

Engine Codes Com Android App

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How Mechanics Cheat Women John Wiley & Sons

Find out how to reap the benefits of motivating and engaging the new, direct customer voice The Customer's New Voice shows businesses how to motivate and transform directly volunteered consumer knowledge into profitable insights, enabling a new echelon of marketing relevancy, customer experience, and personalization. With a deep look at the inner workings of how a modern generation of business innovators are tapping into the fresh opportunities with the customer's new voice, this book describes how businesses are transforming "inference-based" predictions of purchase intent with direct consumer knowledge of their actual intentions and buying context. The result: An untouchable/unprecedented level of offer relevancy, experience, and personalized service levels. Those offers range from the most basic app model of "Give me your physical location, we'll find the best Thai restaurant near you, and give you an instant coupon" to a more complex model such as an Electric utility value proposition: "We'll give you discounts to charge your Prius during certain times to help us optimize our grid efficiency while allowing Toyota to monitor and optimize your battery to enable Toyota's R&D and customer experience enhancement." Forty case studies detail proven approaches for directly engaging the new consumer, showing companies how to take advantage of rapidly evolving personal technology—smart phones, homes, vehicles, wearable technology, and Internet of Things—and the new sharing culture to collect the higher value "intentionally/discretionarily" shared information. Readers gain access to a robust tool set including templates, checklists, tables, flow diagrams,

process maps, and technical data schematics to streamline these new capabilities and accelerate implementation of these transformational techniques. Ninety percent of the data that businesses use to determine what they sell or how to personalize a customer experience results from consumers unintentionally volunteering "indirect" data; however, this type of data has less than 10 percent accuracy. This low effectiveness also necessitates up to 70 percent of a business's cost infrastructure. Direct consumer knowledge is now available and boasts up to 20-50 percent accuracy, yet businesses remain anchored in the old "indirect" competencies. This book helps companies integrate compelling sharing motivators and controls for consumers to feel motivated and safe about directly sharing their product and experience desires, providing the ultimate market advantage. Learn how to catch up to the new digitalized consumer Leverage direct consumer information from current megatrends Navigate privacy's current and future metamorphosis Unlock the untapped value of Big Data's true enabler—Little Data Parsing "incidentally" volunteered data has been stagnant for decades due to the capabilities and expectations of a new generation of enabled consumers The timeless reality is that any level of investment in computing power, data, and analytics will never approach their full ROI potential without interfusing the direct, intentional insights from the consumer. If today's forward-thinking companies want to profitably engage the new consumers, they must learn the secrets of motivating and safeguarding this new potential of customer transparency. The risks of not engaging these new consumer voices? Irrelevancy and Silence. The Customer's New Voice shows businesses how to fulfill the promise and caveat of the new consumer: "If you make my life easier, reward me, and respect my shared information: I will tell you my secrets."

How To Use Automotive Diagnostic Scanners IGI Global

The six volumes LNCS 11619-11624 constitute the refereed proceedings of the 19th International Conference on Computational Science and Its Applications, ICCSA 2019, held in Saint

Petersburg, Russia, in July 2019. The 64 full papers, 10 short papers and 259 workshop papers presented were carefully reviewed and selected from numerous submissions. The 64 full papers are organized in the following five general tracks: computational methods, algorithms and scientific applications; high performance computing and networks; geometric modeling, graphics and visualization; advanced and emerging applications; and information systems and technologies. The 259 workshop papers were presented at 33 workshops in various areas of computational sciences, ranging from computational science technologies to specific areas of computational sciences, such as software engineering, security, artificial intelligence and blockchain technologies.

[Anywhere-Anytime Signals and Systems Laboratory](#) Elsevier

How to effectively use BigQuery, avoid common mistakes, and execute sophisticated queries against large datasets Google BigQuery Analytics is the perfect guide for business and data analysts who want the latest tips on running complex queries and writing code to communicate with the BigQuery API. The book uses real-world examples to demonstrate current best practices and techniques, and also explains and demonstrates streaming ingestion, transformation via Hadoop in Google Compute engine, AppEngine datastore integration, and using GViz with Tableau to generate charts of query results. In addition to the mechanics of BigQuery, the book also covers the architecture of the underlying Dremel query engine, providing a thorough understanding that leads to better query results. Features a companion website that includes all code and data sets from the book Uses real-world examples to explain everything analysts need to know to effectively use BigQuery Includes web application examples coded in Python

[Computational Science and Its Applications – ICCSA 2019](#) CRC Press

A typical undergraduate electrical engineering curriculum incorporates a signals and systems course. The widely used approach for the laboratory component of such courses involves the utilization of MATLAB to implement signals and systems concepts. This book presents a newly developed laboratory paradigm where MATLAB codes are made to run on smartphones, which most students already possess. This smartphone-based approach enables an anywhere-anytime platform for students to conduct signals and systems experiments. This book

covers the laboratory experiments that are normally covered in signals and systems courses and discusses how to run MATLAB codes for these experiments on smartphones, thus enabling a truly mobile laboratory environment for students to learn the implementation aspects of signals and systems concepts. A zipped file of the codes discussed in the book can be acquired via the website <http://sites.fastspring.com/bookcodes/product/SignalsSystemsBookcodes>.

Emerging Perspectives on the Mobile Content Evolution Springer Nature

Offering real-world insight and explanations, this book provides a roadmap for organizations looking to develop a profitable big data strategy and reveals why it's not something they can leave to the I.T. department. Big data--the enormous amount of data that is created as virtually every movement, transaction, and choice we make becomes digitized--is revolutionizing business. Sharing best practices from companies that have implemented a big data strategy including Walmart, InterContinental Hotel Group, Walt Disney, and Shell, this helpful resource covers the most important big data trends affecting organizations, as well as key technologies like Hadoop and MapReduce, and several crucial types of analyses. In Think Bigger, you will find guidance on topics such as: how to ensure security, respecting the privacy rights of consumers, and how big data is impacting specific industries--and where opportunities can be found. Big data is changing the way businesses--and even governments--are operated and managed. Think Bigger is an essential resource for anyone who wants to ensure that their company isn't left in the dust.

Raspberry Pi Projects For Dummies Jones & Bartlett Learning

Experience all your Android device has to offer! Teach Yourself VISUALLY Android Phones and Tablets, 2nd Edition is the perfect resource if you are a visual learner who wants to master the ins and outs of the Android operating system. With step-by-step instructions driven by targeted, easy-to-understand graphics, this informative book shines a light on the features, functions, and quirks of the Android OS—and shows you how to use them. With the guidance provided by this easy to follow resource, you will quickly access, download, and enjoy books, apps,

music, and video content, as well as photos, emails, and other forms of media, right from your phone or tablet! This book is perfect for Android users at beginner to intermediate levels. The Android operating system is graphics intensive, which is why a visual guide is the best way to navigate your Android device. Now that the Android OS is available on both phones and tablets, you can maximize the productivity and convenience of your devices by mastering the features, functions, and quirks of this operating system. Explore the latest Android features and functions Peruse full-color illustrations that walk you, step-by-step, through instructions for using the Android operating system Discover how to access, download, and enjoy multimedia content Sync your Android devices to maximize their capabilities Teach Yourself VISUALLY Android Phones and Tablets, 2nd Edition is the top resource for visual learners wanting to further explore the capabilities of Android devices.

Fundamentals of Medium/Heavy Duty Diesel Engines John Wiley & Sons

Android Wireless Application Development has earned a reputation as the most useful real-world guide to building robust, commercial-grade Android apps. Now, authors Lauren Darcey and Shane Conder have systematically revised and updated this guide for the latest Android SDK and tools updates. To accommodate their extensive new coverage, they've split the book into two leaner, cleaner volumes. This Volume II focuses on advanced techniques for the entire app development cycle, including design, coding, testing, debugging, and distribution. Darcey and Conder cover hot topics ranging from tablet development to protecting against piracy and demonstrate advanced techniques for everything from data integration and UI development to in-app billing. Every chapter has been thoroughly updated to reflect the latest SDKs, tools, and devices. The sample code has been completely overhauled and is available for download on a companion website. Drawing on decades of in-the-trenches experience as professional mobile developers, the authors also provide even more tips and best practices for highly efficient development. This new edition covers Advanced app design with async processing, services, SQLite databases, content providers, intents, and notifications Sophisticated UI development, including input gathering via gestures and voice recognition Developing accessible and internationalized mobile apps

Maximizing integrated search, cloud-based services, and other exclusive Android features Leveraging Android 4.0 APIs for networking, web, location services, the camera, telephony, and hardware sensors Building richer apps with 2D/3D graphics (OpenGL ES and RenderScript), animation, and the Android NDK Tracking app usage patterns with Google Analytics Streamlining testing with the Android Debug Bridge This book is an indispensable resource for every intermediate- to advanced-level Java developer now participating in Android development and for every seasoned mobile developer who wants to take full advantage of the newest Android platform and hardware. Also look for: Android Wireless Application Development, Volume I: Android Essentials (ISBN: 9780321813831) [Cardboard VR Projects for Android](#) Springer

In this groundbreaking new book, Ostrofsky reveals the ways that new technologies implant themselves in our daily lives and how we can easily take advantage of them to live, learn, buy, sell, work, play, communicate, and socialize better. This book gives you the tools you need to conquer information overload--and puts you in the driver's seat of the world's most potent technologies.

Wrox Cross Platform Android and iOS Mobile Development Three-Pack Edward Mitchell

Develop mobile virtual reality apps using the native Google Cardboard SDK for Android About This Book Learn how to build practical applications for Google's popular DIY VR headset Build a reusable VR graphics engine on top of the Cardboard Java SDK and OpenGL ES graphics libraries The projects in this book will showcase a different aspect of Cardboard development—from 3D rendering to handling user input Who This Book Is For The book is for established Android developers with a good knowledge level of Java. No prior OpenGL or graphics knowledge is required. No prior experience with Google Cardboard is expected, but those who are familiar with Cardboard and are looking for projects to expand their knowledge can also benefit from this book. What You Will Learn Build Google Cardboard virtual reality applications Explore the ins and

outs of the Cardboard SDK Java classes and interfaces, and apply them to practical VR projects. Employ Android Studio, Android SDK, and the Java language in a straightforward manner. Discover and use software development and Android best practices for mobile and Cardboard applications, including considerations for memory management and battery life. Implement user interface techniques for menus and gaze-based selection within VR. Utilize the science, psychology, mathematics, and technology behind virtual reality, especially those pertinent to mobile Cardboard VR experiences. Understand Cardboard VR best practices including those promoted by Google Design Lab. In Detail Google Cardboard is a low-cost, entry-level media platform through which you can experience virtual reality and virtual 3D environments. Its applications are as broad and varied as mobile smartphone applications themselves. This book will educate you on the best practices and methodology needed to build effective, stable, and performant mobile VR applications. In this book, we begin by defining virtual reality (VR) and how Google Cardboard fits into the larger VR and Android ecosystem. We introduce the underlying scientific and technical principles behind VR, including geometry, optics, rendering, and mobile software architecture. We start with a simple example app that ensures your environment is properly set up to write, build, and run the app. Then we develop a reusable VR graphics engine that you can build upon. And from then on, each chapter is a self-contained project where you will build an example from a different genre of application, including a 360 degree photo viewer, an educational simulation of our solar system, a 3D model viewer, and a music visualizer. Given the recent updates that were rolled out at Google I/O 2016, the authors of Cardboard VR Projects for Android have collated some technical notes to help you execute the projects in this book with Google VR Cardboard Java SDK 0.8, released in May 2016.

Refer to the article at <https://www.pactpub.com/sites/default/files/downloads/GoogleVRUpdateGuideforCardbook.pdf> which explains the updates to the source code of the projects. Style and approach This project based guide is written in a tutorial-style project format, where you will learn by doing. It is accompanied by in-depth explanations and discussions of various technologies, and provides best practices and techniques. Protecting Mobile Networks and Devices AHFE International (USA) Flutter technology is growing in popularity every day, and over time, more companies are choosing to develop their mobile and web applications with Flutter. That's why the need for developers who are experts in Flutter is increasing worldwide. Many companies are looking for senior developers who can develop applications with Flutter. This book will take you from basic level to advanced level, allowing you to write professional code in accordance with architectural standards. You will no longer only be able to develop applications at the basic level, but you will also reach a level where you can easily develop large and complex projects. You will have reached a sufficient level of knowledge to be able to bring any application idea to life. If you're new to Flutter, I recommend that you first improve yourself in the basics of Dart and Flutter. Because this book is not for beginners, but an advanced book for those who want to take their basic Flutter knowledge to a professional level. This book, which covers advanced Flutter topics, can also be used as a resource book to teach advanced topics to people with basic Flutter knowledge.

Cloud Computing Springer Successful interaction with products, tools and technologies depends on usable designs and accommodating the needs of potential users without requiring costly training. In this context, this book is concerned with emerging ergonomics in design concepts, theories and applications of human factors knowledge focusing on the discovery, design and understanding of human interaction and usability issues with products and systems for their improvement. This book will be of special value to a large

variety of professionals, researchers and students in the broad field of human modeling and performance who are interested in feedback of devices' interfaces (visual and haptic), user-centered design, and design for special populations, particularly the elderly. We hope this book is informative, but even more - that it is thought provoking. We hope it inspires, leading the reader to contemplate other questions, applications, and potential solutions in creating good designs for all.

WebKit For Dummies CRC Press
Android Forensics: Investigation, Analysis, and Mobile Security for Google Android provides the background, techniques and analysis tools you need to effectively investigate an Android phone. This book offers a thorough review of the Android platform, including the core hardware and software components, file systems and data structures, data security considerations, and forensic acquisition techniques and strategies for the subsequent analysis required. This book is ideal for the classroom as it teaches readers not only how to forensically acquire Android devices but also how to apply actual forensic techniques to recover data. The book lays a heavy emphasis on open source tools and step-by-step examples and includes information about Android applications needed for forensic investigations. It is organized into seven chapters that cover the history of the Android platform and its internationalization; the Android Open Source Project (AOSP) and the Android Market; a brief tutorial on Linux and Android forensics; and how to create an Ubuntu-based virtual machine (VM). The book also considers a wide array of Android-supported hardware and device types, the various Android releases, the Android software development kit (SDK), the Dalvik VM, key components of Android security, and other fundamental concepts related to Android forensics, such as the Android debug bridge and the USB debugging setting. In addition, it analyzes how data are stored on an Android device and describes strategies and specific utilities that a forensic analyst or security engineer can use to examine an acquired Android device. Core Android developers and manufacturers, app developers, corporate security officers, and anyone with limited forensic experience will find this book extremely useful. It will also appeal to computer forensic and incident response professionals, including commercial/private sector contractors, consultants, and those in federal government. Named a 2011 Best Digital Forensics Book by InfoSec Reviews Ability to forensically acquire Android devices using the techniques outlined in the book Detailed information about Android applications needed for forensics

investigations Important information about SQLite, a file based structured data storage relevant for both Android and many other platforms.

App Marketing, This is Real Android Marketing Dundurn

- Length : 260 pages (PDF book pages) “ It is a step-by-step guide book for marketing which comprises market research for boosting profitability, marketing strategy, pricing strategy, and measuring performance after launching. ” 1. Based on global cases, it contains all kinds of practical methods to launch apps globally and to boost profitability of mobile apps 2. It presents the analysis of app data, operation, application guidelines, the inflow of users based on concrete numbers like KPIs and practical methods of how to analyze it. 3. It suggests strategic frameworks covering App Indexing, ASO(App Store Optimization), SEO(Search Engine Optimization), mobile webs, blog marketing, SNS marketing, PR, and even design, realization and operation of mobile app marketing. “ App marketing, how can we start and operate? ” The key for success in mobile app business is to completely integrate these three components: product strategy, content strategy and marketing strategy [Table of Contents] 1 STARTING ANDROID MARKETING - The Android Market, It is nothing to sneeze at 2 UNDERSTANDING THE ECOSYSTEM OF ANDROID - Understand the Ecosystem Structure 3 FINDING IDEAS - Good Ideas are Always Around You Imitate Actively - Create a Mashup App - Use Open Source codes - Apply the Newest Technology 4 CONDUCTING MARKET RESEARCH - Market Research is Really Important! - Are You Confident of Success? 5 PLANNING AN ANDROID APP - Set a Target Version - How to Make Apps that Sell Well? - Never Do These 6 APP DESIGN AND DEVELOPMENT - Guides for Development and Design, Know This - App Development, Quality is the First Priority 7 DEVISING A MARKETING STRATEGY - Understand the Flow of the Strategy Road Map for App Marketing - Promote Your App through Marketing before Launching - Strive to Succeed Within 30 Days - What to Do after 30 Days 8 ESTABLISHING PRICING STRATEGY - Understand the Monetization Measures for Individual App Business Model - Setting the Price, Think Cautiously! - How Much

to Charge? - Try to Maximize Profit in a Paid App 9 APPLYING REVENUE REALIZATION MEASURE - Make Money with Free Apps 10 STABILIZING THE PRODUCT - Strengthen the Essential Value 11 LAUNCHING AN ANDROID APP AND AN OPERATING SERVICE - Establishing Operation Strategies is the Key - Finally, You Launch an App! - Set the App Coverage - Understand the Knowledge that is Helpful for a Service Operation 12 HOW TO GET SPOTTED IN THE MARKET - Aim for Top 50 in Free and Paid Sections 13 EXECUTE MARKETING PROGRAMS - Is it a Product Worthy of Marketing? - The Key is Exposure and PR - Secure Word-of-Mouth Marketing Channels 14 ADVERTISING - Enjoy Maximum Effect with Minimum Investment 15 MAINTENANCE - Keep the Tension 16 MEASURING THE PERFORMANCE AFTER LAUNCHING - Business without Measuring is Dangerous - Design an App Service Operation Process that Enables Comprehensive Management - Understand Major Indexes that are Quantifiable - Apply the Models Appropriate for App Service Analysis - Set Service KPI centered on OMTM (One Metric That Matters) - Acquire Significant Analysis Data by Applying Professional Analysis Tools - Understand the Types of the Collected Statistics Data - Using Data Analysis that Increases the Actual Revenue [Book Review by Publisher] Now that app business is creating a new paradigm, This is the Real Android Marketing is a must-read book for everyone who is interested in or related to android app business— student, app marketer, app designer, app developer, and app businessman— regardless of the fields. The author has accumulated experiences and insights by mastering diverse businesses in web and app as a former developer and businessman who majored in management and put them into this book in ways for readers to understand easily with his own wit. The android market is already overflowing with so many excellent apps just for you to jump in only with business plan and app development ability. The author emphasizes that the key for success in this unstable reality is the business that organically combines product strategy, contents strategy, and marketing strategy. With the know-how 's of this author who has both theory and actual experience, lead your app plan, development, marketing, and business to success.

Customer's New Voice Doris Chan
Novel trends and innovations have enhanced contemporary educational environments. When applied properly, these computing advances can create enriched learning opportunities for students. Mobile Technologies and Augmented Reality in Open Education is a pivotal reference source for the latest academic research on the integration of interactive technology and mobile applications in online and distance learning environments. Highlighting scholarly perspectives across numerous topics such as wearable technology, instructional design, and flipped learning, this book is ideal for educators, professionals, practitioners, academics, and graduate students interested in the role of augmented reality in modern educational contexts.
Engine Codes, 1990-1999 Domestic Vehicles, 1990-1998 Import Vehicles ITMagnet
"Fundamentals of Medium/Heavy Duty Diesel Engines, Second Edition offers comprehensive coverage of every ASE task with clarity and precision in a concise format that ensures student comprehension and encourages critical thinking. This edition describes safe and effective diagnostic, repair, and maintenance procedures for today's medium and heavy vehicle diesel engines"--
Pro Android Web Apps Cihan Ürtekin
本書詳介最新版的Google Maps APIs(V3)、Android手機程式開發、跨平台手機程式、雲端運算平台App Engine(使用Java)、Google Cloud SQL雲端資料庫、與電子商務相關APIs。從入門到進階，幫助使用者徹底體驗Google APIs的全面應用！最重要的是：從現在開始，您可以站在Google的肩膀上，提供更有創意的服務！
Android Forensics Springer Nature
This book features selected high-quality papers from the Third International Conference on Mobile Radio Communications and 5G Networks (MRCN 2022), held at University Institute of Engineering and Technology, Kurukshetra University, Kurukshetra, India, during June 10 – 12, 2022. The book features original papers by active researchers presented at the International Conference on Mobile Radio Communications and 5G Networks. It includes recent

advances and upcoming technologies in the field of cellular systems, 2G/2.5G/3G/4G/5G, and beyond, LTE, WiMAX, WMAN, and other emerging broadband wireless networks, WLAN, WPAN, and various home/personal networking technologies, pervasive and wearable computing and networking, small cells and femtocell networks, wireless mesh networks, vehicular wireless networks, cognitive radio networks and their applications, wireless multimedia networks, green wireless networks, standardization of emerging wireless technologies, power management and energy conservation techniques.

ICT Systems Security and Privacy Protection Packt Publishing Ltd

A bundle of 3 best-selling and respected mobile development e-books from Wrox form a complete library on the key tools and techniques for developing apps across the hottest platforms including Android and iOS. This collection includes the full content of these three books, at a special price: Professional Android Programming with Mono for Android and .NET/C#, ISBN: 9781118026434, by Wallace B. McClure, Nathan Blevins, John J. Croft, IV, Jonathan Dick, and Chris Hardy Professional iPhone Programming with MonoTouch and .NET/C#, ISBN: 9780470637821, by Wallace B. McClure, Rory Blyth, Craig Dunn, Chris Hardy, and Martin Bowling Professional Cross-Platform Mobile Development in C#, ISBN: 9781118157701, by Scott Olson, John Hunter, Ben Horgen, and Kenny Goers

App Inventor 2 Databases and Files AMACOM

In less than a decade, mobile technology has revolutionized our cultures, societies, and economies by impacting both personal and professional aspects of human life. Mobile technology has therefore become the fastest diffusing technology in history, expanding and transforming existent possibilities by making technology accessible and ubiquitous. Emerging Perspectives on the Mobile Content Evolution seeks a better understanding of the centrality of mobile content in the recent and coming evolution of both the ICT ecosystem and the media industry. This publication appeals to a broad audience within the interdisciplinary field of media studies, covering topic areas such as journalism, marketing and advertising, broadcasting, information management, media management, media economics, media- and technology-related public policies, media sociology, audience/consumption studies, and arts. This publication presents a multi-disciplinary discussion

through a collection of academic chapters covering topics such as mobile communications and entrepreneurship, reflection on wearables and innovation, personal and mobile healthcare, mobile journalism and innovation, and behavioral targeting in the mobile ecosystem.

Mobile Radio Communications and 5G Networks John Wiley & Sons

App Inventor 2: Databases and Files is a step-by-step guide to writing apps that use TinyDB, TinyWebDB, Fusion Tables and data files for information storage and retrieval. Includes detailed explanations, examples, and a link to download sample code. This is the first tutorial to cover all of these App Inventor database and file features. If your apps need to work with data or files - you need this book! TinyDB stores data on your smart phone or tablet and is a primary way for App Inventor apps to save data, even when the app is no longer running or if the device is turned off. TinyWebDB is similar to TinyDB, but stores your data on a remote server in the network cloud. Multiple apps can share a TinyWebDB database, plus you can update the content of your TinyWebDB using just a web browser. This means you can distribute an app whose content can change over time - just by changing the values in TinyWebDB. A big challenge is the need to set up a TinyWebDB server - this book shows how to do that through free services offered by Google. Fusion Tables provide a powerful, cloud-based database system for App Inventor apps. Creating, retrieving, updating and deleting data is done using the industry standard Structured Query Language or SQL. Fusion Tables reside in the Google network cloud - this book shows you how to set up and configure Fusion Tables for you own apps using free services of Google. As your app requirements grow, Google's cloud can provide low cost servers and bandwidth for your needs. Underneath the Android OS user interface, there is a file system, similar to the file system found on Windows or Mac OS X. With App Inventor your apps can write and read data from files, and if using the special "CSV" format, App Inventor data can be shared with many spreadsheet programs. This book shows you how to create, use and access data files, and how to convert data to and from the CSV format. Over 28,000 words. Over 250 screen shots and illustrations. Numerous sample programs and code. App Inventor 2:

Databases and Files - Table of Contents 1 - Introduction 2 - Using the TinyDB database 3 - Implementing Records Using Lists in TinyDB 4 - Simulating Multiple TinyDB Databases 5 - How to Use Multiple Tags in TinyDB 6 - Introduction and Setup: TinyWebDB 7 - Managing TinyWebDB in the Cloud 8 - Programming for TinyWebDB - Demo 1 9 - Adding a Tags List to TinyWebDB - Demo 2 10 - Handling Multiple Users with TinyWebDB - Demo 3 11 - Implementing a Student Quiz Application using TinyWebDB 12 - Introduction to Fusion Tables 13 - Developing Your Fusion Table App 14 - Using Text Files in App Inventor