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Highly Efficient Data Access with RoCE on IBM Elastic Storage Systems and IBM Spectrum Scale Currency This volume is the second part of a four-volume set (CCIS 190, CCIS 191, CCIS 192, CCIS 193), which constitutes the refereed proceedings of the First International Conference on Computing and Communications, ACC 2011, held in Kochi, India, in July 2011. The 72 revised full papers presented in this volume were carefully reviewed and selected from a large number of submissions. The papers are organized in topical sections on database and information systems; distributed software development; human computer interaction and interface; ICT; internet and Web computing; mobile computing; multi agent systems; multimedia and video systems; parallel and distributed algorithms; security, trust and privacy. InfoWorld Springer Science & Business Media

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Electing Union Officers "O'Reilly Media, Inc." Seeks to find a balance between research and company practices. This text provides students with a background in the fundamentals of training and development - needs assessment, transfer of training, designing a learning environment, methods, and evaluation. Document Analysis Systems V Cisco Systems Following Karl Kapp's earlier book The Gamification of Learning and Instruction, this Fieldbook provides a step-by-step approach to implementing the concepts from the Gamification book with examples, tips, tricks, and worksheets to help a learning professional or faculty member put the ideas into practice. The Online Workbook, designed largely for students using the original book as a textbook, includes quizzes, worksheets and fill-in-the-blank areas that will help a student to better understand the ideas, concepts and elements of incorporating gamification into learning.

Localization Algorithms and Strategies for Wireless Sensor Networks: Monitoring and Surveillance Techniques for Target Tracking SAP PRESS InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects. Essentials of MATLAB Programming Pearson Education

Applications of optical switching in network elements and communication networks are discussed in considerable depth. Optical circuits, packet, and burst switching are all included. Composed of distinct self-contained chapters with minimum overlaps and independent references. Provides up-to-date comprehensive coverage of optical switching, technologies, devices, systems and networks. Discusses applications of optical switching in network elements and communications networks.

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For an accessible and comprehensive survey of telecommunications and data communications technologies and services, consult the Telecommunications and Data Communications Handbook, which includes information on origins, evolution and meaningful contemporary applications. Find discussions of technologies set in context, with details on fiber optics, cellular radio, digital carrier systems, TCP/IP, and the Internet. Explore topics like Voice over Internet Protocol (VoIP); 802.16 & WiMAX; Passive Optical Network (PON); 802.11g & Multiple Input Multiple Output (MIMO) in this easily accessible guide without the burden of technical jargon. *Good Strategy Bad Strategy* Cengage Learning This new addition to the Model Jury Instructions series provides clear and balanced instructions for presentation to juries in employment litigation. These models accurately and impartially present the elements and critical definitions of patent law in language that is understandable and familiar to the average juror. The instructions allow for easy adaptation to particular cases or points. A CD-ROM of the jury instructions is included with the book. *Springer Handbook of Speech Processing* Springer Science & Business Media This revised version of the bestselling first edition provides a self-study complement to the Cisco CCIP training course implementing Cisco MPLS. Extensive case studies guide readers through the design and deployment of real-world MPLS/VPN networks MPLS and VPN Architectures.

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Advances in Computing and Communications, Part II Elsevier Although software engineering can trace its beginnings to a NATO conference in 1968, it cannot be said to have become an empirical science until the 1970s with the advent of the work of Prof. Victor Robert Basili of the University of Maryland. In addition to the need to engineer software was the need to understand software. Much like other sciences, such as physics, chemistry, and biology, software engineering needed a discipline of observation, theory formation, experimentation, and feedback. By applying the scientific method to the software engineering domain, Basili developed concepts like the Goal-Question-Metric method, the Quality-Improvement-Paradigm, and the Experience Factory to help bring a sense of order to the ad hoc developments so prevalent in the software engineering field. On the occasion of Basili's 65th birthday, we present this book containing reprints of 20 papers that defined much of his work. We divided the 20 papers into 6 sections, each describing a different facet of his work, and asked several individuals to write an introduction to each section. Instead of describing the scope of this book in this preface, we decided to let one of his papers, the keynote paper he gave at the International Conference on Software Engineering in 1996 in Berlin, Germany to lead off this book. He, better than we, can best describe his views on what is experimental software engineering.

Citrix XenDesktop Implementation IBM Redbooks Social networking is a concept that has existed for a long time; however, with the explosion of the Internet, social networking has become a tool for people to connect and communicate in ways that were impossible in the past. The recent development of Web 2.0 has provided many new applications, such as Myspace, Facebook, and LinkedIn. The purpose of Handbook of Social Network Technologies and Applications is to provide comprehensive guidelines on the current and future trends in social network technologies and applications in the field of Web-based Social Networks. This handbook includes contributions from world experts in the field of social networks from both academia and private industry. A number of crucial topics are covered including Web and software technologies and communication technologies for social networks. Web-mining techniques, visualization techniques, intelligent social networks, Semantic Web, and many other topics are covered. Standards for social networks, case studies, and a variety of applications are covered as well.