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Introduction to Industrial Internet of Things and Industry 4.0
Advancing Cloud Database Systems and Capacity Planning With Dynamic Applications
Mobile Computing for Beginners
Learning Basic and Advanced Database modules on ICDL Professional Syllabus
Transforming Your Business with AWS
GSM Networks
Practical Programming in Tcl and Tk
Learning to Program
Cloud Computing for Enterprise Architectures
Soft Computing in Artificial Intelligence
Cloud Computing Basics
Instant MongoDB
Applied Computing & Information Technology
Learning SQL
Kubernetes for Full-Stack Developers
Mobile Radio Communications and 5G Networks
Mastering Cloud Computing
From GSM to LTE-Advanced
Android Programming Tutorials
Create GUI Applications with Python & Qt5 (PySide2 Edition)
Proceedings of the International Conference on Information Technology & Systems (ICITS 2018)
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Flutter in Action
Arduino Project Handbook
Smart Trends in Computing and Communications: Proceedings of SmartCom 2020
The Java Tutorial
Dart in Action

MATIAS MARISOL

Introduction to Industrial Internet of Things and Industry 4.0 Martin Fitzpatrick

Learning to Program will help students build a solid foundation in programming that can prepare them to achieve just about any programming goal. Whether they want to become a professional software programmer, learn how to more effectively communicate with programmers, or are just curious about how programming works, this book is a great first step in helping to get there.

Advancing Cloud Database Systems and Capacity Planning With Dynamic Applications John Wiley & Sons

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Introducing Microsoft Power BI enables you to evaluate when and how to use Power BI. Get inspired to improve business processes in your company by leveraging the available analytical and collaborative features of this environment. Be sure to watch for the publication of Alberto Ferrari and Marco Russo's upcoming retail book, *Analyzing Data with Power BI and Power Pivot for Excel* (ISBN 9781509302765). Go to the book's page at the Microsoft Press Store here for more details:<http://aka.ms/analyzingdata/details>. Learn more about Power BI at <https://powerbi.microsoft.com/>.

Mobile Computing for Beginners Addison-Wesley

This practical book provides an extremely comprehensive, up-to-date, and easy-to-understand treatment of the entire GSM network and the signaling methods of its terrestrial interfaces. You learn how to analyze network problems, what measurements you have to take to solve them, and where in a scenario you will find the desired information or parameter. The book introduces you to all the interfaces between the GSM subsystems, starting with the Abis- and Air- Interface and continuing on to VLR's, HLR's and MSC's within the Network Switching Subsystem (NSS). You learn about the various signaling standards or methods used in GSM, including TCAP and MAP and how to apply this knowledge when working with GSM networks.

Learning Basic and Advanced Database modules on ICDL Professional Syllabus Springer Science & Business Media

Summary Dart in Action introduces Google's Dart language and provides techniques and examples showing how to use it as a viable replacement for Java and JavaScript in browser-based desktop and mobile applications. It begins with a rapid overview of Dart language and tools, including features like interacting with the browser, optional typing, classes, libraries, and concurrency with isolates.

After you master the core concepts, you'll move on to running Dart on the server and creating single page HTML5 web applications. About the Technology Dart is a web programming language developed by Google. It has modern OO features, just like Java or C#, while keeping JavaScript's dynamic and functional characteristics. Dart applications are "transpiled" to JavaScript, and they run natively in Dart-enabled browsers. With production-quality libraries and tools, Dart operates on both

the client and the server for a consistent development process. About this Book Dart in Action introduces the Dart language and teaches you to use it in browser-based, desktop, and mobile applications. Not just a language tutorial, this book gets quickly into the nitty-gritty of using Dart. Most questions that pop up while you're reading are answered on the spot! OO newbies will appreciate the gentle pace in the early chapters. Later chapters take a test-first approach and encourage you to try Dart hands-on. To benefit from this book you'll need experience with HTML and JavaScript? a Java or C# background is helpful but not required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Dart from the ground up Numerous code samples and diagrams Creating single-page web apps Transitioning from Java, C#, or JavaScript Running Dart in the browser and on the server About the Author Chris Buckett builds enterprise-scale web applications. He runs Dartwatch.com and is an active contributor to the dartlang list. "Includes numerous examples of core language features as well as more advanced HTML5 features."-;From the Foreword by Seth Ladd, Developer Advocate, Google Table of Contents PART 1 INTRODUCING DART Hello Dart "Hello World" with Dart tools Building and testing your own Dart app PART 2 CORE DART Functional first-class functions and closures Understanding libraries and privacy Constructing classes and interfaces Extending classes and interfaces Collections of richer classes Asynchronous programming with callbacks and futures PART 3 CLIENT-SIDE DART APPS Building a Dart web app Navigating offline data Communicating with other systems and languages PART 4 SERVER-SIDE DART Server interaction with files and HTTP Sending, syncing, and storing data Concurrency with isolates *Transforming Your Business with AWS* Artech House Publishers

This book includes a selection of articles from the 2018 International Conference on Information Technology & Systems (ICITS 18), held on January 10 - 12, 2018, at the Universidad Estatal Península de Santa Elena, Libertad City, Ecuador. ICIST is a global forum for researchers and practitioners to present and discuss recent findings and innovations, current trends, lessons learned and the challenges of modern information technology and systems research, together with their technological development and applications. The main topics covered include information and knowledge management; organizational models and information systems; software and systems modeling; software systems, architectures, applications and tools; multimedia systems and applications; computer networks, mobility and pervasive systems; intelligent and decision support systems; big data analytics and applications; human-computer interaction; ethics, computers & security; health informatics; and information technologies in education.

GSM Networks Pearson Education

This book is designed for use as a primary textbook for a course in cloud computing or as a resource for professionals in industry seeking to explore cloud services. The book highlights the recent developments in distributed computing and details the architecture, virtualization concepts, and security concerns of cloud computing. It also provides a detailed understanding of the benefits of cloud computing that can encourage enterprises to switch to the cloud. Features: - Provides a basic

understanding of the computing paradigm of cloud computing - Gives a brief introduction to cloud computing, its architecture, and the Hadoop distributed file system - Deals with cloud management concepts like scalable, fault tolerance, resiliency, provisioning, asset management, cloud governance, high availability, disaster recovery, and multi-tenancy - Includes case studies on MS Azure, Google, Amazon Web Services, Aneka, etc.

Practical Programming in Tcl and Tk DigitalOcean

Get to grips with a new technology, understand what it is and what it can do for you, and then get to work with the most important features and tasks. MongoDB Starter is a fast and practical guide designed to help you start developing high-performance and scalable applications using MongoDB. MongoDB Starter is ideal for developers who are new to MongoDB and who need a no-nonsense guide on how to start working with it. No knowledge of MongoDB is required to follow this book, but some knowledge of C++ would be helpful.

Learning to Program Newnes

Ready, set, program with Go! Now is the perfect time to learn the Go Programming Language. It's one of the most in-demand languages among tech recruiters and developers love its simplicity and power. Go Programming Language For Dummies is an easy way to add this top job skill to your toolkit. Written for novice and experienced coders alike, this book traverses basic syntax, writing functions, organizing data, building packages, and interfacing with APIs. Go—or GoLang, as it's also known—has proven to be a strong choice for developers creating applications for the cloud-based world we live in. This book will put you on the path to using the language that's created some of today's leading web applications, so you can steer your career where you want to Go! Learn how Go works and start writing programs and modules Install and implement the most powerful third-party Go packages Use Go in conjunction with web services and MySQL databases Keep your codebase organized and use Go to structure data With this book, you can join the growing numbers of developers using Go to create 21st century solutions. Step inside to take start writing code that puts data in users' hands.

Cloud Computing for Enterprise Architectures "O'Reilly Media, Inc."

Looks at how the Internet is affecting businesses, education, and government, touching on the twelve themes of the new economy and privacy issues

Soft Computing in Artificial Intelligence Microsoft Press

The Java® Tutorial, Fifth Edition, is based on Release 7 of the Java Platform Standard Edition. This revised and updated edition introduces the new features added to the platform, including a section on NIO.2, the new file I/O API, and information on migrating legacy code to the new API. The deployment coverage has also been expanded, with new chapters such as "Doing More with Rich Internet Applications" and "Deployment in Depth," and a section on the fork/join feature has been added to the chapter on concurrency. Information reflecting Project Coin developments, including the new try-with-resources statement, the ability to catch more than one type of exception with a single exception handler, support for binary literals, and diamond syntax, which results in cleaner generics code, has been added where appropriate. The chapters covering generics, Java Web Start, and applets have also been updated. In addition, if you plan to take one of the Java SE 7 certification exams, this guide can help. A special appendix, "Preparing for Java Programming Language

Certification," lists the three exams available, details the items covered on each exam, and provides cross-references to where more information about each topic appears in the text. All of the material has been thoroughly reviewed by members of Oracle Java engineering to ensure that the information is accurate and up to date.

Cloud Computing Basics Addison-Wesley Professional

Updated for the latest database management systems -- including MySQL 6.0, Oracle 11g, and Microsoft's SQL Server 2008 -- this introductory guide will get you up and running with SQL quickly. Whether you need to write database applications, perform administrative tasks, or generate reports, Learning SQL, Second Edition, will help you easily master all the SQL fundamentals. Each chapter presents a self-contained lesson on a key SQL concept or technique, with numerous illustrations and annotated examples. Exercises at the end of each chapter let you practice the skills you learn. With this book, you will: Move quickly through SQL basics and learn several advanced features Use SQL data statements to generate, manipulate, and retrieve data Create database objects, such as tables, indexes, and constraints, using SQL schema statements Learn how data sets interact with queries, and understand the importance of subqueries Convert and manipulate data with SQL's built-in functions, and use conditional logic in data statements Knowledge of SQL is a must for interacting with data. With Learning SQL, you'll quickly learn how to put the power and flexibility of this language to work.

Instant MongoDB Microsoft Press

This book presents the scientific outcome of the 5th International Conference on Applied Computing and Information Technology (ACIT 2017), which was held on July 9-13, 2017 in Hamamatsu, Japan. The aim of this conference was to bring together researchers and scientists, businessmen and entrepreneurs, teachers, engineers, computer users, and students to discuss the numerous fields of computer science, to share their experiences and to exchange new ideas and information in a meaningful way. The book includes research findings on all aspects (theory, applications and tools) of computer and information science, and discusses the practical challenges encountered along the way and the solutions adopted to solve them. This book features 12 of the conference's most promising papers, written by authors who are expected to make important contributions to the field of computer and information science.

Applied Computing & Information Technology "O'Reilly Media, Inc."

Summary In 2017, consumers downloaded 178 billion apps, and analysts predict growth to 258 billion by 2022. Mobile customers are demanding more—and better—apps, and it's up to developers like you to write them! Flutter, a revolutionary new cross-platform software development kit created by Google, makes it easier than ever to write secure, high-performance native apps for iOS and Android. Flutter apps are blazingly fast because this open source solution compiles your Dart code to platform-specific programs with no JavaScript bridge! Flutter also supports hot reloading to update changes instantly. And thanks to its built-in widgets and rich motion APIs, Flutter's apps are not just highly responsive, they're stunning! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology With Flutter, you can build mobile applications using a single, feature-rich SDK that includes everything from a rendering engine to a testing environment. Flutter compiles programs written in Google's intuitive Dart

language to platform-specific code so your iOS and Android games, utilities, and shopping platforms all run like native Java or Swift apps. About the book Flutter in Action teaches you to build professional-quality mobile applications using the Flutter SDK and the Dart programming language. You'll begin with a quick tour of Dart essentials and then dive into engaging, well-described techniques for building beautiful user interfaces using Flutter's huge collection of built-in widgets. The combination of diagrams, code examples, and annotations makes learning a snap. As you go, you'll appreciate how the author makes easy reading of complex topics like routing, state management, and async programming. What's inside Understanding the Flutter approach to the UI All the Dart you need to get started Creating custom animations Testing and debugging About the reader You'll need basic web or mobile app development skills. About the author Eric Windmill is a professional Dart developer and a contributor to open-source Flutter projects. His work is featured on the Flutter Showcase page. Table of Contents: PART 1 - MEET FLUTTER 1 | Meet Flutter 2 | A brief intro to Dart 3 | Breaking into Flutter PART 2 - FLUTTER USER INTERACTION, STYLES, AND ANIMATIONS 4 | Flutter UI: Important widgets, themes, and layout 5 | User interaction: Forms and gestures 6 | Pushing pixels: Flutter animations and using the canvas PART 3 - STATE MANAGEMENT AND ASYNCHRONOUS DART 7 | Flutter routing in depth 8 | Flutter state management 9 | Async Dart and Flutter and infinite scrolling PART 4 - BEYOND FOUNDATIONS 10 | Working with data: HTTP, Firestore, and JSON 11 | Testing Flutter apps

Learning SQL Prentice Hall Professional

Whether you need full-text search or real-time analytics of structured data—or both—the Elasticsearch distributed search engine is an ideal way to put your data to work. This practical guide not only shows you how to search, analyze, and explore data with Elasticsearch, but also helps you deal with the complexities of human language, geolocation, and relationships. If you're a newcomer to both search and distributed systems, you'll quickly learn how to integrate Elasticsearch into your application. More experienced users will pick up lots of advanced techniques. Throughout the book, you'll follow a problem-based approach to learn why, when, and how to use Elasticsearch features. Understand how Elasticsearch interprets data in your documents Index and query your data to take advantage of search concepts such as relevance and word proximity Handle human language through the effective use of analyzers and queries Summarize and group data to show overall trends, with aggregations and analytics Use geo-points and geo-shapes—Elasticsearch's approaches to geolocation Model your data to take advantage of Elasticsearch's horizontal scalability Learn how to configure and monitor your cluster in production

Kubernetes for Full-Stack Developers No Starch Press

This guide was written for readers interested in learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements en route.

Mobile Radio Communications and 5G Networks John Wiley & Sons

Arduino Project Handbook is a beginner-friendly collection of electronics projects using the low-cost Arduino board. With just a handful of components, an Arduino, and a computer, you'll learn to build

and program everything from light shows to arcade games to an ultrasonic security system. First you'll get set up with an introduction to the Arduino and valuable advice on tools and components. Then you can work through the book in order or just jump to projects that catch your eye. Each project includes simple instructions, colorful photos and circuit diagrams, and all necessary code. Arduino Project Handbook is a fast and fun way to get started with microcontrollers that's perfect for beginners, hobbyists, parents, and educators. Uses the Arduino Uno board.

Mastering Cloud Computing "O'Reilly Media, Inc."

This important text provides a single point of reference for state-of-the-art cloud computing design and implementation techniques. The book examines cloud computing from the perspective of enterprise architecture, asking the question; how do we realize new business potential with our existing enterprises? Topics and features: with a Foreword by Thomas Erl; contains contributions from an international selection of preeminent experts; presents the state-of-the-art in enterprise architecture approaches with respect to cloud computing models, frameworks, technologies, and applications; discusses potential research directions, and technologies to facilitate the realization of emerging business models through enterprise architecture approaches; provides relevant theoretical frameworks, and the latest empirical research findings.

From GSM to LTE-Advanced "O'Reilly Media, Inc."

Continuous improvements in data analysis and cloud computing have allowed more opportunities to develop systems with user-focused designs. This not only leads to higher success in day-to-day usage, but it increases the overall probability of technology adoption. Advancing Cloud Database Systems and Capacity Planning With Dynamic Applications is a key resource on the latest innovations in cloud database systems and their impact on the daily lives of people in modern society. Highlighting multidisciplinary studies on information storage and retrieval, big data architectures, and artificial intelligence, this publication is an ideal reference source for academicians, researchers, scientists, advanced level students, technology developers and IT officials.

Android Programming Tutorials Springer Nature

This revised edition of Communication Systems from GSM to LTE: An Introduction to Mobile Networks and Mobile Broadband Second Edition (Wiley 2010) contains not only a technical description of the different wireless systems available today, but also explains the rationale behind the different mechanisms and implementations; not only the 'how' but also the 'why'. In this way, the advantages and also limitations of each technology become apparent. Offering a solid introduction to major global wireless standards and comparisons of the different wireless technologies and their applications, this edition has been updated to provide the latest directions and activities in 3GPP standardization up to Release 12, and importantly includes a new chapter on Voice over LTE (VoLTE). There are new sections on Building Blocks of a Voice Centric Device, Building Blocks of a Smart Phone, Fast Dormancy, IMS and High-Speed Downlink Packet Access, and Wi-Fi-Protected Setup. Other sections have been considerably updated in places reflecting the current state of the technology. • Describes the different systems based on the standards, their practical implementation and design assumptions, and the performance and capacity of each system in practice is analyzed and explained • Questions at the end of each chapter and answers on the

accompanying website make this book ideal for self-study or as course material
Create GUI Applications with Python & Qt5 (PySide2 Edition) Jones & Bartlett Learning
This work follows the ICDL (International Certification of Digital Literacy) Database Basic and Advanced Syllabus, expanded according to the document on Curriculum Guidelines for Undergraduate Degree Programs in Computer Science of December 20, 2013 by the Association for Computing Machinery and IEEE Computer Society. As for the know-how aspects (skills), some use Microsoft Access, which is not professional and has a non-standard version of SQL. This text uses MySQL and SQLite. They are professional, open source, totally free and widely used and easy to install. This satisfies the skills of the ICDL modules. However, the question of how to use this data remains. To do this today you need to master the Python language or the R language, which require learning times and delay the start of practice by weeks. There is a third possibility: using visual environments that allow you to make applications without knowing any language. Orange is one of these. It is visual but is based on Python, it allows you to make applications without knowing the language but also allows you to extend the application if and when you know Python. In addition, MySQL and SQLite coexist with Python and Orange Data Mining. This text uses Orange as an environment for experimentation and exercise in Data Science. It is possible to decide not to install Orange in case one is interested exclusively in SQL. In this case the reader will be free to skip the application exercises with Orange and return to them later if he/she feels the need. It should be clarified that this text follows the ICDL Syllabus and provides the skills associated with the modules

in question, but it is not able to guarantee that the reader will be able to automatically pass the certification exam. In fact, it requires the purchase of a skill card, registration with a test center, compliance with a series of rules dictated by the national member organizations of the ICDL consortium and by the test center, and all of this is beyond what we can guarantee. After describing the installation of the programs used for the exercises, the text considers the types of data and their representations, including images and documents. The concepts of System, Information System and Database are introduced, as well as the most common practices of data security and privacy. The relational model and SQL are also explained with application examples with MySQL and SQLite. The various types of Joins, sorting, aggregation and grouping queries, integrity constraints, GRANT and REVOKE security features, views, indexing, Normal Forms and Normalization are then analyzed. Multi-user access to databases, interference and deadlock, locking techniques and transactions are then considered. Distributed databases and the possible options with MySQL and SQLite are then described. The limits of the relational model and the most common non-relational models (NOSQL) are outlined, the conceptual Entity-Relationship and object models according to ISO/UM and the process for moving from the problem text to the conceptual and logical relational model. The data integration process is outlined also with the use of data warehouses, data lakes and mediators, data cleaning, management of missing, repeated, anomalous and incorrect values, coding of categorical values. Finally, the project objectives are distinguished according to the best model, whether relational or non-relational. The text is accompanied by supporting material and it is possible to download the examples and test data.

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