how you can program your Android tablet from scratch to do what you want! Beginning Android Wearables gives you the skills you need to make effective apps for Android Wear-based smartwatches, fitness bracelets, connected home wearable controllers, and Google Glass. Delight your users by giving them access to the information they'll need at the tips of their fingers. This book is very practical and contains many examples that not only show you how to write code for Glass and Android Wear, but also demonstrate how to apply this code in the context of an app.

Gathering the Proceedings of the 2018 Intelligent Systems Conference (IntelliSys 2018), this book offers a remarkable collection of chapters covering a wide range of topics in intelligent systems and computing, and their real-world applications. The Conference attracted a total of 568 submissions from pioneering researchers, scientists, industrial engineers, and students from all around the world. These submissions underwent a double-blind peer review process, after which 194 (including 13 poster papers) were selected to be included in these proceedings. As intelligent systems continue to replace and sometimes outperform human intelligence in decision-making processes, they have made it possible to tackle many problems more effectively. This branching out of computational intelligence in several directions, and the use of intelligent systems in everyday applications, have created the need for such an international conference, which serves as a venue for reporting on cutting-edge innovations and developments. This book collects both theory and application-based chapters on all aspects of artificial intelligence, from classical to intelligent scope. Readers are sure to find the book both interesting and valuable, as it presents state-of-the-art intelligent methods and techniques for solving real-world problems, along with a vision of future research directions.

Android on x86: an Introduction to Optimizing for Intel® Architecture serves two main purposes. First, it makes the case for adapting your applications onto Intel's x86 architecture, including discussions of the business potential, the changing landscape of the Android marketplace, and the unique challenges and opportunities that arise from x86 devices. The fundamental idea is that

extending your applications to support x86 or creating new ones is not difficult, but it is imperative to know all of the technicalities. This book is dedicated to providing you with an awareness of these nuances and an understanding of how to tackle them. Second, and most importantly, this book provides a one-stop detailed resource for best practices and procedures associated with the installation issues, hardware optimization issues, software requirements, programming tasks, and performance optimizations that emerge when developers consider the x86 Android devices. Optimization discussions dive into native code, hardware acceleration, and advanced profiling of multimedia applications. The authors have collected this information so that you can use the book as a guide for the specific requirements of each application project. This book is not dedicated solely to code; instead it is filled with the information you need in order to take advantage of x86 architecture. It will guide you through installing the Android SDK for Intel Architecture, help you understand the differences and similarities between processor architectures available in Android devices, teach you to create and port applications, debug existing x86 applications, offer solutions for NDK and C++ optimizations, and introduce the Intel Hardware Accelerated Execution Manager. This book provides the most useful information to help you get the job done quickly while utilizing best practices. What you'll learn

The development-relevant differences between Android on ARM and Android on Intel x86  
How to set up the SDK for an emulated Intel Android device  
How to build the Android OS for the Intel Mobile Processor  
How to create new x86 based Android applications, set up testing and performance tuning, and port existing Android applications to work with the x86 processor  
How to debug problems they encounter when working on the x86 Android test platform  
Intricacies of the Intel Hardware Accelerated Execution Manager. The reader will also gain significant insight into the OpenGL Android support.

Who this book is for  
Android developers  
Hardware designers who need to understand how Android will work on their processors  
CIOs and CEOs of technology-based companies  
IT staff who may encounter or need to understand the issues  
New startup founders and entrepreneurs  
Computer science students

Table of Contents  
Chapter 1: History & Evolution of Android OS  
Chapter 2: Mobile Device Applications – Uses and Trends  
Chapter 3: Why x86 on Android?  
Chapter 4: Android Development – Business Overview and Considerations  
Chapter 5: Android Devices with Intel Processors  
Chapter 6: Installing the Android SDK for Intel  
Chapter 7: The Intel Mobile Processor  
Chapter 8: Creating and Porting NDK-based Android Applications  
Chapter 9: Debugging Android  
Chapter 10: Performance Optimization for Android Applications on x86  
Chapter 11: x86 NDK and C++ Optimizations  
Chapter 12: Intel Hardware Accelerated Execution Manager  
Appendix: References

This book constitutes the refereed proceedings of the 9th International Conference on Digital Forensics and Cyber Crime, ICDF2C 2017, held in Prague, Czech Republic, in October 2017. The 18 full papers were selected from 50 submissions and are grouped in topical sections on malware and botnet, deanonymization, digital forensics tools, cybercrime investigation and digital forensics triage, digital forensics tools testing and validation, hacking

This book constitutes the thoroughly refereed proceedings of the 16th National Conference, NASAC 2017, held in Harbin, China, in November 2017, and the 17th National Conference, NASAC 2018, held in Shenzhen, China, in November 2018. The 6 revised

selected papers were selected from 17 submissions for NASAC 2017, and 5 revised selected papers were selected from 20 submissions for NASAC 2018. The papers focus on all aspects of software engineering, e.g. requirements engineering, software methodologies, software analytics, software testing and evolution, and empirical studies.

This book constitutes the refereed proceedings of the International Conference on Trusted Systems, INTRUST 2012, held in London, UK, in December 2012. The 6 revised full papers presented together with 3 short invited papers and a short paper which formed the basis for a panel session were carefully reviewed and selected from 19 submissions. The papers are organized in topical section on automated analysis, security and trust, mobile trust, security of distributed systems, evaluation and analysis, and embedded security.

The portable device and mobile phone market has witnessed rapid growth in the last few years with the emergence of several revolutionary products such as mobile TV, converging iPhone and digital cameras that combine music, phone and video functionalities into one device. The proliferation of this market has further benefited from the competition in software and applications for smart phones such as Google's Android operating system and Apple's iPhone App-Store, stimulating tens of thousands of mobile applications that are made available by individual and enterprise developers. Whereas the mobile device has become ubiquitous in people's daily life not only as a cellular phone but also as a media player, a mobile computing device, and a personal assistant, it is particularly important to address challenges timely in applying advanced pattern recognition, signal, information and multimedia processing techniques, and new emerging networking technologies to such mobile systems. The primary objective of this book is to foster interdisciplinary discussions and research in mobile multimedia processing techniques, applications and systems, as well as to provide stimulus to researchers on pushing the frontier of emerging new technologies and applications. One attempt on such discussions was the organization of the First International Workshop of Mobile Multimedia Processing (WMMP 2008), held in Tampa, Florida, USA, on December 7, 2008. About 30 papers were submitted from 10 countries across the USA, Asia and Europe.

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

Technological advances, although beneficial and progressive, can lead to vulnerabilities in system networks and security. While researchers attempt to find solutions, negative uses of technology continue to create new security threats to users. *New Threats and Countermeasures in Digital Crime and Cyber Terrorism* brings together research-based chapters and case studies on security techniques and current methods being used to identify and overcome technological vulnerabilities with an emphasis on security issues in mobile computing and online activities. This book is an essential reference source for researchers, university academics, computing professionals, and upper-level students interested in the techniques, laws, and training initiatives currently being implemented and adapted for secure computing.

The purpose of the 8th Conference on Software Engineering, Artificial Intelligence Research, Management and Applications (SERA 2010) held on May 24 – 26, 2010 in Montreal, Canada was to bring together scientists, engineers, computer users, and students to share their experiences and exchange new ideas and research results about all aspects (theory, applications and tools) of computer and information science, and to discuss the practical challenges encountered along the way and the solutions adopted to solve them. The conference organizers selected 15 outstanding papers from SERA 2010, all of which you will find in this volume of Springer's *Studies in Computational Intelligence*.

Take a practical approach to becoming a leading-edge Android developer, learning by example while combining the many technologies needed to create a successful, up-to-date web app. *Practical Android Projects* introduces the Android software development kit and development tools of the trade, and then dives into building cool-looking and fun apps that put Android's amazing capabilities to work. Android is the powerful, full-featured, open source mobile platform that powers phones like Google Nexus, Motorola Droid, Samsung Galaxy S, and a variety of HTC phones and tablet computers. This book helps you quickly get Android projects up and running with the free and open source Eclipse, NetBeans, and IntelliJ IDEA IDEs. Then you build and extend mobile applications using the Android SDK, Java, Scripting Layer for Android (SL4A), and languages such as Python, Ruby, Javascript/HTML, Flex/AIR, and Lua.

The growing but still evolving success of the Android platform has ushered in a second mobile technology “gold rush” for app developers. Google Play and Amazon Appstore for Android apps has become the second go-to apps eco for today's app developers. While not yet as large in terms of number of apps as iTunes, Google Play and Amazon Appstore have so many apps that it has become increasingly difficult for new apps to stand out in the crowd. Achieving consumer awareness and sales longevity for your Android app requires a lot of organization and some strategic planning. Written for today's Android apps developer or apps development shop, this new and improved book from Apress, *The Business of Android Apps Development, Second Edition*, tells you today's story on how to make money on Android apps. This book shows you how to take your app from idea to design to development to distribution and marketing your app on Google Play or Amazon Appstore. This book takes you step-by-step through cost-effective marketing, public relations and sales techniques that have proven successful for professional Android app creators and indie shops—perfect for independent developers on shoestring budgets. It even shows you how to get interest from

venture capitalists and how they view a successful app vs. the majority of so-so to unsuccessful apps in Android. No prior business knowledge is required. This is the book you wish you had read before you launched your first app! What you'll learn How to take your app from idea to design to development to distributing and marketing your app on Google Play or Amazon Appstore How do Venture Capitalists validate new App Ideas, and use their techniques. How to monetize your app: Freemium, ads, in-app purchasing and more What are the programming tips and tricks that help you sell your app How to optimize your app for the marketplace How to marketing your app How to listen to your customer base, and grow your way to greater revenue Who this book is for This book is for those who have an idea for an app, but otherwise may know relatively little about entrepreneurship, app development, or even business in general. You should be able to pick up this book and feel like someone is holding your hand as they go through the process of evaluating your idea, learning to code, placing your app in the marketplace, marketing your app, and finally, improving your app to meet the needs of your customer base. Table of Contents1. The Android Market: A Background 2. Making Sure Your App Will Succeed 3. Legal Issues: Better Safe Than Sorry 4. A Brief Introduction to Android Development 5. Develop Apps Like a Pro 6. Making Money with Ads on Your Application 7. In-App Billing: Putting A Store in Your Application 8. Making App Marketplaces Work for You 9. Getting The Word Out 10. After You Have A User Base

The Rhodes framework offers several advantages over other mobile frameworks. Some of the unique features of the Rhodes frameworks are as follows: - The only smartphone framework to offer support for the Model View Controller pattern - The only smartphone framework to offer support for the Object-Relational manager -The only smartphone framework to offer offline, disconnected access to data with the Rho-Synch server - The only smartphone framework to support all mobile devices including Android, BlackBerry, iPhone, Symbian, and Windows - Provides Ruby implementations for all smartphone device operating systems -Provides a web-based Integrated Development Environment for developing mobile applications for all smartphone platforms with the RhoHub development service This book discusses developing Rhodes applications for Android and the BlackBerry platform, as these are the two most commonly used mobile platforms. For each, an application for creating a catalog and another application for getting RSS feed will be developed.

Deep learning includes a subset of machine learning for processing the unsupervised data with artificial neural network functions. The major advantage of deep learning is to process big data analytics for better analysis and self-adaptive algorithms to handle more data. When applied to engineering, deep learning can have a great impact on the decision-making process. Deep Learning Applications and Intelligent Decision Making in Engineering is a pivotal reference source that provides practical applications of deep learning to improve decision-making methods and construct smart environments. Highlighting topics such as smart transportation, e-commerce, and cyber physical systems, this book is ideally designed for engineers, computer scientists, programmers, software engineers, research scholars, IT professionals, academicians, and postgraduate students seeking current research on the implementation of automation and deep learning in various engineering disciplines.

The number of Android devices running on Intel processors has increased since Intel and Google announced, in late 2011, that

they would be working together to optimize future versions of Android for Intel Atom processors. Today, Intel processors can be found in Android smartphones and tablets made by some of the top manufacturers of Android devices, such as Samsung, Lenovo, and Asus. The increase in Android devices featuring Intel processors has created a demand for Android applications optimized for Intel Architecture: Android Application Development for the Intel® Platform is the perfect introduction for software engineers and mobile app developers. Through well-designed app samples, code samples and case studies, the book teaches Android application development based on the Intel platform—including for smartphones, tablets, and embedded devices—covering performance tuning, debugging and optimization. This book is jointly developed for individual learning by Intel Software College and China Shanghai JiaoTong University. What you'll learn Comprehensive introduction to the Intel® Embedded and mobile hardware platform Android app GUI design principles and guidelines Covers the latest Intel Android development tools, including Intel Beacon Mountain version 0.6 and the Intel Compiler NDK and C/C++ optimization Designing and optimizing for low-power consumption Who this book is for The book is primarily for app developers, software engineers and open-source programming enthusiasts, but can also be used by for training programs and Codecademy-style programs. Table of Contents 1. Overview of Embedded Application Development for Intel® Architecture 2. Intel Embedded Hardware Platform 3. Android Application Development Processes and Tool Chains for Intel® Architecture 4. Real Device Environment Installation 5. The Android OS 6. Customization and Installation of Android 7. GUI Design for Android Apps, Part 1: General Overview 8. GUI Design for Android Apps, Part 2: The Android-Specific GUI 9. GUI Design for Android Apps, Part 3: Designing Complex Applications 10. GUI Design for Android Apps, Part 4: Graphic Interface and Touch Screen Input 11. Performance Optimization for Android Applications on x86 12. NDK and C/C++ Optimization 13. The Low-Power Design of Android Application and Intel® Graphics Performance Analyzers (Intel GPA)—Assisted Power Optimization

[Copyright: ab52185978819a62aa7da0d38ba9e98d](#)