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Urban Public Transportation Tundra Books

The journey from strategy to operating success depends on creating an organization that can deliver the chosen strategy. This book, explaining the Operating Model Canvas, shows you how to do this. It teaches you how to define the main work processes, choose an organization structure, develop a high-level blueprint of the IT systems, decide where to locate and how to lay out floor plans, set up relationships with suppliers and design a management system and scorecard with which to run the new organization. The Operating Model Canvas helps you to create a target operating model aligned to your strategy. The book contains more than 20 examples ranging from large multi-nationals to government departments to small charities and from an operating model for a business to an operating model for a department of five people. The book describes more than 15 tools, including new tools such as the value chain map, the organization model and the high-level IT blueprint. Most importantly, the book contains two fully worked examples showing how the tools can be used to develop a new operating model. This book should be on the desk of every consultant, every strategist, every leader of transformation, every functional business partner, every business or enterprise architect, every Lean expert or business improvement champion, in fact everyone who wants to help their organization be successful. For trainers free additional material of this book is available. This can be found under the "Training Material" tab. Log in with your trainer account to access the material.Additional content can be found on the website for the Operational Model Canvas: https://www.operatingmodelcanvas.com

Practical Android Projects CreateSpace

(The book interior is Black & White, also available in Color)
Embarking on a career (or hobby) in app design can be intimidating, especially when information is scattered, confusing and hard to find. Designing Mobile Apps is a complete guide for those getting started, providing step-by-step details on how to design useful, attractive mobile applications. Authors Javier "Simón" Cuello and José Vittone share their experiences in the world of app design, revealing tricks of the trade based on their work at companies like Yahoo, Zara and Telefónica. Apps for Android, iOS and Windows Phone How do operating systems differ? How does one go about transferring from one OS to another? Designing Mobile Apps answers these questions and more, using real-life examples and visual comparisons. The Complete Design Process From the initial concept to app store publication, Designing Mobile Apps covers the full app creation process in simple, easy-to-use terms. It includes numerous examples and doesn't use a single line of code. Interviews with Top Professionals Designing Mobile Apps contains interviews with leading designers and developers, including Loren Brichter, Irene Pereyra, Erik Spiekermann and Dustin Mierau. They share the secrets they've learned while working at some of the best companies in the world. Written Especially for Designers and Developers Not sure how to prepare your design for the

programmer? Know how to program, but fuzzy on the details in making your app truly appealing and easy to use? With Designing Mobile Apps, designers and developers can learn all they need to know to work together and create a successful app.

Marketing Fashion Wiley-Interscience

Tinashe is a young Shona boy living in a small village in rural Rhodesia. The guerilla war of the late 1960s haunts the bushlands, but it only infrequently affects his quiet life; school, swimming in the river, playing with the other kids on the kopje. When his younger sister, Hazvinei, is born, Tinashe knows at once that there is something special about her. Their life in the village, once disturbed only by the occasional visits of his successful uncle and city cousin, Abel, now becomes entangled with the dual forces of the Shona spirit world and the political turmoil of the nation. As Tinashe, Hazvinei and Abel grow older, their destinies entangle in ways they never expected. Tinashe is prepared to follow his sister anywhere - but how far can he go to keep her safe when the forces threatening her are so much darker and more sinister than he suspected?Andrea Eames weaves together folklore and suspense in this compelling tale of a boy struggling to do the right thing in an unpredictable world.

Designing Mobile Apps Van Haren

Developers, build mobile Android apps using Android 4 The fast-growing popularity of Android smartphones and tablets creates a huge opportunities for developers. If you're an experienced developer, you can start creating robust mobile Android apps right away with this professional guide to Android 4 application development. Written by one of Google's lead Android developer advocates, this practical book walks you through a series of hands-on projects that illustrate the features of the Android SDK. That includes all the new APIs introduced in Android 3 and 4, including building for tablets, using the Action Bar, Wi-Fi Direct, NFC Beam, and more. Shows experienced developers how to create mobile applications for Android smartphones and tablets Revised and expanded to cover all the Android SDK releases including Android 4.0 (Ice Cream Sandwich), including all updated APIs, and the latest changes to the Android platform. Explains new and enhanced features such as drag and drop, fragments, the action bar, enhanced multitouch support, new environmental sensor support, major improvements to the animation framework, and a range of new communications techniques including NFC and Wi-Fi direct. Provides practical guidance on publishing and marketing your applications, best practices for user experience, and more This book helps you learn to master the design, lifecycle, and UI of an Android app through practical exercises, which you can then use as a basis for developing your own Android apps

III INTERNATIONAL SCIENCE CONFERENCE ON E-LEARNING AND EDUCATION Lulu.com

Hace ocho años, la Informática Forense era solo una asignatura en vías de desarrollo, apenas conocida entre la mayoría de los profesionales de la Criminalística, gestionada por muy pocos y casi aislada de las disciplinas que le dan razón de ser: el Derecho, la Criminalística y la Informática. En la presente publicación, el orden que mostramos no es antojadizo ni aleatorio, sino que indica un camino a seguir por todo aquel que desea desempeñarse como perito en la materia. Hoy el panorama ha cambiado -entre otras razones por la amplia difusión y recepción que tuvo el Manual de Informática Forense, ofrecido a los lectores por esta misma Editorial (2011)- y nuevamente nos encontramos con la Prof. Ing. María Elena Darahuge (práctica-procedimental) y el Prof. Ing. Luis Enrique Arellano González (desarrollo teórico-conceptual), quienes, con el auspicio de la Facultad Regional Avellaneda (Universidad Tecnológica Nacional), han complementado la obra antedicha, ampliando sus alcances sobre los componentes informáticos móviles (iPod, iPad, tablet, telefonía celular) y especificando temas de permanente actualidad, tales como la "cadena de custodia informático forense", que tanto ha dado que hablar en el entorno jurisprudencial durante el año 2012. Este Manual se integra al anterior a fin de brindar un instrumento organizado conceptual y procedimentalmente a los operadores del Derecho (jueces, funcionarios judiciales, abogados de la matrícula), ingenieros, licenciados y peritos en Informática, Sistemas o Computación, licenciados en Criminalística, profesionales y empresarios que

aspiren a una visión clara y sencilla de la Problemática Informático Forense, para resolver situaciones cotidianas y darle soporte a sus decisiones. Esperamos que esta obra les proporcione la utilidad y claridad pretendidas.

Taming The Big Data Tidal Wave John Wiley & Sons

Android How to Program, Second Edition provides a clear and entertaining App-driven introduction to Android 4.3 and 4.4 development for both introductory- and intermediate-level programming courses. It also serves as a great reference and tutorial to learn Android programming. The Deitels' App-driven Approach is simply the best way to master Android programming! The Deitels teach Android programming through seven complete, working Android Apps in the print book and more online. Each chapter presents new concepts through a single App. The authors first provide an introduction to the app, an app test-drive showing one or more sample executions, and a technologies overview . Next, the authors proceed with a detailed code walkthrough of the app's source code in which they discuss the programming concepts and demonstrate the functionality of the Android APIs used in the app. The book also has an extensive introduction to programming using the Java language, making this book appropriate for Java courses that want to add an App-programming flavor. Teaching and Learning Experience This program will provide a better teaching and learning experience--for you and your students. Add an App Component to your Java Course: The appendices provide a condensed, friendly introduction to Java and the object-oriented programming techniques students will need to develop Android apps. Motivate Students with an App-driven Approach to Android 4.3 and 4.4 Development: Concepts are presented in the context of 7 complete working Android Apps, using the latest mobile computing technologies. Enhance Learning with Outstanding Pedagogical Features: The Deitels present hundreds of Android short-answer questions and app-development exercises complete with syntax coloring, code walkthroughs and sample outputs.

Applied Computer Sciences in Engineering Apress

Discusses the impact of web 2.0 on mobile and wireless applications. This book covers web 2.0 technologies like AJAX and mobile related issues like MMS, location based services, mobile payments, IMS and the creation and deployment of a new mobile service. It uses examples like mobile multiplayer gaming and mapping to illustrate these concepts.

101 Life Skills Games for Children Prentice Hall

The Deitels' 'How to Program' books offer unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This complete, authoritative introduction to C programming offers treatment of structured algorithm and program development in ANSI/ISO C with 150 working C programs.

The Imaginary App Laurence King Publishing

Environmental Noise Pollution: Noise Mapping, Public Health and Policy addresses the key debates surrounding environmental noise pollution with a particular focus on the European Union. Environmental noise pollution is an emerging public policy and environmental concern and is considered to be one of the most important environmental stressors affecting public health throughout the world. This book examines environmental noise pollution, its health implications, the role of strategic noise mapping for problem assessment, major sources of environmental noise pollution, noise mitigation approaches, and related procedural and policy implications. Drawing on the authors' considerable research expertise in the area, the book is the first coherent work on this major environmental stressor, a new benchmark reference across disciplinary, policy and national boundaries. Highlights recent developments in the policy arena with particular focus on developments in the EU within the context of the European Noise Directive Explores the lessons emerging from nations within the EU and other jurisdictions attempting to legislate and mitigate against the harmful effects of noise pollution Covers the core theoretical

concepts and principles surrounding the mechanics of noise pollution as well as the evidence-base linking noise with public health concerns

E-Learning Systems Springer Nature
You receive an e-mail. It contains an offer for a complete personal computer system. It seems like the retailer read your mind since you were exploring computers on their web site just a few hours prior…. As you drive to the store to buy the computer bundle, you get an offer for a discounted coffee from the coffee shop you are getting ready to drive past. It says that since you're in the area, you can get 10% off if you stop by in the next 20 minutes…. As you drink your coffee, you receive an apology from the manufacturer of a product that you complained about yesterday on your Facebook page, as well as on the company's web site…. Finally, once you get back home, you receive notice of a special armor upgrade available for purchase in your favorite online video game. It is just what is needed to get past some spots you've been struggling with…. Sound crazy? Are these things that can only happen in the distant future? No. All of these scenarios are possible today! Big data. Advanced analytics. Big data analytics. It seems you can't escape such terms today. Everywhere you turn people are discussing, writing about, and promoting big data and advanced analytics. Well, you can now add this book to the discussion. What is real and what is hype? Such attention can lead one to the suspicion that perhaps the analysis of big data is something that is more hype than substance. While there has been a lot of hype over the past few years, the reality is that we are in a transformative era in terms of analytic capabilities and the leveraging of massive amounts of data. If you take the time to cut through the sometimes-over-zealous hype present in the media, you'll find something very real and very powerful underneath it. With big data, the hype is driven by genuine excitement and anticipation of the business and consumer benefits that analyzing it will yield over time. Big data is the next wave of new data sources that will drive the next wave of analytic innovation in business, government, and academia. These innovations have the potential to radically change how organizations view their business. The analysis that big data enables will lead to decisions that are more informed and, in some cases, different from what they are today. It will yield insights that many can only dream about today. As you'll see, there are many consistencies with the requirements to tame big data and what has always been needed to tame new data sources. However, the additional scale of big data necessitates utilizing the newest tools, technologies, methods, and processes. The old way of approaching analysis just won't work. It is time to evolve the world of advanced analytics to the next level. That's what this book is about. Taming the Big Data Tidal Wave isn't just the title of this book, but rather an activity that will determine which businesses win and which lose in the next decade. By preparing and taking the initiative, organizations can ride the big data tidal wave to success rather than being pummeled underneath the crushing surf. What do you need to know and how do you prepare in order to start taming big data and generating exciting new analytics from it? Sit back, get comfortable, and prepare to find out!

Renewable Power for Sustainable Growth Prentice Hall
A warm, gorgeous exploration of a little girl's experience immigrating to a new country and missing her home and her grandmother, who still lives far away. Sakura's dad gets a new job in America, so she and her parents make the move from their home in Japan. When she arrives in the States, most of all she misses her grandmother and the cherry blossom trees, under which she and her grandmother used to play and picnic. She wonders how she'll ever feel at home in this new place, with its unfamiliar language and landscape. One day, she meets her neighbor, a boy named Luke, and begins to feel a little more settled. When her grandmother becomes ill, though, her family takes a trip back to Japan. Sakura is sad when she returns to the States and once again reflects on all she misses. Luke does his best to cheer her up -- and tells her about a surprise he knows she'll love, but she'll have to wait till spring. In the meantime, Sakura and Luke's friendship blooms and finally, when spring comes, Luke takes her to see the cherry blossom trees flowering right there in her new neighborhood. Sakura's Cherry Blossoms captures the beauty of the healing power of friendship through Weston's Japanese poetry-inspired text and Saburi's breathtaking illustrations.

Hydrocomplexity Springer Science & Business Media
Learn how to program with Python from beginning to end. This book is for beginners who want to get up to speed quickly and become intermediate programmers fast!

ARS 45 Newnes
This book offers a unique model for understanding the cognitive underpinnings, interactions and discursive effects of our evolving use of smartphones in everyday app-mediated communication, from text messages and GIFs to images, video and social media apps. Adopting a cyberpragmatics framework, grounded in cognitive pragmatics and relevance theory, it gives attention to how both the particular interfaces of different apps and users' personal attributes influence the contexts and uses of smartphone communication. The communication of emotions – in addition to primarily linguistic content – is foregrounded as an essential element of the kinds of ever-present paralinguistic and phatic communication that characterises our exchange of memes, GIFs, "likes," and image- and video-based content. Insights from related disciplines such as media studies and sociology are incorporated as the author unpacks the timeliest questions of our digitally mediated age. Aimed primarily at scholars and graduate students of communication, linguistics,

pragmatics, media studies, and sociology of mass media, Smartphone Communication traffics in topics that will likewise engage upper-level undergraduate students.

Drawing and Painting Fantasy Figures MIT Press
If there is a reunion in your future, whether as the organizer or a helping hand, Reunion Planner is one book you won't want to be without. Reunion Planner leaves nothing to chance. The contents include sections on the following: choosing the proper kind of reunion, recruiting volunteers, selecting the time and place, creating the program, guest speakers, budgeting, notifying the participants and promoting the event, planning meals and decorations, accommodations and transportation, souvenirs and fund raisers, photographers and videographers, building a genealogy, and finishing touches from road signs to thank-you notes and more.

The Graphic Novel CRC Press
For courses in computer programming C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitels' How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The Eighth Edition continues the tradition of the signature Deitel "Live Code" approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This gives readers a chance to run each program as they study it and see how their learning applies to real world programming scenarios.

C MIT Press
How the interface has moved from the PC into cultural platforms, as seen in a series of works of net art, software art and electronic literature. The computer interface is both omnipresent and invisible, at once embedded in everyday objects and characterized by hidden exchanges of information between objects. The interface has moved from office into culture, with devices, apps, the cloud, and data streams as new cultural platforms. In The Metainterface, Christian Ulrik Andersen and Søren Bro Pold examine the relationships between art and interfaces, tracing the interface's disruption of everyday cultural practices. They present a new interface paradigm of cloud services, smartphones, and data capture, and examine how particular art forms—including net art, software art, and electronic literature—seek to reflect and explore this paradigm. Andersen and Pold argue that despite attempts to make the interface disappear into smooth access and smart interaction, it gradually resurfaces; there is a metainterface to the displaced interface. Art can help us see this; the interface can be an important outlet for aesthetic critique. Andersen and Pold describe the "semantic capitalism" of a metainterface industry that captures user behavior; the metainterface industry's disruption of everyday urban life, changing how the city is read, inhabited, and organized; the ways that the material displacement of the cloud affects the experience of the interface; and the potential of designing with an awareness of the language and grammar of interfaces.

Digital Image Processing and Analysis Springer
How do you teach tolerance, self-awareness, and responsibility? How can you help children deal with fear, mistrust, or aggression? Play a game with them! Games are an ideal way to help children develop social and emotional skills; they are exciting, relaxing, and fun. 101 LIFE SKILLS GAMES FOR CHILDREN: LEARNING, GROWING, GETTING ALONG (Ages 6-12) is a resource that can help children understand and deal with problems that arise in daily interactions with other children and adults. These games help children develop social and emotional skills and enhance self-awareness. The games address the following issues: dependence, aggression, fear, resentment, disability, accusations, boasting, honesty, flexibility, patience, secrets, conscience, inhibitions, stereotypes, noise, lying, performance, closeness, weaknesses, self confidence, fun, reassurance, love, respect, integrating a new classmate, group conflict. Organized in three main chapters: (I-Games, You-Games and We-Games), the book is well structured and easily accessible. It specifies an objective for every game, gives step-by-step instructions, and offers questions for reflection. It provides possible variations for each game, examples, tips, and ideas for role plays. Each game contains references to appropriate follow-up games and is illustrated with charming drawings.

Professional Android 2 Application Development Springer Nature
This book provides both students and scholars with a critical and historical introduction to the graphic novel. Jan Baetens and Hugo Frey explore this exciting

form of visual and literary communication, showing readers how to situate and analyse graphic novels since their rise to prominence half a century ago. Several key questions are addressed: what is the graphic novel? How do we read graphic novels as narrative forms? Why is page design and publishing format so significant? What theories are developing to explain the genre? How is this form blurring the categories of high and popular literature? Why are graphic novelists nostalgic for the old comics? The authors address these and many other questions raised by the genre. Through their analysis of the works of many well-known graphic novelists - including Bechdel, Clowes, Spiegelman and Ware - Baetens and Frey offer significant insights for future teaching and research on the graphic novel.

C John Wiley & Sons
Abstracts of III International Scientific and Practical Conference

Reunion Planner Turner Publishing Company
This monograph provides a comprehensive research review of intelligent techniques for personalisation of e-learning systems. Special emphasis is given to intelligent tutoring systems as a particular class of e-learning systems, which support and improve the learning and teaching of domain-specific knowledge. A new approach to perform effective personalization based on Semantic web technologies achieved in a tutoring system is presented. This approach incorporates a recommender system based on collaborative tagging techniques that adapts to the interests and level of students' knowledge. These innovations are important contributions of this monograph. Theoretical models and techniques are illustrated on a real personalised tutoring system for teaching Java programming language. The monograph is directed to, students and researchers interested in the e-learning and personalization techniques.