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Limit States Design in Structural Steel Broken Tower Press
Sensor Technologies: Healthcare, Wellness and Environmental Applications explores the key aspects of sensor technologies, covering wired, wireless, and discrete sensors for the specific application domains of healthcare, wellness and environmental sensing. It discusses the social, regulatory, and design considerations specific to these domains. The book provides an application-based approach using real-world examples to illustrate the application of sensor

technologies in a practical and experiential manner. The book guides the reader from the formulation of the research question, through the design and validation process, to the deployment and management phase of sensor applications. The processes and examples used in the book are primarily based on research carried out by Intel or joint academic research programs. “ Sensor Technologies: Healthcare, Wellness and Environmental Applications provides an extensive overview of sensing technologies and their applications in healthcare, wellness, and environmental monitoring. From sensor hardware to system applications and case studies, this book gives readers an in-depth understanding of the technologies and how they can be applied. I would highly recommend it to students or researchers who are interested in wireless sensing technologies and the associated applications. ” Dr. Benny Lo Lecturer, The Hamlyn Centre, Imperial College of London “ This timely addition to the literature on sensors covers the broad complexity of sensing, sensor types, and the vast range of existing and emerging applications in a very clearly written and accessible manner. It is particularly good at capturing the exciting possibilities that will occur as sensor networks merge with cloud-based ‘ big data ’ analytics to provide a host of new applications that will impact directly on the individual in ways we cannot fully predict at present. It really brings this home through the use of carefully chosen case studies that bring the overwhelming concept of 'big data' down to the personal level of individual life and health. ” Dermot Diamond

Director, National Centre for Sensor Research, Principal Investigator, CLARITY Centre for Sensor Web Technologies, Dublin City University "Sensor Technologies: Healthcare, Wellness and Environmental Applications takes the reader on an end-to-end journey of sensor technologies, covering the fundamentals from an engineering perspective, introducing how the data gleaned can be both processed and visualized, in addition to offering exemplar case studies in a number of application domains. It is a must-read for those studying any undergraduate course that involves sensor technologies. It also provides a thorough foundation for those involved in the research and development of applied sensor systems. I highly recommend it to any engineer who wishes to broaden their knowledge in this area!" Chris Nugent Professor of Biomedical Engineering, University of Ulster

Basic Engineering Circuit Analysis John Wiley & Sons
Though an increasing number of criminals are using computers and computer networks, few investigators are well versed in the issues related to digital evidence. This work explains how computer networks function and how they can be used in a crime.
About Face 3 Apress

Wireless home networks are better than ever! The emergence of new industry standards has made them easier, more convenient, less expensive to own and operate. Still, you need to know what to look for (and look out for), and the expert guidance you'll find in *Wireless Home Networks For Dummies, 3rd Edition* helps you ensure that your wire-free life is also a hassle-free life! This user-friendly, plain-English guide delivers all of the tips, tricks, and knowledge you need to plan your wireless home network, evaluate and select the equipment that will work best for you, install and configure your wireless network, and much more. You'll find out how to share your Internet connection over your network, as well as files, printers, and other peripherals. And, you'll learn how to avoid the "gotchas" that can creep in when you least expect them. Discover how to: Choose the right networking equipment Install and configure your wireless network Integrate Bluetooth into your network Work with servers, gateways, routers, and switches

Connect audiovisual equipment to your wireless network Play wireless, multiuser computer games Establish and maintain your network's security Troubleshoot networking problems Improve network performance Understand 802.11n Whether you're working with Windows PCs, Mac OS X machines, or both *Wireless Home Networking For Dummies, 3rd Edition*, makes it fast and easy to get your wireless network up and running—and keep it that way!

30 Bangs Springer Science & Business Media

This is the origin story of technology super heroes: the creators and founders of ARM, the company that is responsible for the processors found inside 95% of the world's mobile devices today. This is also the evolution story of how three companies - Apple, Samsung, and Qualcomm - put ARM technology in the hands of billions of people through smartphones, tablets, music players, and more. It was anything but a straight line from idea to success for ARM. The story starts with the triumph of BBC Micro engineers Steve Furber and Sophie Wilson, who make the audacious decision to design their own microprocessor - and it works the first time. The question becomes, how to sell it? Part I follows ARM as its

founders launch their own company, select a new leader, a new strategy, and find themselves partnered with Apple, TI, Nokia, and other companies just as digital technology starts to unleash mobile devices. ARM grows rapidly, even as other semiconductor firms struggle in the dot com meltdown, and establishes itself as a standard for embedded RISC processors. Apple aficionados will find the opening of Part II of interest the moment Steve Jobs returns and changes the direction toward fulfilling consumer dreams. Samsung devotees will see how that firm evolved from its earliest days in consumer electronics and semiconductors through a philosophical shift to innovation. Qualcomm followers will learn much of their history as it plays out from satellite communications to development of a mobile phone standard and emergence as a leading fabless semiconductor company. If ARM could be summarized in one word, it would be "collaboration." Throughout this story, from Foreword to Epilogue, efforts to develop an ecosystem are highlighted. Familiar names such as Google, Intel, Mediatek, Microsoft, Motorola, TSMC, and others are interwoven throughout. The evolution of ARM's first 25 years as a company wraps up with a shift to its next strategy: the Internet of Things, the ultimate connector for people and devices. Research for this

story is extensive, simplifying a complex mobile industry timeline and uncovering critical points where ARM and other companies made fateful and sometimes surprising decisions. Rare photos, summary diagrams and tables, and unique perspectives from insiders add insight to this important telling of technology history.

Designing for Emerging Technologies MIT Press
A criminal case file designed to teach all of the fundamental evidentiary and advocacy concepts present in a criminal trial.
CCNA Wireless Study Guide John Wiley & Sons
Since 1958 the Maritime Administration has continuously conducted instructions in use of collision avoidance radar for qualified U.S. seafaring personnel and representatives of interested Federal and State Agencies. Beginning in 1963, to facilitate the expansion of training capabilities and at the same time to provide the most modern techniques in training methods, radar simulators were installed in Maritime Administration's three region schools. It soon became apparent that to properly instruct the trainees, even with the advanced equipment, a standardize up-to-date instruction manual was

needed. The first manual was later revised to serve both as a classroom textbook and as an onboard reference handbook. This newly updated manual, the fourth revision, in keeping with Maritime Administration policy, has been restructured to include improved and more effective methods of plotting techniques for use in Ocean, Great Lakes, Coastwise and Inland Waters navigation. Robert J. Blackwell Assistant Secretary for Maritime Affairs
Crane Runway Girders MIT Press
Integrate critical roles to improve overall performance in complex engineering projects Integrating Program Management and Systems Engineering shows how organizations can become more effective, more efficient, and more responsive, and enjoy better performance outcomes. The discussion begins with an overview of key concepts, and details the challenges faced by System Engineering and

Program Management practitioners every day. The practical framework that follows describes how the roles can be integrated successfully to streamline project workflow, with a catalog of tools for assessing and deploying best practices. Case studies detail how real-world companies have successfully implemented the framework to improve cost, schedule, and technical performance, and coverage of risk management throughout helps you ensure the success of your organization's own integration strategy. Available course outlines and PowerPoint slides bring this book directly into the academic or corporate classroom, and the discussion's practical emphasis provides a direct path to implementation. The integration of management and technical work paves the way for smoother projects and more positive outcomes. This book describes the

integrated goal, and provides a clear framework for successful transition. Overcome challenges and improve cost, schedule, and technical performance Assess current capabilities and build to the level your organization needs Manage risk throughout all stages of integration and performance improvement Deploy best practices for teams and systems using the most effective tools Complex engineering systems are prone to budget slips, scheduling errors, and a variety of challenges that affect the final outcome. These challenges are a sign of failure on the part of both management and technical, but can be overcome by integrating the roles into a cohesive unit focused on delivering a high-value product. Integrating Program Management with Systems Engineering provides a practical route to better performance for your organization as a whole. Marketing Miracles

Celebrity Press
Given a series of wind speeds and directions from the port of Fremantle the aim of this monograph is to detect general weather patterns and seasonal characteristics. To separate the daily land and sea breeze cycle and other short-term disturbances from the general wind, the series is divided into a daily and a longer term, synoptic component. The latter is related to the atmospheric pressure field, while the former is studied in order i) to isolate particular short-term events such as calms, storms and oscillating winds, and ii) to determine the land and sea breeze cycle which dominates the weather pattern for most of the year. All these patterns are described in detail and are related to the synoptic component of the data. Two time series models for directional data and a new measure of angular association are introduced to provide the basis for certain parts of the analysis. Integrating Program Management and Systems Engineering Springer Fundamentals of Telemedicine and Telehealth provides an

overview on the use of information and communication technologies (ICTs) to solve health problems, especially for people living in remote and underserved areas. With the advent of new technologies and improvement of internet connectivity, telehealth has become a new subject requiring a new understanding of IT devices and how to utilize them to fulfill health needs. The book discusses topics such as digitizing patient information, technology requirements, existing resources, planning for telehealth projects, and primary care and specialized applications. Additionally, it discusses the use of telemedicine for patient empowerment and telecare in remote locations. Authored by IMIA Telehealth working group, this book is a valuable source for graduate students, healthcare workers, researchers and clinicians interested in using telehealth as part of their practice or research. Presents components of healthcare that can be benefitted from remote access and when to rely on them Explains the current technologies and tools and how to put them to effective use in daily healthcare Provides legal provisions for telehealth implementation, discussing the risks of remote

healthcare provision and cross border care Canada in Flanders O'Reilly Media Expanded and updated, this practical guide is a one-stop design reference containing all an engineer needs when designing antennas Integrates state-of-the-art technologies with a special section for step-by-step antenna design Features up-to-date bio-safety and electromagnetic compatibility regulation compliance and latest standards Newly updated with MIMO antenna design, measurements and requirements Accessible to readers of many levels, from introductory to specialist Written by a practicing expert who has hired and trained numerous engineers State V. Alexander MCD This book is for people who want to learn Java. Particularly people on a team that want to learn Java, but who aren't going to be coding the main Java application i.e. Testers, Managers, Business Analysts, Front End Developers,

Designers, etc. If you already know Java then this book may not be for you. This book is aimed at beginners. Designed to help the reader get started fast, the book is easy to follow, and has examples related to testing. You can find the companion web site for the book at <http://javafortesters.com> The book covers 'just enough' to get people writing tests and abstraction layers. For example, the book cover the basics of Inheritance, but doesn't really cover Interfaces in detail. We explain the concept of Interfaces, because we need to know it to understand Collections, but not how to write them. Why? Because the book covers enough to get you started, and working. But not overload the reader. Once you are on your way, and have gained some experience. You should have the basic knowledge to understand the additional concepts. Why 'for testers'? Java Developers coding production applications in Java need to learn Java differently from other people on the team. Throughout the author's career, he has have written thousands of lines

of Java code, but has rarely had to compile the code into an application. Yet, when we learn Java from most books, one of the first things we learn is 'javac' and the 'main' method and working from the command line. And this is confusing. Most of the code the author writes is wrapped up in a JUnit @Test method. The author has trained many people to write automation in Java, and everytime he has taught Java to testers or other people on the team, we start with a JUnit @Test method and run tests from the IDE. Testers, and other people on the team use java differently. This book provides a different order and approach to learning Java. You can find the source code for all examples and exercises used in the book over on github: <https://github.com/evilter/javaForTestersCode>

High-priority Criminal Justice Technology Needs Ingram
Erotic memoir
Designing Connected Products Arms & Armour
This book constitutes the refereed proceedings of the 10th International Conference on Asian

Digital Libraries, ICADL 2007, held in Hanoi, Vietnam, in December 2007. The 41 revised full papers, 15 revised short papers, and extended abstracts of 10 poster papers presented together with three keynote and three invited papers were carefully reviewed and selected from a total of 154 submissions. The papers are organized in topical sections.

Dead Astronauts Routledge
Today's market for mobile apps goes beyond the iPhone to include BlackBerry, Nokia, Windows Phone, and smartphones powered by Android, webOS, and other platforms. If you're an experienced web developer, this book shows you how to build a standard app core that you can extend to work with specific devices. You'll learn the particulars and pitfalls of building mobile apps with HTML, CSS, and other standard web tools. You'll also explore platform variations, finicky mobile browsers, Ajax

design patterns for mobile, and much more. Before you know it, you'll be able to create mashups using Web 2.0 APIs in apps for the App Store, App World, OVI Store, Android Market, and other online retailers. Learn how to use your existing web skills to move into mobile development Discover key differences in mobile app design and navigation, including touch devices Use HTML, CSS, JavaScript, and Ajax to create effective user interfaces in the mobile environment Learn about technologies such as HTML5, XHTML MP, and WebKit extensions Understand variations of platforms such as Symbian, BlackBerry, webOS, Bada, Android, and iOS for iPhone and iPad Bypass the browser to create offline apps and widgets using web technologies Achtung-Panzer! Academic Press
Deep coverage and rigorous examination of international corporate finance Multinational Finance offers an advanced exploration of international

corporate finance concepts and operations. Despite its status as one of the most rigorous texts on the topic, this book remains accessible and readable without sacrificing depth of coverage. Sidebars, key terms, essays, conceptual questions, and problems with solutions help aid in the learning process, while suggested readings and PowerPoint handouts reinforce the material and offer avenues for further exploration. This new sixth edition includes Excel templates that allow students to use real-world tools in a learning environment, and the modular structure facilitates course customization to individual objectives, interests, and preparatory level. The emphasis is on the basics of financial management, but coverage includes unique chapters on treasury management, asset pricing, hedging, options, and portfolio management in addition to traditional finance topics. International finance is a diverse field with myriad specialties and a vast array of possible interests. This book allows students to view the field through the lens of a financial manager with investment or financial options in more than one country to give them a practical feel for real-world application. Understand the nature and operations of international corporate

finance Evaluate opportunities, costs, and risks of multinational operations See beyond the numbers and terminology to the general principles at work Learn the markets, currencies, taxation, capital structure, governance, and more Comprehensive, adaptable, and rigorously focused, this book gives students a solid foundation in international corporate finance, as well as a sound understanding of the tools and mechanics of the field. Designed for MBA and advanced undergraduate courses, Multinational Finance provides the deep coverage so essential to a solid education in finance. Management "O'Reilly Media, Inc." The essential interaction design guide, fully revised and updated for the mobile age About Face: The Essentials of Interaction Design, Fourth Edition is the latest update to the book that shaped and evolved the landscape of interaction design. This comprehensive guide takes the worldwide shift to smartphones and tablets into account. New information includes discussions on mobile apps, touch

interfaces, screen size considerations, and more. The new full-color interior and unique layout better illustrate modern design concepts. The interaction design profession is blooming with the success of design-intensive companies, priming customers to expect "design" as a critical ingredient of marketplace success. Consumers have little tolerance for websites, apps, and devices that don't live up to their expectations, and the responding shift in business philosophy has become widespread. About Face is the book that brought interaction design out of the research labs and into the everyday lexicon, and the updated Fourth Edition continues to lead the way with ideas and methods relevant to today's design practitioners and developers. Updated information includes: Contemporary interface, interaction, and product design methods Design for mobile platforms and consumer

electronics State-of-the-art interface recommendations and up-to-date examples Updated Goal-Directed Design methodology Designers and developers looking to remain relevant through the current shift in consumer technology habits will find Face to be a comprehensive, essential resource. Digital Evidence and Computer Crime Academic Press Waste Electrical and Electronic Equipment (WEEE) Handbook, Second Edition, is a one-stop reference on current electronic waste legislation initiatives, their impact, and the latest technological considerations for reducing electronic waste (e-waste) and increasing the efficiency of materials recovery. It also provides a wide-range of global and corporate examples and perspectives on the challenges that face specific regions and companies, along with the solutions they are implementing in managing e-waste, offering further insights on how discarded products can be treated. Sections introduce the reader to legislation and initiatives to manage WEEE and discuss technologies for the refurbishment, treatment and recycling of waste electronics. Further sections focus on electronic products that present particular challenges for recyclers, explore sustainable design of electronics and supply chains, discuss national and regional WEEE management schemes, and more. Addresses the latest challenges and opportunities for electronic waste (e-waste) management, including e-waste collection models, circular economy implications, rare earth metal recovery, and much more Draws lessons for waste electrical and electronic equipment (WEEE) policy and practice from around the world Discusses legislation and initiatives to manage WEEE, including global e-waste initiatives, EU legislation relating to electronic waste, and eco-efficiency evaluation of WEEE take-back systems Radar Instruction Manual Springer Science & Business Media Harnessing the power of software platforms: what executives and entrepreneurs must know about how to use this technology to transform industries and how to develop the strategies that will create value and drive profits. Software platforms are the invisible engines that have created, touched, or transformed nearly every major industry for the past quarter century. They power everything from mobile phones and automobile navigation systems to search engines and web portals. They have been the source of enormous value to consumers and helped some entrepreneurs build great fortunes. And they are likely to drive change that will dwarf the business and technology revolution we have seen to this point. Invisible Engines examines the business dynamics and strategies used by firms that recognize the

transformative power unleashed by this new revolution—a revolution that will change both new and old industries. The authors argue that in order to understand the successes of software platforms, we must first understand their role as a technological meeting ground where application developers and end users converge. Apple, Microsoft, and Google, for example, charge developers little or nothing for using their platforms and make most of their money from end users; Sony PlayStation and other game consoles, by contrast, subsidize users and make more money from developers, who pay royalties for access to the code they need to write games. More applications attract more users, and more users attract more applications. And more applications and more users lead to more profits. *Invisible Engines* explores this story through the lens of the companies that have mastered this platform-balancing act. It offers detailed studies of the personal computer, video game console, personal digital assistant, smart mobile phone, and digital

media software platform industries, focusing on the business decisions made by industry players to drive profits and stay a step ahead of the competition. Shorter discussions of Internet-based software platforms provide an important glimpse into a future in which the way we buy, pay, watch, listen, learn, and communicate will change forever. An electronic version of this book is available under a Creative Commons license.

[Transforming Global Information and Communication Markets](#)

John Wiley & Sons
Networked thermostats, fitness monitors, and door locks show that the Internet of Things can (and will) enable new ways for people to interact with the world around them. But designing connected products for consumers brings new challenges beyond conventional software UI and interaction design. This book provides experienced UX designers and technologists with a clear and practical roadmap for approaching consumer product strategy and design in this novel

market. By drawing on the best of current design practice and academic research, *Designing Connected Products* delivers sound advice for working with cross-device interactions and the complex ecosystems inherent in IoT technology.

[Sensor Technologies](#)

John Wiley & Sons
The recent digital and mobile revolutions are a minor blip compared to the next wave of technological change, as everything from robot swarms to skin-top embeddable computers and bio printable organs start appearing in coming years. In this collection of inspiring essays, designers, engineers, and researchers discuss their approaches to experience design for groundbreaking technologies. Design not only provides the framework for how technology works and how it 's used, but also places it in a broader context that includes the total ecosystem with which it interacts and the possibility of unintended

consequences. If you're Yanai, Omek Studio at
a UX designer or Intel
engineer open to
complexity and
dissonant ideas, this
book is a revelation.
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at Intel Michal Levin,
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