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Microsoft RPC Programming Guide Power Programming with RPC Beginning CareKit Development FCC Record UNIX System V, Release 4 Programmer's Guide Absolute Beginner's Guide to Microsoft Windows XP Media Center Catalog of Copyright Entries. Third Series Mastering SAS Programming for Data Warehousing DB2 Universal Database for OS/390 V7.1 Application Certification Guide Software Development with C++ Operator's, Organizational, Direct Support, and General Support Maintenance Manual Technical Paper - Army Research Institute for the Behavioral and Social Sciences Swift Development for the Apple Watch Unreal Engine 4 Game Development Quick Start Guide Use Your PC to Build an Incredible Home Theater System Learn WatchKit for iOS Popular Mechanics Patent Landscape Report on Assistive Devices and Technologies for Visually and Hearing Impaired Persons iOS 7 Programming Pushing the Limits Programming and Protocols for NFS Services Technologies for Home Networking HWM System-Level Design of GPU-Based Embedded Systems Network Programming Interface 网络编程接口 Popular Mechanics Scientific and Technical Aerospace Reports Telepractice in Audiology Creating Cool MINDSTORMS NXT Robots Broadband Entertainment Monthly Catalog of United States Government Publications CED. Reverse Engineering Code with IDA Pro Distributed Virtual Machines Heterogeneous Computing Architectures Digital Video Recorders Monthly Catalogue, United States Public Documents Third Generation Distributed Computing Environments iOS 8 Application Development in 24 Hours, Sams Teach Yourself Handbook of Research on User Interface Design and Evaluation for Mobile Technology

Microsoft RPC Programming Guide

1995

the most common use for client server technology is to combine the graphical display capabilities of a desktop pc with the database and number crunching power of a large central system but peer to peer programs can run equally well

Power Programming with RPC

1992-02

computer systems organization computer communication networks

Beginning CareKit Development

2016-11-21

this book offers readers a fantastic introduction into creating carekit based applications using the swift language it starts with the basics and provides a step by step guide to learning all aspects of creating a carekit ios application that could serve as the basis for a patient care plan beginning carekit development introduces the key modules and concepts of carekit starting off by installing and building the open source framework developers will then dive deeper learning how to implement their own care plan by example the book will present an illness and complete care plan utilizing all the key modules readers will then be able to fully use carekit to develop health care plans this is the future of patient care and health tracking apps that put patients in control of their day to day care throughout the book app developers hardware manufacturers and health care professionals will get tips and suggestions that show how to use and talk about this exciting new technology the carekit framework has the simple interface and the secure functionality that will change existing markets beginning carekit development is the guide to the new world of carekit what you ll learn the basics of carekit development from creating a simple hello world app up to full fledged care plan application how to integrate carekit with healthkit researchkit and other apple devices to create an ecosystem of connected health care devices how to assess and share treatment insights with caregivers and key contacts through carekit with access to key health information who this book is for developers working in healthcare and medical device fields will use this book to develop medical apps meant to integrate directly with the ubiquitous apple devices everyone has

FCC Record

2016

although the windows xp media center is designed as a consumer product it is actually more complex than the conventional computer and home entertainment devices it replaces that s why this book written in the fun friendly absolute beginner s style is required reading for buyers of these multitasking media centric machines it is written in an easy to understand tone that won t confuse readers with lots of technical jargon

UNIX System V, Release 4 Programmer's Guide

1990

build a strong foundation in sas data warehousing by understanding data transformation code and policy data stewardship and management interconnectivity between sas and other

warehousing products and print and web reporting key featuresunderstand how to use sas macros for standardizing extract transform and load etl protocolsdevelop and use data curation files for effective warehouse managementlearn how to develop and manage etl policies and print and web reports that meet user needsbook description sas is used for various functions in the development and maintenance of data warehouses thanks to its reputation of being able to handle big data this book will help you learn the pros and cons of storing data in sas as you progress you ll understand how to document and design extract transform load etl protocols for sas processes later you ll focus on how the use of sas arrays and macros can help standardize etl the book will also help you examine approaches for serving up data using sas and explore how connecting sas to other systems can enhance the data warehouse user s experience by the end of this data management book you will have a fundamental understanding of the roles sas can play in a warehouse environment and be able to choose wisely when designing your data warehousing processes involving sas what you will learndevelop efficient ways to manage data input output i o in sascreate and manage extract transform and load etl code in sasstandardize etl through macro variables macros and arraysidentify data warehouse users and ensure their needs are metdesign crosswalk and other variables to serve analyst needsmaintain data curation files to improve communication and managementuse the output delivery system ods for print and web reportingconnect other products to sas to optimize storage and reportingwho this book is for this book is for data architects managers leading data projects and programmers or developers using sas who want to effectively maintain a data lake data mart or data warehouse

Absolute Beginner's Guide to Microsoft Windows XP Media Center

2004

ibm s definitive db2 udb v7 1 application development reference and exam study guide for the os 390 and z os platforms an official ibm self study guide for the db2 udb v7 1 family application development exam 514 expert db2 programming tips techniques and guidelines from application development experts covers data structures sql stored procedures programming language environments debugging tuning and more cd rom contains complete db2 application development sample exam the definitive authoritative guide to db2 os 390 application development certification covers data structures sql stored procedures programming language environments debugging tuning and much more includes a full section on object relational programming and other advanced techniques sample test questions help you prepare for the ibm db2 udb v7 1 family application development exam 514 about the cd the cd rom included with this book contains a complete db2 udb v7 1 family application development exam 514 sample exam ibm db2 udb version 7 1 for os 390 and z os delivers unparalleled performance scalability and reliability in today s enterprise business environments now there s a complete authoritative guide to developing applications with db2 udb v7 1 in both os 390 and z os environments and preparing for the ibm db2 udb v7 1 family application development exam 514 this comprehensive day to day guide to db2 udb application development is also the only book that delivers the depth of knowledge professionals need to pass ibm s challenging application development exam for the os 390 and z osplatforms ibm gold consultant susan lawson presents hundreds of useful tips practical techniques and expert guidelines for every facet of db2 udb application development and every stage of the development process for both os 390 and z os platforms coverage includes foundations for effective db2 development including an overview of the db2 udb product family and db2 for os 390 data structures sql basic concepts and coding techniques through advanced olap features star schemas and star joins stored procedures including the sql procedure language and ibm s stored procedure builder best practices for application testing debugging and performance tuning the full range of db2 development tools including odbc cli java tm cobol c c rexx caf cics and rrsaf object relational programming including user defined functions user defined data types and triggers in depth coverage of locking and concurrency whether you re developing for db2 udb v7 1 in an os 390 or z os environment managing db2 udb v7 1 application development preparing for db2 udb v7 1 family application development or all three db2 udb for os 390 version 7 1 application certification guide will be your single most valuable resource ibm db2 series

Catalog of Copyright Entries. Third Series

1974

software development with c maximizing reuse with object technology is about software development and object oriented technology ot with applications implemented in c the basis for any software development project of complex systems is the process rather than an individual method which simply supports the overall process this book is not intended as a general all encompassing treatise on ot the intent is to provide practical information that is directly applicable to a development project explicit guidelines are offered for the infusion of ot into the various development phases the book is divided into five major parts part i describes why we need a development process the phases and steps of the software process and how we use individual methods to support this process part ii lays the foundation for the concepts included in ot part iii describes how ot is used in the various phases of the

software development process including the domain analysis system requirements analysis system design software requirements analysis software design and implementation part iv deals exclusively with design issues for an anticipated c implementation part v is devoted to object oriented programming with c this book is intended for practicing software developers software managers and computer science and software engineering students sufficient guidelines are included to aid project leaders in establishing an overall development process for small medium and large system applications

Mastering SAS Programming for Data Warehousing

2020-10-16

apple watch is the sort of science fiction gadget that people used to dream about as kids what kinds of apps do you envision for this new device if you re comfortable using os x xcode and ios and familiar with swift this concise book shows you the basics of building your own apps for this wrist mounted computer with apple s watchkit framework you ll learn what an apple watch is what it isn t and how and why people might interact with apps you build for it this practical guide also examines the type of apps most suitable for this device and shows you how to be a good citizen in the ios watch ecosystem learn the watch app lifecycle and understand how these apps interact with the user s iphone build a watch app and its ios counterpart by adding controls working with multiple screens and sharing data design a simple glance the non interactive watch component that provides quick look information add functionality to the notification system including actionable items and display them on the watch face design and build complications watch face gadgets that can display quick snapshots of information including future events with time travel

DB2 Universal Database for OS/390 V7.1 Application Certification Guide

2002

learn how to use unreal engine 4 by building 3d and multiplayer games using blueprints key features learn the fundamentals of unreal engine such as project templates blueprints and c learn to design games use umg to create menus and huds and replication to create multiplayer games build dynamic game elements using animation blueprints and behavior trees book description unreal engine is a popular game engine for developers to build high end 2d and 3d games this book is a practical guide starting off by quickly introducing you to the unreal engine 4 ue4 ecosystem you will learn how to create blueprints and c code to define your game s functionality you will be familiarized with the core systems of ue4 such as umg animation blueprints and behavior trees you will also learn how to use replication to create multiplayer games by the end of this book you will have a broad solid knowledge base to expand upon on your journey with ue4 what you will learn use project templates to give your game a head start create custom blueprints and c classes and extend from epic s base classes use umg to create menus and huds for your game create more dynamic characters using animation blueprints learn how to create complex ai with behavior trees use replication to create multiplayer games optimize test and deploy a ue4 project who this book is for readers who already have some game development experience and unity users who would like to try ue4 will all benefit from this book knowledge of basic object oriented programming topics such as variables functions and classes is assumed

Software Development with C++

2014-06-28

home theater enthusiasts with basic technical pc skills are shown how to set up an htpc entertainment center

Operator's, Organizational, Direct Support, and General Support Maintenance Manual

1985

learn watchkit for ios covers the development of applications for the new apple watch using the watchkit framework in ios 8 and the swift programming language in this book an apple

watch application is an extension to an existing ios app and is packaged and submitted to the app store along with it using a suite of simple examples kim topley co author of beginning iphone development with swift introduces and explains every feature of watchkit and the associated technologies that you ll need to understand to build apple watch applications for ios 8 culminating in a complete watchkit application that shows weather forecast information for various cities around the world on the apple watch

Technical Paper - Army Research Institute for the Behavioral and Social Sciences

1974

popular mechanics inspires instructs and influences readers to help them master the modern world whether it s practical diy home improvement tips gadgets and digital technology information on the newest cars or the latest breakthroughs in science pm is the ultimate guide to our high tech lifestyle

Swift Development for the Apple Watch

2016-05-30

this is the first report of the wipo patent landscape report series in the area of disabilities it presents research on various assistive devices and technologies includes an analysis on the geographical distribution of patent protection of these technologies and features business data on major patent portfolios as well as a round up of key innovators additionally the report touches on technologies serving the same goals as the marrakesh treaty and the accessible book consortium abc namely those facilitating access of visually and hearing impaired persons to published works

Unreal Engine 4 Game Development Quick Start Guide

2019-05-28

get ready to create killer apps for ipad and iphone on the new ios 7 with apple s introduction of ios 7 demand for developers who know the new ios will be high you need in depth information about the new characteristics and capabilities of ios 7 and that s what you ll find in this book if you have experience with c or c this guide will show you how to create amazing apps for iphone ipad and ipod touch you ll also learn to maximize your programs for mobile devices using iphone sdk 7 0 advanced topics such as security services running on multiple iplatforms and local networking with core bluetooth are also covered prepares experienced developers to create great apps for the newest version of apple s ios thoroughly covers the serious capabilities of ios 7 information you need in order to make your apps stand out delves into advanced topics including how to control multitasking security services running apps on multiple iplatforms and idevices enabling in app purchases advanced text layout and building a core foundation also covers rest advanced gcd internationalization and localization and local networking with core bluetooth ios 7 programming pushing the limits will help you develop applications that take full advantage of everything ios 7 has to offer

Use Your PC to Build an Incredible Home Theater System

2013-11-11

a broad overview of the home networking field ranging from wireless technologies to practical applications in the future it is expected that private networks e g home networks will become part of the global network ecosystem participating in sharing their own content running ip based services and possibly becoming service providers themselves this is already happening in the so called social networks and peer to peer file sharing networks on the internet making this emerging topic one of the most active research areas in the wireless communications field this book bridges the gap between wireless networking and service research communities which until now have confined their work to their respective fields here a number of industry professionals and academic experts have contributed chapters on various aspects of the subject to present an overview of home networking technologies

with a special emphasis on the user as the center of all activities coverage includes networked home use cases and scenarios media format media exchange and media interoperability location aware device and service discovery security in smart homes secure service discovery protocol implementation for wireless ad hoc networks multimedia content protection in consumer networks mobile device connectivity in home networks unlicensed mobile access generic access network wireless sensor networks in the home ultra wideband and sensor networking in the home environment with a balanced mix of practice and theory technologies for home networking focuses on the latest technologies for speedier more reliable wireless networking and explains how to facilitate workable end to end solutions from a user s perspective this book is an ideal resource for practicing engineers designers and managers with an interest in home networking and also serves as a valuable text for graduate students

Learn WatchKit for iOS

2015-07-15

singapore s leading tech magazine gives its readers the power to decide with its informative articles and in depth reviews

Popular Mechanics

1993-07

modern embedded systems deploy several hardware accelerators in a heterogeneous manner to deliver high performance computing among such devices graphics processing units gpus have earned a prominent position by virtue of their immense computing power however a system design that relies on sheer throughput of gpus is often incapable of satisfying the strict power and time related constraints faced by the embedded systems this thesis presents several system level software techniques to optimize the design of gpu based embedded systems under various graphics and non graphics applications as compared to the conventional application level optimizations the system wide view of our proposed techniques brings about several advantages first it allows for fully incorporating the limitations and requirements of the various system parts in the design process second it can unveil optimization opportunities through exposing the information flow between the processing components third the techniques are generally applicable to a wide range of applications with similar characteristics in addition multiple system level techniques can be combined together or with application level techniques to further improve the performance we begin by studying some of the unique attributes of gpu based embedded systems and discussing several factors that distinguish the design of these systems from that of the conventional high end gpu based systems we then proceed to develop two techniques that address an important challenge in the design of gpu based embedded systems from different perspectives the challenge arises from the fact that gpus require a large amount of workload to be present at runtime in order to deliver a high throughput however for some embedded applications collecting large batches of input data requires an unacceptable waiting time prompting a trade off between throughput and latency we also develop an optimization technique for gpu based applications to address the memory bottleneck issue by utilizing the gpu l2 cache to shorten data access time moreover in the area of graphics applications and in particular with a focus on mobile games we propose a power management scheme to reduce the gpu power consumption by dynamically adjusting the display resolution while considering the user s visual perception at various resolutions we also discuss the collective impact of the proposed techniques in tackling the design challenges of emerging complex systems the proposed techniques are assessed by real life experimentations on gpu based hardware platforms which demonstrate the superior performance of our approaches as compared to the state of the art techniques

Patent Landscape Report on Assistive Devices and Technologies for Visually and Hearing Impaired Persons

2015-06-26

covers the development tools needed to create applications based on a client server model of computing the book describes the programming interfaces to svrr4 2 networking facilities such as transport library interface tli sockets remote procedure call rpc connection server and rexec

iOS 7 Programming Pushing the Limits

2014-01-28

popular mechanics inspires instructs and influences readers to help them master the modern world whether it s practical diy home improvement tips gadgets and digital technology information on the newest cars or the latest breakthroughs in science pm is the ultimate guide to our high tech lifestyle

Programming and Protocols for NFS Services

1991

telepractice in audiology provides practical information to audiologists to enable the development and delivery of a successful telepractice program specifically the text discusses the technological requirements e g videoconferencing equipment remote programming software options internet connections etc applications and models of service delivery in audiology policy and regulatory issues as well as future directions in the field the use of telepractice technology specifically the internet and remote programming software has the potential to improve equity of access to services and reduce the burden placed on families program reports outcomes and publications that are emerging demonstrate the ability to offer sophisticated audiological assessments with reliable outcomes this text provides the knowledge and skills required to implement a telepractice program that could provide a range of audiological services from diagnostics to intervention and habilitation rehabilitation further different models of service delivery are presented thus demonstrating the flexibility of a telepractice approach telepractice in audiology is a useful resource for practicing clinicians as well as students training to be audiologists in addition teachers of the deaf speech language pathologists it support persons and other individuals interested in the application of or endeavoring to implement teleaudiology programs will also benefit from this text

Technologies for Home Networking

2007-12-14

this book teaches anyone interested how to build lego mindstorms robots the author starts with an easy robot and gets to more detail in the succeeding six robots built in the book the robots he presents are award winning robots so he is giving away his secrets the author also teaches how to program the robots if you are not a programmer then you can use the code provided he tells you what equipment you need and how to get it inexpensively so everything is discussed that you will need to create these robots or modify his designs to create your own you truly experience the technology in action as you create your robots

HWM

2003-04

focusing on the home broadband entertainment offers a comprehensive overview of entertainment technologies that exist now or will be available before 2006 broadband entertainment proposes a new device that will bridge the gap between the online world and the entertainment world this new device called an entertainment server will interface with computers televisions stereos gaming consoles and broadband networks you can already view movies on your computer this book shows how you can view those movies on your television as well

System-Level Design of GPU-Based Embedded Systems

2018-12-07

if you want to master the art and science of reverse engineering code with ida pro for security r d or software debugging this is the book for you highly organized and sophisticated criminal entities are constantly developing more complex obfuscated and armored viruses worms trojans and botnets ida pro s interactive interface and programmable development language provide you with complete control over code disassembly and debugging this is the only book which focuses exclusively on the world s most powerful and popular took for reverse engineering code reverse engineer real hostile code to follow along with this chapter you must download a file called danger infectedmalware danger nuff said portable executable pe and executable and linking formats elf understand the physical layout of pe and elf files and analyze the components that are essential to reverse engineering break hostile code armor and write your own exploits understand execution flow trace functions recover hard coded passwords find vulnerable functions backtrace execution and craft a buffer overflow master debugging debug in ida pro use a debugger while reverse engineering perform heap and stack access modification and use other debuggers stop anti reversing anti reversing like reverse engineering or coding in assembly is an art form the trick of course is to try to stop the person reversing the application find out how track a protocol through a binary and recover its message structure trace execution flow from a read event determine the structure of a protocol determine if the protocol has any undocumented messages and use ida pro to determine the functions that process a particular message develop ida scripts and plug ins learn the basics of ida scripting and syntax and write idc scripts and plug ins to automate even the most complex tasks

Network Programming Interface

1992

the common language infrastructure cli is a multiple language runtime system first implemented as the net common language runtime clr in march 2002 microsoft released the shared source cli implementation aka rotor for general educational use the cli technology can be used to address a spectrum of software design and development barriers that cut across compilers runtime systems and operating systems this book focuses on the parts of the technology that are directly related to distributed virtual machine technology it covers assembly architecture assembly loading downloading the execution engine security cli interobject communication remoting and more this book is available entirely online at aw bc com nutt cli for professor evaluation and classroom use and for general readers interested in the rotor cli

日本近代仏教の歩み

1991

heterogeneous computing architectures challenges and vision provides an updated vision of the state of the art of heterogeneous computing systems covering all the aspects related to their design from the architecture and programming models to hardware software integration and orchestration to real time and security requirements the transitions from multicore processors gpu computing and cloud computing are not separate trends but aspects of a single trend mainstream computers from desktop to smartphones are being permanently transformed into heterogeneous supercomputer clusters the reader will get an organic perspective of modern heterogeneous systems and their future evolution

Popular Mechanics

1993-07

four specific trends are driving the dvr industry consumer content choice consumer content control personalization of content libraries and the ability to transfer content from device to device and person to person digital video recorders features a macro and micro views of the already established yet still burgeoning dvr industry as part of the nab executive technology briefing series this book gives you a wealth of market knowledge business models case studies and industry insignts explained in a non technical fashion digital video recorders discusses the impact of the technology across many different industries and platforms explains hardware software and technology of set top boxes dvr infrastructure on screen guides planning and scheduling content security and more whether you are an executive in the broadcast telecommunications consumer electronic or advertising space you will expand your knowledge on dvr impact explore new business opportunities and get a brief overview of the technical terms needed you will also be able to accurately analyze and understand the trends projections and other data all of which will help lead to the expedited growth and development of dvr industry

Scientific and Technical Aerospace Reports

1995

umar provides a collection of powerful services to support the e business andm business initiatives of today and tomorrow computer books

Telepractice in Audiology

2015-12-01

in just 24 sessions of one hour each learn how to build powerful applications for today s hottest handheld devices the iphone and ipad using this book s straightforward step by step approach you ll master every skill and technology you need from setting up your ios development environment to building great user interfaces sensing motion to writing multitasking applications each lesson builds on what you ve already learned giving you a rock solid foundation for real world success step by step instructions carefully walk you through the most common ios development tasks quizzes and exercises help you test your knowledge by the way notes present interesting information related to the discussion did you know tips show you easier ways to perform tasks watch out cautions alert you to possible problems and give you advice on how to avoid them john ray is currently serving as the director of the office of research information systems at the ohio state university his many books include using tcp ip special edition maximum mac os x security mac os x unleashed teach yourself dreamweaver mx in 21 days and sams teach yourself ios 7 application development in 24 hours printed in full color figures and code appear as they do in xcode covers ios 8 and up learn to navigate the xcode 6 x development environment prepare your system and idevice for efficient development get started quickly with apple s new language swift test code using the new ios playground understand the model view controller mvc development pattern visually design and code interfaces using xcode storyboards segues exits image slicing and the ios object library use auto layout and size classes to adapt to different screen sizes and orientations build advanced uis with tables split views navigation controllers and more read and write preferences and data and create system settings plug ins use the ios media playback and recording capabilities take photos and manipulate graphics with core image sense motion orientation and location with the accelerometer gyroscope and gps integrate online services using twitter facebook email views and apple maps create universal applications that run on both the iphone and ipad write background aware multitasking applications trace debug and monitor your applications as they run

Creating Cool MINDSTORMS NXT Robots

2009-03-24

this book compiles authoritative research from scholars worldwide covering the issues surrounding the influx of information technology to the office environment from choice and effective use of technologies to necessary participants in the virtual workplace provided by publisher

Broadband Entertainment

2004

Monthly Catalog of United States Government Publications

1991

CED.

1989

Reverse Engineering Code with IDA Pro

2011-04-18

Distributed Virtual Machines

2005

Heterogeneous Computing Architectures

2019-09-10

Digital Video Recorders

2013-07-24

Monthly Catalogue, United States Public Documents

1991

Third Generation Distributed Computing Environments

2004

iOS 8 Application Development in 24 Hours, Sams Teach Yourself

2015-03-06

Handbook of Research on User Interface Design and Evaluation for Mobile Technology

2008-02-28