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From the concert stage to the dressing room, from the recording studio to the digital realm, SPIN surveys the modern musical landscape and the culture around it with authoritative reporting, provocative interviews, and a discerning critical ear. With dynamic photography, bold graphic design, and informed irreverence, the pages of SPIN pulsate with the energy of today's most innovative sounds. Whether covering what's new or what's next, SPIN is your monthly VIP pass to all that rocks. From the concert stage to the dressing room, from the recording studio to the digital realm, SPIN surveys the modern musical landscape and the culture around it with authoritative reporting, provocative interviews, and a discerning critical ear. With dynamic photography, bold graphic design, and informed irreverence, the pages of SPIN pulsate with the energy of today's most innovative sounds. Whether covering what's new or what's next, SPIN is your monthly VIP pass to all that rocks.

Step-by-step instructions with callouts to HTC EVO™ 3D photos that show you exactly what to do Help when you run into problems or limitations with your HTC EVO 3D Tips and Notes to help you get the most from your HTC EVO 3D, the Android OS, and the 4G service Full-color, step-by-step tasks walk you through getting and keeping your HTC EVO™ 3D working just the way you want. Learn how to:

- Quickly get comfortable with EVO 3D, glasses-free 3D, and the Android OS
- Customize your EVO 3D's hardware and software
- Play music and videos, and sync media with your computer
- Capture stunning 3D and 2D photos and video
- Connect to Bluetooth, Wi-Fi, and secure VPNs
- Communicate, manage, and synchronize contacts and appointments
- Capture, store, view, and share photos with both EVO 3D cameras
- Set up and maximize Gmail, POP3, and IMAP email accounts
- Optimize your web browsing experience
- Configure the phone application and Google Voice
- Efficiently manage all your calls, contacts, and messages
- Video chat with EVO 3D's front-facing camera
- Find, choose, install, and work with new Android apps
- Squeeze out more hours of battery life
- Properly maintain and troubleshoot your EVO 3D
- Keep your HTC EVO 3D up-to-date and running smoothly

If you thought your phone was smart, you should see the new Android tablets! Based on Android 3 Honeycomb, these tablets provide all the computing power you'll need on a device light enough to carry wherever you go. Get the most out of your Android 3.0 Honeycomb tablet with *Android Tablets Made Simple*—learn all the key features, understand what's new, and utilize dozens of time-saving tips and tricks. *Android Tablets Made Simple* includes over 500 pages of easy-to-read instructions and over 1,000 carefully annotated screen shots to guide you to Android tablet mastery. You'll never be left wondering, "How did they do that?" This book guides you through: Finding and purchasing the right Android tablet Understanding the Android Honeycomb interface Downloading and using tablet apps Annotation Step-by-step instructions with callouts to HTC EVO 3D photos that show you exactly what to do Help when you run into problems or limitations with your HTC EVO 3D Tips and Notes to help you get the most from your HTC EVO 3D, the Android OS, and the 4G service Full-color, step-by-step tasks walk you through getting and keeping your HTC EVO 3D working just the way you want. Learn how to: Quickly get comfortable with EVO 3D, glasses-free 3D, and the Android OS Customize your EVO 3D's hardware and software Play music and videos, and sync media with your computer Capture stunning 3D and 2D photos and video Connect to Bluetooth, Wi-Fi, and secure VPNs Communicate, manage, and synchronize contacts and appointments Capture, store, view, and share photos with both EVO 3D cameras Set up and maximize Gmail, POP3, and IMAP email accounts Optimize your web browsing experience Configure the phone application and Google Voice Efficiently manage all your calls, contacts, and messages Video chat with EVO 3D's front-facing camera Find, choose, install, and work with new Android apps Squeeze out more hours of battery life Properly maintain and troubleshoot your EVO 3D Keep your HTC EVO 3D up-to-date and running smoothly.

This book constitutes the refereed proceedings of the 5th International Conference on Trust and Trustworthy Computing, TRUST 2012, held in Vienna, Austria, in June 2012. The 19 revised full papers presented were carefully reviewed and selected from 48 submissions. The papers are organized in two tracks: a technical track with topics ranging from trusted computing and mobile devices to applied cryptography and physically unclonable functions, and a socio-economic track focusing on the emerging field of usable security. With the second edition of this popular book, you'll learn how to build HTML5 and CSS3-based apps that access geolocation, accelerometer, multi-touch screens, offline storage, and other features in today's smartphones, tablets, and feature phones. The market for mobile apps continues to evolve at a breakneck pace, and this book is the most complete reference available for the mobile web. Author and mobile development expert Maximiliano Firtman shows you how to develop a standard app core that you can extend to work with specific devices. This updated edition covers many recent advances in mobile development, including responsive web design techniques, offline storage, mobile design patterns, and new mobile browsers, platforms, and hardware APIs. Learn the particulars and pitfalls of building mobile websites and apps with HTML5, CSS, JavaScript and responsive techniques Create effective user interfaces for touch devices and different resolution displays Understand variations among iOS, Android, Windows Phone, BlackBerry, Firefox OS, and other mobile platforms Bypass the browser to create native web apps, ebooks, and PhoneGap applications Build apps for browsers and online retailers such as the App Store, Google Play Store, Windows Store, and App World Pro Android Python with SL4A is for programmers and hobbyists who want to write apps for Android devices without having to learn Java first. Paul Ferrill leads you from installing the Scripting Layer for Android (SL4A) to writing small scripts, to more complicated and interesting projects, and finally to uploading and packaging your programs to an Android device. Android runs scripts in many scripting languages, but Python, Lua, and Beanshell are particularly popular. Most programmers know more than one programming language, so that they have the best tool for whatever task they want to accomplish. Pro Android Python with SL4A explores the world of Android scripting by introducing you to the most important open-source programming languages that are available on Android-based hardware. Pro Android Python with SL4A starts by exploring the Android software development kit and then shows you how to set up an Eclipse-based Android development environment. You then approach the world of Android programming by using Beanshell, which runs on the Dalvik, and learning how to write small programs to administer an Android device. Next, discover how Lua, a lightweight language perfectly suited for scripting on smaller devices, can work with Android. Lua can be used for small but important tasks, like SMS encryption and synchronizing photos with flickr. Last, but certainly not least, you will discover the world of Python scripting for SL4A, and the power contained within the full range of Python modules that can combine with the Android SDK. You'll learn to write small location-aware apps to get you started, but by the end of this book, you'll find yourself writing fully GUI-fied applications running on the Android desktop! Pro Android Python with SL4A is rounded out with a chapter on distributing and packaging scripts, a skill that you'll find very useful as you reach out to a wider audience with your programs.

From the concert stage to the dressing room, from the recording studio to the digital realm, SPIN surveys the modern musical landscape and the culture around it with authoritative reporting, provocative interviews, and a discerning critical ear. With dynamic photography, bold graphic design, and informed irreverence, the pages of SPIN pulsate with the energy of today's most innovative sounds. Whether covering what's new or what's next, SPIN is your monthly VIP pass to all that rocks. Make your Android device truly your own Are you eager to make your Android device your own but you're not sure where to start? Then this is the book for you. XDA is the world's most popular resource for Android hacking enthusiasts, and a huge community has

grown around customizing Android devices with XDA. XDA's Android Hacker's Toolkit gives you the tools you need to customize your devices by hacking or rooting the android operating system. Providing a solid understanding of the internal workings of the Android operating system, this book walks you through the terminology and functions of the android operating system from the major nodes of the file system to basic OS operations. As you learn the fundamentals of Android hacking that can be used regardless of any new releases, you'll discover exciting ways to take complete control over your device. Teaches theory, preparation and practice, and understanding of the OS Explains the distinction between ROMing and theming Provides step-by-step instructions for Droid, Xoom, Galaxy Tab, LG Optimus, and more Identifies the right tools for various jobs Contains new models enabling you to root and customize your phone Offers incomparable information that has been tried and tested by the amazing XDA community of hackers, gadgeteers, and technicians XDA's Android Hacker's Toolkit is a simple, one-stop resource on hacking techniques for beginners. There has never been a 4G Guide like this. It contains 103 answers, much more than you can imagine; comprehensive answers and extensive details and references, with insights that have never before been offered in print. Get the information you need--fast! This all-embracing guide offers a thorough view of key knowledge and detailed insight. This Guide introduces what you want to know about 4G. A quick look inside of some of the subjects covered: Samsung Galaxy S 4G LTE, Samsung Infuse 4G, 4G 3GPP Long Term Evolution (LTE), 4G LTE - Features, 4G - Australia, 4G Multiplexing and access schemes, 4G Sri Lanka, 4G Key features, Multi-band device - 4G LTE bands, 4G - Key features, 4G Background, Samsung Epic 4G, 4G Thailand, 4G Scandinavia, 4G - History of 4G and pre-4G technologies, 4G United Kingdom, HTC Evo 4G LTE - Screen and input, Samsung Galaxy S Relay 4G, History of mobile phones - Native IP networks - 4G, 4G - Phillippines, Droid Incredible 4G LTE - Hardware, Samsung Infuse 4G - Hardware, Samsung Galaxy S 4G LTE - Overview, HTC Evo 4G LTE - Software, 4G - Switzerland, Samsung Galaxy S Relay 4G - Processor and memory, HTC Evo 4G LTE - Release, 4G Canada, HTC Evo 4G LTE - Storage, 4G - Scandinavia, 802.11n - 40MHz in 2.4GHz, HTC Evo 4G LTE - Features, 4G - Thailand, Samsung Galaxy S Relay 4G - Networks, Samsung Exhibit II 4G, 4G Phillippines, 4G United States, 4G - United States, 4G - LTE Advanced, 4G - IPv6 support, 4G LTE Advanced, 4G History of 4G and pre-4G technologies, 4G India, 4G - Russian Federation, 4G - United Kingdom, HTC Raider 4G, HTC Evo 4G LTE - Processor and memory, 4G - Multiplexing and access schemes, 4G - Background, Samsung Epic 4G - Nexus S, 4G UMB (formerly EV-DO Rev. C), HTC Evo 4G LTE - Connectivity, and much more... From the concert stage to the dressing room, from the recording studio to the digital realm, SPIN surveys the modern musical landscape and the culture around it with authoritative reporting, provocative interviews, and a discerning critical ear. With dynamic photography, bold graphic design, and informed irreverence, the pages of SPIN pulsate with the energy of today's most innovative sounds. Whether covering what's new or what's next, SPIN is your monthly VIP pass to all that rocks. From the concert stage to the dressing room, from the recording studio to the digital realm, SPIN surveys the modern musical landscape and the culture around it with authoritative reporting, provocative interviews, and a discerning critical ear. With dynamic photography, bold graphic design, and informed irreverence, the pages of SPIN pulsate with the energy of today's most innovative sounds. Whether covering what's new or what's next, SPIN is your monthly VIP pass to all that rocks. Discover new opportunities for building 2D and 3D games with HTML5 The newest iteration of HTML, HTML5 can be used with JavaScript, CSS3, and WebGL to create beautiful, unique, engaging games that can be played on the web or mobile devices like the iPad or Android phones. Gone are the days where games were only possible with plugin technologies such as Flash and this cutting-edge book shows you how to utilize the latest open web technologies to create a game from scratch using Canvas, HTML5 Audio, WebGL, and WebSockets. You'll discover how to build a framework on which you will create your HTML5 game. Then each successive chapter covers a new aspect of the game, including user input, sound, multiplayer functionality, 2D and 3D graphics, and more. Aims directly at a new way to develop games for the web through the use of HTML5 Demonstrates how to make iOS and Android web apps Explains how to capture player input; create 3D graphics; and incorporate textures, lighting, and sound Guides you through the process of creating a game from scratch using Canvas, HTML5 Audio, WebGL, and WebSockets By the end of this invaluable book, you will have created a fully functional game that can be played in any compatible browser or on any mobile device that supports HTML5. This book, edited by four of the leaders of the National Science Foundation's Global Environment and Network Innovations (GENI) project, gives the reader a tour of the history, architecture, future, and applications of GENI. Built over the past decade by hundreds of leading computer scientists and engineers, GENI is a nationwide network used daily by thousands of computer scientists to explore the next Cloud and Internet and the applications and services they enable, which will transform our communities and our lives. Since by design it runs on existing computing and networking equipment and over the standard commodity Internet, it is poised for explosive growth and transformational impact over the next five years. Over 70 of the builders of GENI have contributed to present its development, architecture, and implementation, both as a standalone US project and as a federated peer with similar projects worldwide, forming the core of a worldwide network. Applications and services enabled by GENI, from smarter cities to intensive collaboration to immersive education, are discussed. The book also explores the concepts and technologies that transform the Internet from a shared transport network to a collection of "slices" -- private, on-the-fly application-specific nationwide networks with guarantees of privacy and responsiveness. The reader will learn the motivation for building GENI and the experience of its precursor infrastructures, the architecture and implementation of the GENI infrastructure, its deployment across the United States and worldwide, the new network applications and services enabled by and running on the GENI infrastructure, and its international collaborations and extensions. This book is useful for academics in the networking and distributed systems areas, Chief Information Officers in the academic, private, and government sectors, and network and information architects. How-to guidance for optimizing incumbent technologies to deliver a better product and gain competitive advantage Their zip codes are far from Silicon Valley. Their SIC codes show retail, automobile or banking. But industry after industry is waking up to the opportunity of "smart" products and services for their increasingly tech-savvy customers. Traditionally technology buyers, they are learning to embed technology in their products and become technology vendors. In turn, if you analyze Apple, Google, Amazon, Facebook, Twitter and eBay, you marvel at their data centers, retail stores, application ecosystems, global supply chains, design shops. They are considered "consumer" tech but have better technology at larger scale than most enterprises. The old delineation of technology buyer and vendor is obsolete. There is a new definition for the technology elite - and you find them across industries and geographies. The 17 case studies and 4 guest columns spread through The New Technology Elite bring out the elite attributes in detail. Every organization will increasingly be benchmarked against these elite - and soon will be competing against them. Contrasts the productivity that Apple, Google and others have demonstrated in the last decade to that of the average enterprise technology group Reveals how to leverage what companies have learned from Google, Apple, Amazon.com, and Facebook to your company's advantage Designed for business practitioners, CEOs, CFOs, CIOs, technology vendors, venture capitalists, IT consultants, marketing executives, and policy makers Other titles by Vinnie Mirchandani: The New Polymath: Profiles in Compound-Technology Innovations If you're looking to encourage technology innovation, look no further. The New Technology Elite provides the building blocks your company needs to become innovative through incumbent technologies. HTC: Theory and Practice. HTC Corporation (Chinese: pinyin: Hongda Guoji Dianz G fen Y uxian G ngs), 'HTC Corporation: Snapshot'. Bloomberg Business Week. Retrieved 2011-01-06. is a Taiwanese producer of smart-phones and notepads headofficed in New Taipei City, Taiwan. Founded in 1997, HTC started as an first planning producer and first outfits producer, planning and production implements such like portable telephones, touchscreen telephones, and PDAs founded on Windows Mobile OS and Brew MP to trade to portable net-work operatives whoever were ready to reward a pact producer for modified to suit articles. After originally creating smart-phones founded mainly on Windows Mobile, HTC extended its center in 2009 to implements founded on the Android, and in 2010 to Windows Phone. As of 2011, HTC firstly deliverances and markets its smart-phones under the HTC brand, positioning as the 98th highest brand on Interbrand's Best Global Brands 2011 outline. A September 2013 media outline declared that HTC's share of the worldwide smart-phone trade is fewer compared to 3 per centum and its merchandise cost has fallen by 90 per centum eversince 2011. There has never been a HTC Guide like this. It contains 451 answers, much more than you can imagine; comprehensive

answers and extensive details and references, with insights that have never before been offered in print. Get the information you need--fast! This all-embracing guide offers a thorough view of key knowledge and detailed insight. This Guide introduces what you want to know about HTC. A quick look inside of some of the subjects covered: HTC Hero, HTC 7 Surround - Audio and output, HTC Evo Shift 4G - Reception, HTC One, HTC 7 Surround - Storage, HTC Evo 4G - Features, HTC Amaze 4G - Inside the box, HTC Sense - Sense 5.5, HTC Wildfire - Software updates, HTC Legend, HTC Windows Phone 8S - Reception, HTC Titan II, Nightcrawler (comics) - Secret Invasion, and much more... With the ever-increasing need to view websites on mobile devices, websites have to be adaptable to thousands of different screen resolutions. In Responsive Design with WordPress, expert web developer Joe Casabona teaches you how to leverage WordPress to get the most out of responsive design, implement best practices, automate important processes, and make your life easier overall. You'll start with a refresher on the core functionality of WordPress, then dive into developing responsive themes and plugins. Find out what to consider at the outset of the design process to save hours of work during redesigns. Learn up-to-date best practices for determining breakpoints, accessibility, and preventing website bloat for better user experience no matter the user's connection speed. Finally, you'll apply the principles you learn to specific tutorials, such as building a photo gallery, map page, and products page.

- Learn when to rely on themes and when it's best to use plugins.
- Apply your responsive CSS to a WordPress theme.
- Learn various navigation techniques, such as Jump to with
- smooth scrolling or Select box.
- Use popular responsive techniques, like picturefill.js, to make images respond to different screen resolutions and connection speeds.
- Explore frameworks, including Bootstrap and Foundation.
- Download dozens of code samples to help implement responsive design techniques, and test yourself with end-of-chapter quizzes.

Did you know you can take your Flash skills beyond the browser, allowing you to make apps for Android, iOS and the BlackBerry Tablet OS? Build dynamic apps today starting with the easy-to-use Android smartphones and tablets. Then, take your app to other platforms without writing native code. Pro Android Flash is the definitive guide to building Flash and other rich Internet applications (RIAs) on the Android platform. It covers the most popular RIA frameworks for Android developers—Flash and Flex—and shows how to build rich, immersive user experiences on both Android smartphones and tablets. You'll learn how to incorporate multimedia, animation, and special effects into your apps for maximum visual appeal. You'll also cover advanced topics, including input methods, hardware inputs, deployment, and performance optimization. Do you want to get started building apps for Android, today's number one mobile platform? Are you already building Android apps but want to get better at it? The Android™ Developer's Cookbook, Second Edition, brings together all the expert guidance and code you'll need. This edition has been extensively updated to reflect the other Android 4.2.2 releases. You'll find all-new chapters on advanced threading and UI development, in-app billing, push messages, and native development, plus new techniques for everything from accessing NFC hardware to using Google Cloud Messaging. Proven modular recipes take you from the basics all the way to advanced services, helping you to make the most of the newest Android APIs and tools. The authors' fully updated code samples are designed to serve as templates for your own projects and components. You'll learn best-practice techniques for efficiently solving common problems and for avoiding pitfalls throughout the entire development lifecycle. Coverage includes Organizing Android apps and integrating their activities Working efficiently with services, receivers, and alerts Managing threads, including advanced techniques using AsyncTasks and loaders Building robust, intuitive user interfaces Implementing advanced UI features, including Custom Views, animation, accessibility, and large screen support Capturing, playing, and manipulating media Interacting with SMS, websites, and social networks Storing data via SQLite and other methods Integrating in-app billing using Google Play services Managing push messaging with C2DM Leveraging new components and structures for native Android development Efficiently testing and debugging with Android's latest tools and techniques, including LINT code analysis

The Android™ Developer's Cookbook, Second Edition, is all you need to jumpstart any Android project, and create high-value, feature-rich apps that sell.

10 Hot Four ● Razer Project Valerie ● Sony Bravia A1 ● HTC U Ultra ● Casio PRO TREK Smart WSD-F2016 Vital Stats Fujifilm X-A10 16Vital Stats Dell XPS 13 18 20 Apps 22 Start Menu Stagg EKG 24 Icon NVIDIA SHIELD 26 Games 28 Choice 30 Vital Stats Panasonic DMC-GH5 32 Best Of Alexa 38 56 Group Test Soundbars 64 Test Apps App 65 First Test ● Canon EOS M5 ● Apple AirPods 70 Test SONY MDR-1000X 72 SonyPS-HX500Hi-Res 74 Test Panasonic LUMIX DMC-G80 75 Samsung SEO Forum2017 Samsung Samsung SEO Forum 2017 81 Test PORSCHE DESIGN HUAWEI Mate 9 82 Android Nougat Google Android 7.1 84 Test Sony KD-65ZD9BU 85 92 Test B&O BeoSound 1 93 25 98 100 PlayStation VR PlayStation VR 102 Test HTC 10 EVO 103 Group Test 118 Test Drive ● SUBARU Impreza 1.6i-s Sedan ● Hyundai Elantra & IONIQ Hybrid 120 Test Apps Apps 121 Hot News ● Movie ● Music ● Gadgets 126 Information 130 Next Big Thing From the concert stage to the dressing room, from the recording studio to the digital realm, SPIN surveys the modern musical landscape and the culture around it with authoritative reporting, provocative interviews, and a discerning critical ear. With dynamic photography, bold graphic design, and informed irreverence, the pages of SPIN pulsate with the energy of today's most innovative sounds. Whether covering what's new or what's next, SPIN is your monthly VIP pass to all that rocks. Learn how, as a Flash designer, you can set up a Flash CS5 environment to publish Android apps. Understand how to Design and develop for Android hardware Configure the Android SDK publish setting Set up Flash CS5 for Android Development Install your AIR application onto an Android OS Build your fist application for Android using Flash CS5 With the foundation built, you are now ready to focus on creating great AIR solutions with Flash CS5 for the Android platform. From the concert stage to the dressing room, from the recording studio to the digital realm, SPIN surveys the modern musical landscape and the culture around it with authoritative reporting, provocative interviews, and a discerning critical ear. With dynamic photography, bold graphic design, and informed irreverence, the pages of SPIN pulsate with the energy of today's most innovative sounds. Whether covering what's new or what's next, SPIN is your monthly VIP pass to all that rocks. Build rich media applications for the iOS and Android platforms with this primer to Flash mobile development. You get all of the essentials—from setting up your development environment to publishing your apps to the Google Market Place/Apple iTunes App Store. Develop elementary applications without coding; then realize the power of ActionScript 3 to add rich complexity to your applications. Step-by-step instruction is combined with practical tutorial lessons to deliver a working understanding of the development stages including: *Rapid prototyping *Adding interactivity, audio, and video *Employing iOS and Android Interface Calls *Hardware optimization with AIR *Game development; game engines, controlling physics, and 3D *Designing for iPad, Android tablets, and Google TV *Code optimization, testing, and debugging User interfaces are presented in full color to illustrate their nuances. The companion website, www.visualizetheweb/flashmobile, includes all of the AS3 code, project files, and a blog to keep you up to date with related news and developments. Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 87. Chapters: Palm, iPhone 4, Nokia N900, Nokia N8, Sony Ericsson Xperia Play, Nokia 5800 XpressMusic, iPhone 3G, HTC Evo 4G, HTC Magic, HTC Hero, iPhone 3GS, Sony Ericsson Xperia X10, HTC Desire, Nokia N97, HTC Evo Shift 4G, Motorola Atrix 4G, Palm Centro, HTC Desire HD, LG Dare, HTC Wildfire, Samsung i7500, Motorola Krave, Dell Venue Pro, Nokia C6-01, T-Mobile Pulse, Nokia X6, LG Voyager, Sony Ericsson P1, Neonode, LG Optimus 2X, HTC Desire Z, Samsung SCH-U960, HTC Touch HD, Samsung SGH-i900, HTC 7 Surround, Sony Ericsson Satio, Motorola A1000, Nokia E7-00, Samsung i8000, LG Viewty, Nokia C7-00, HTC Tattoo, LG Prada, Sony Ericsson Vivaz, Sony Ericsson Xperia X10 Mini, T-Mobile myTouch 4G, LG Vu, Samsung i8910, Motorola DEFY, HTC HD7, Motorola A780, Neo FreeRunner, Acer Liquid A1, LG KM900, Sony Ericsson M600, Sony Ericsson P990, Sony Ericsson Xperia Arc, Sony Ericsson P900, Sony Ericsson Aino, Neo 1973, LG KS20, HTC Inspire, Sony Ericsson Xperia X8, Motorola A910, Sony Ericsson Xperia X2, Samsung SGH-A867, Nokia 5230, Samsung S8000, Sony Ericsson P910, LG Prada II, Pocket Computer Phone, Motorola MING A1200i, LG enV Touch, Motorola A1600, HTC 7 Mozart, Acer DX900, Acer X960, Acer Stream, Nokia C5-03, Nokia 5530 XpressMusic, Sony Ericsson W950, HTC 7 Pro, Samsung Focus, Acer beTouch E130, LG VX8800, Kogan Agora, Nokia 5250, LG GD510, Sony Ericsson W960, LG Versa, Vox 4, Acer beTouch E400, HTC 7 Trophy, LG Quantum, Acer Tempo, Samsung S5600, Motorola A925, LG Optimus 7, Acer neoTouch P400, Samsung Omnia 7, T-Mobile Tap, Acer beTouch E120, Sony Ericsson P800, BenQ P30, Soft Input Panel, OpenEZX, LG GC900, Motorola Flipout. Excerpt: The iPhone 4 is a touchscreen smartphone developed by Apple. It is the fourth generation of iPhone, and successor to the iPhone 3GS. It is particularly marketed for video calling (marketed by Apple as... Create cross-platform mobile apps

without having to learn a new language! PhoneGap is an open source solution, ideal for web developers wanting to build cross-platform mobile apps without having to learn a new language. Using HTML, CSS, and Javascript, PhoneGap allows you to jump into the mobile world and develop apps for iPhone, Android, and the BlackBerry. Walks you through installing the development software Covers the basics of each of PhoneGap's functional units Introduces various projects you can build with the framework Discusses using HTML, CSS, JavaScript Explores the features accelerometer and compass Examines media, storage and files, camera, contacts, geolocation, and more Within Beginning PhoneGap, each new chapter builds on the lessons taught in the previous so that by the end of the book, you can have mobile apps up and running! "NOTE: Several significant changes to the PhoneGap software occurred shortly after this book was published. The author has written extra pages to address these and other changes. You can download the updates to this book from the book's support page on the Wrox website." Get comfortable with the new Samsung Galaxy Nexus fast with this task based tutorial. Android is new, Android is open, and Android is fun. It's also serious about business. Android for Work shows you how to harness the power of Android to stay productive and take your office on the road. This book also sheds light on the often daunting task of finding the right Android phone for the business user. Whether this is your first smartphone, your first Android smartphone, or your first attempt to make your phone into a productivity tool, Android for Work gets you started. You'll learn how to manage email and tasks, but you'll also learn how to weed through the sea of games to find specialized productivity tools for a variety of professions. For those that are more interested in an enterprise wide deployment, the book includes an appendix of information on administering Android phones, creating custom interfaces, and creating specialized apps for your enterprise. You'll also learn more about integrating Android with other Google Apps for enterprise. Provides information on how to protect mobile devices against online threats and describes how to back up and restore data and develop and implement a mobile security plan. From the concert stage to the dressing room, from the recording studio to the digital realm, SPIN surveys the modern musical landscape and the culture around it with authoritative reporting, provocative interviews, and a discerning critical ear. With dynamic photography, bold graphic design, and informed irreverence, the pages of SPIN pulsate with the energy of today's most innovative sounds. Whether covering what's new or what's next, SPIN is your monthly VIP pass to all that rocks. From the concert stage to the dressing room, from the recording studio to the digital realm, SPIN surveys the modern musical landscape and the culture around it with authoritative reporting, provocative interviews, and a discerning critical ear. With dynamic photography, bold graphic design, and informed irreverence, the pages of SPIN pulsate with the energy of today's most innovative sounds. Whether covering what's new or what's next, SPIN is your monthly VIP pass to all that rocks. Provides coverage of the major theories and technologies involved in the lifecycle of 3D video content delivery Presenting the technologies used in end-to-end 3D video communication systems, this reference covers 3D graphics and video coding, content creation and display, and communications and networking. It covers the full range of key areas from the fundamentals of 3D visual representation to the latest 3D video coding techniques, relevant communication infrastructure and networks to the 3D quality of experience. The book is structured to logically lead readers through the topic, starting with generic and fundamental information, continuing with a detailed section of different visualisation techniques before concluding with an extensive view of 3D mobile communication systems and trends. The authors give most focus to four important areas: 3D video coding and communications; 3D graphics/gaming and mobile communications; end-to-end 3D ecosystem (including 3D display, 3D player, networking facility and 3D quality issues), and future communications and networks advances for emerging 3D experience. Presents the theory and key concepts behind the latest 3D visual coding framework, standards, and corresponding quality assessment Provides fundamental material which forms the basis for future research on enhancing the performance of 3D visual communications over current and future wireless networks Covers important topics including: 3D video coding and communications; 3D graphics/gaming and mobile communications; end-to-end 3D ecosystem; and future communications and networks advances for emerging 3D experience Essential reading for engineers involved in the research, design and development of 3D visual coding and 3D visual transmission systems and technologies, as well as academic and industrial researchers. The Android Developer's Collection includes two highly successful Android application development eBooks: " The Android Developer's Cookbook: Building Applications with the Android SDK " "Android Wireless Application Development," Second Edition This collection is an indispensable resource for every member of the Android development team: software developers with all levels of mobile experience, team leaders and project managers, testers and QA specialists, software architects, and even marketers. Completely up-to-date to reflect the newest and most widely used Android SDKs, "The Android Developer's Cookbook "is the essential resource for developers building apps for any Android device, from phones to tablets. Proven, modular recipes take you from the absolute basics to advanced location-based services, security techniques, and performance optimization. You'll learn how to write apps from scratch, ensure interoperability, choose the best solutions for common problems, and avoid development pitfalls. "Android Wireless Application Development, " Second Edition, delivers all the up-to-date information, tested code, and best practices you need to create and market successful mobile apps with the latest versions of Android. Drawing on their extensive experience with mobile and wireless development, Lauren Darcey and Shane Conder cover every step: concept, design, coding, testing, packaging, and delivery. Every chapter of this edition has been updated for the newest Android SDKs, tools, utilities, and hardware. All sample code has been overhauled and tested on leading devices from multiple companies, including HTC, Motorola, and ARCHOS. Many new examples have been added, including complete new applications. In this collection, coverage includes Implementing threads, services, receivers, and other background tasks Providing user alerts Organizing user interface layouts and views Managing user-initiated events such as touches and gestures Recording and playing audio and video Using hardware APIs available on Android devices Interacting with other devices via SMS, Web browsing, and social networking Storing data efficiently with SQLite and its alternatives Accessing location data via GPS Using location-related services such as the Google Maps API Building faster applications with native code Providing backup and restore with the Android Backup Manager Testing and debugging apps throughout the development cycle Using Web APIs, using the Android NDK, extending application reach, managing users, synchronizing data, managing backups, and handling advanced user input Editing Android manifest files, registering content providers, and designing and testing apps Working with Bluetooth, voice recognition, App Widgets, live folders, live wallpapers, and global search Programming 3D graphics with OpenGL ES 2.0 The international conference on Automation and Robotics-ICAR2011 is held during December 12-13, 2011 in Dubai, UAE. The proceedings of ICAR2011 have been published by Springer Lecture Notes in Electrical Engineering, which include 163 excellent papers selected from more than 400 submitted papers. The conference is intended to bring together the researchers and engineers/technologists working in different aspects of intelligent control systems and optimization, robotics and automation, signal processing, sensors, systems modeling and control, industrial engineering, production and management. This part of proceedings includes 81 papers contributed by many researchers in relevant topic areas covered at ICAR2011 from various countries such as France, Japan, USA, Korea and China etc. Many papers introduced their advanced research work recently; some of them gave a new solution to problems in the field, with powerful evidence and detail demonstration. Others stated the application of their designed and realized systems. The session topic of this proceeding is intelligent control and robotics and automation, which includes papers about Distributed Control Systems, Intelligent Fault Detection and Identification, Machine Learning in Control, Neural Networks based Control Systems, Fuzzy Control, Genetic Algorithms, Robot Design, Human-robots Interfaces, Network Robotics, and Autonomous Systems, Industrial Networks and Automation, Modeling, Simulation and Architectures, Vision, Recognition and Reconstruction, Virtual Reality, Image Processing, and so on. All of papers here involved the authors' numerous time and energy, will be proved valuable in their research field. Sincere thanks to the committee and all the authors, moreover anonymous reviewers from many fields and organizations. That is a power for all of us to go on research work for the world.

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