

App Inventor 2: Databases And Files: Step By Step TinyDB, TinyWebDB, Fusion Tables And Files (Pevest Guides To App Inventor Book 3)

Imagine sending a magazine article to 10 friends-making photocopies, putting them in envelopes, adding postage, and mailing them. Now consider how much easier it is to send that article to those 10 friends as an attachment to e-mail. Or to post the article on your own site on the World Wide Web. The ease of modifying or copying digitized material and the proliferation of computer networking have raised fundamental questions about copyright and patent–intellectual property protections rooted in the U.S. Constitution. Hailed for quick and convenient access to a world of material, the Internet also poses serious economic issues for those who create and market that material. If people can so easily send music on the Internet for free, for example, who will pay for music? This book presents the multiple facets of digitized intellectual property, defining terms, identifying key issues, and exploring alternatives. It follows the complex threads of law, business, incentives to creators, the American tradition of access to information, the international context, and the nature of human behavior. Technology is explored for its ability to transfer content and its potential to protect intellectual property rights. The book proposes research and policy recommendations as well as principles for policymaking.

A guide to using App Inventor to create Android applications presents step-by-step instructions for a variety of projects, including creating location-aware apps, data storage, and decision-making apps. The data warehousing bible updated for the new millennium Updated and expanded to reflect the many technological advances occurring since the previous edition, this latest edition of the data warehousing "bible" provides a comprehensive introduction to building data marts, operational data stores, the Corporate Information Factory, exploration warehouses, and Web-enabled warehouses. Written by the father of the data warehouse concept, the book also reviews the unique requirements for supporting e-business and explores various ways in which the traditional data warehouse can be integrated with new technologies to provide enhanced customer service, sales, and support–both online and offline–including near-line data storage techniques.

Beginning Android 4 is an update to Beginning Android 3, originally written by Mark Murphy. It is your first step on the path to creating marketable apps for the burgeoning Android Market, Amazon's Android Appstore, and more. Google's Android operating-system has taken the industry by storm, going from its humble beginnings as a smartphone operating system to its current status as a platform for apps that run across a gamut of devices from phones to tablets to netbooks to televisions, and the list is sure to grow. Smart developers are not sitting idly by in the stands, but are jumping into the game of creating innovative and saleable applications for this fast-growing, mobile- and consumer-device platform. If you're not in the game yet, now is your chance! Beginning Android 4 is fresh with details on the latest iteration of the Android platform. Begin at the beginning by installing the tools and compiling a skeleton app. Move through creating layouts, employing widgets, taking user input, and giving back results. Soon you'll be creating innovative applications involving multi-touch, multi-tasking, location-based feature sets using GPS. You'll be drawing data live from the Internet using web services and delighting your customers with life-enhancing apps. Not since the PC era first began has there been this much opportunity for the common developer. What are you waiting for? Grab your copy of Beginning Android 4 and get started!

Open Access

App Inventor 2 Graphics, Animation & Charts

App Inventor 2

Step-by-step guide to Graphics, Animation and Charts

Frequently Asked Questions about the Patent Cooperation Treaty (PCT).

Concepts, Methodologies, Tools, and Applications

Human-Computer Interfaces and Interactivity: Emergent Research and Applications

In 1996, the Institute of Medicine (IOM) released its report Telemedicine: A Guide to Assessing Telecommunications for Health Care. In that report, the IOM Committee on Evaluating Clinical Applications of Telemedicine found telemedicine is similar in most respects to other technologies for which better evidence of effectiveness is also being demanded. Telemedicine, however, has some special characteristics–shared with information technologies generally–that warrant particular notice from evaluators and decision makers. Since that time, attention to telehealth has continued to grow in both the public and private sectors. Peer-reviewed journals and professional societies are devoted to telehealth, the federal government provides grant funding to promote the use of telehealth, and the private technology industry continues to develop new applications for telehealth. However, barriers remain to the use of telehealth modalities, including issues related to reimbursement, licensure, workforce, and costs. Also, some areas of telehealth have developed a stronger evidence base than others. The Health Resources and Service Administration (HRSA) sponsored the IOM in holding a workshop in Washington, DC, on August 8-9 2012, to examine how the use of telehealth technology can fit into the U.S. health care system. HRSA asked the IOM to focus on the potential for telehealth to serve geographically isolated individuals and extend the reach of scarce resources while also emphasizing the quality and value in the delivery of health care services. This workshop summary discusses the evolution of telehealth since 1996, including the increasing role of the private sector, policies that have promoted or delayed the use of telehealth, and consumer acceptance of telehealth. The Role of Telehealth in an Evolving Health Care Environment. Workshop Summary discusses the current evidence base for telehealth, including available data and gaps in data; discuss how technological developments, including mobile telehealth, electronic intensive care units, remote monitoring, social networking, and wearable devices, in conjunction with the push for electronic health records, is changing the delivery of health care in rural and urban environments. This report also summarizes actions that the U.S. Department of Health and Human Services (HHS) can undertake to further the use of telehealth to improve health care outcomes while controlling costs in the current health care environment.

*This phenomenal book makes the process of creating your own Apps a breeze. Christine and Avinash start off with a unique approach: *formational hands-on learning experience with the reader by providing them step by step using a gamified environment unique to the examples used in this book. All you need is an Android Device (A Phone or Tablet or even a Computer) and the rest is left up to your imagination. This extraordinary book introduces you to App Inventor, a powerful Cloud-Based Visual Block Coding Environment that lets anyone build Mobile Apps instantaneously. Learn App Inventor basics using a Micro Learning approach with this step-by-step guide to building hours of fun filled projects for kids and adults alike. Build a Puppy App and see a Sheltie Puppy 'Barking' every time you touch the screen or shake your phone. Build a game of TIC-TAC-TOE and other 3D sites including 3D Portals. Create a Calculator App to show off to your friends; and Build an amazing Selfie App and sell it Online to Monetize on Google Play to start Building Your Zillion \$\$\$ App Empire! The second half of this book features a primer on: HTML 5; CSS 3; JQuery; and JavaScript for the Mobile Apps platform. It helps the reader to understand the fundamentals of the App building process along with digesting small but unique computing concepts. Building your Zillion \$\$\$ App Empire makes an excellent text for beginners and experienced Appreuners of the App Ecosystem. - Make a Selfie App to take your pictures to the next level. - Create a TODO App and store your routine information on your phone; - Design Gaming Apps with 2D/3D Graphics and Animation using the Canvas Component; - Build a Tic-Tac-Toe App using Bluetooth and other Network Components; - Create Apps that help people during the Covid-19 Pandemic; - Create Event Driven Apps using Custom Animations and Multiple Screens; and - Build Location-Aware and Internet of Things (IoT) enabled Apps with your phone sensors; and store information on Google Drive to develop IoT and Internet Rich Apps. "This is an amazing text for sophomore, high school and university students alike [or building Mobile Apps for all age groups. My students loved the examples especially building the Hello Alex App (featuring a Puppy Barking when the phone is shaken) which was a constant in building their own creative apps like a Talking Parrot and using a Mirror [or Selfie Apps. Overall, this is a great introductory text on Mobile Apps development for Professionals and Novices!" - Dr. Mariyella Analdas, Senior Educator, Singapore International. "It is incredible to see how my students were able to build apps from scratch using this book. Personally, I have worked with the authors and they are truly remarkable at bringing such content to the Japanese and Taiwanese students. A void honestly filled by one's research in one's academic endeavors. Congratulations (Omedetou gozaimasu - ??????????????) on a job well done!" - Miki Yusa, Consultant, Aries Group, India.**

With MIT's App Inventor 2, anyone can build complete, working Android apps—without writing code! This complete tutorial will help you do just that, even if you have absolutely no programming experience. Unlike books focused on the obsolete Google version, Learning MIT App Inventor is written from the ground up for MIT's dramatically updated Version 2. The authors guide you step-by-step through every task and feature, showing you how to create apps by dragging, dropping, and connecting puzzle pieces—not writing code. As you learn, you'll also master expert design and development techniques you can build on if you ever do want to write code. Through fun projects, you'll learn how to create apps for GPS to animation, build high-quality user interfaces, make everything work, and test it all with App Inventor's emulator. (You won't even need an Android device!) All examples for this book are available at shopplanet.com/appinventor. Coverage includes: Understanding mobile devices and how mobile apps run on them Planning your app's behavior and appearance with the Designer Using the Blocks Editor to tell your app what to do and how to do it Creating variables and learning how to use them effectively Using procedures to group and reuse pieces of code in larger, more complicated apps Storing data in lists and databases Using App Inventor's gaming, animation, and media features Creating more sophisticated apps by using multiple screens Integrating sensors to make your app location-aware Debugging apps and fixing problems Combining creativity and logical thinking to envision more complex apps

MIT App Inventor 2 is the fast and easy way to create custom Android apps for smart phones or tablets. This guide introduces the basic App Inventor features - you can likely create your first simple app in about an hour, and understand the basic components of App Inventor in a full day. App Inventor 2 is free to use and you can use it for commercial applications too. App Inventor 2: Introduction is targeted at adult learners (high school and up) and shows how to design your app's user interface with "drag and drop" interface controls to layout your app's screen design. Then implement the app's behavior with unique "drag and drop" programming blocks to quickly assemble the program in a graphical interface. This introduction covers the basics of the App Inventor user interface Designer and the Blocks programming editor, plus basic "blocks" programming concepts and tools for arithmetic, text processing, event handling, lists and other features. Updates and additional tutorials are available on the book's web site at appinventor.pevest.com

Interactions Between Computational Intelligence and Mathematics

App Inventor 2 Advanced Concepts

The Digital Dilemma

App Inventor 2 Introduction

App Inventor for Android

Oracle Database 11g & MySQL 5.6 Developer Handbook

Programman Android & Database

These frequently asked questions outline the PCT procedure from an applicant's perspective.

A concise introduction to the basics of open access, describing what it is (and isn't) and showing that it is easy, fast, inexpensive, legal, and beneficial. The Internet lets us share perfect copies of our work with a worldwide audience at virtually no cost. We take advantage of this revolutionary opportunity when we make our work "open access": digital, online, free of charge, and free of most copyright and licensing restrictions. Open access is made possible by the Internet and copyright-holder consent, and many authors, musicians, filmmakers, and other creators who depend on royalties are understandably unwilling to give their consent. But for 350 years, scholars have written peer-reviewed journal articles for impact, not for money, and are free to consent to open access without losing revenue. In this concise introduction, Peter Suber tells us what open access is and isn't, how it benefits authors and readers of research, how we pay for it, how it avoids copyright problems, how it has moved from the periphery to the mainstream, and what its future may hold. Distilling a decade of Suber's influential writing and thinking about open access, this is the indispensable book on the subject for researchers, librarians, administrators, funders, publishers, and policy makers.

This book constitutes the proceedings of the Sixth Conference on Information and Communication Technologies "TIC.EC", held in Cuenca, Ecuador, from November 27 to 29, 2019. Considered one of the most important conferences on ICT in Ecuador, it brings together scholars and practitioners from the country and abroad to discuss the development, issues and projections of the use of information and communication technologies in multiples fields of application. The 2019 "TIC.EC" conference was organized by Universidad del Azuay (UDA) and its Engineering School, as well as the Ecuadorian Corporation for the Development of Research and Academia (CEDIA). The book covers the following topics: · Software engineering · Security · Data · Networks · Architecture · Applied ICTs · Technological entrepreneurship · Links between research and industry · High-impact innovation · Knowledge management and intellectual property

A focus on the developmental progress of children before the age of eight helps to inform their future successes, including their personality, social behavior, and intellectual capacity. However, it is difficult for experts to pinpoint best learning and parenting practices for young children. Early Childhood Development: Concepts, Methodologies, Tools, and Applications is an innovative reference source for the latest research on the cognitive, socio-emotional, physical, and linguistic development of children in settings such as homes, community-based centers, health facilities, and school. Highlighting a range of topics such as cognitive development, parental involvement, and school readiness, this multi-volume book is designed for educators, healthcare professionals, parents, academicians, and researchers interested in all aspects of early childhood development.

Coding for Kids 3

The Inventor Manual

App Inventor 2 Databases and Files

Early Childhood Development: Concepts, Methodologies, Tools, and Applications

App Inventor 2 Graphics and Charts

Emergent Research and Applications

Inventor's Manual

Create Android mobile apps, no programming required! Even with limited programming experience, you can easily learn to create apps for the Android platform with this complete guide to App Inventor for Android. App Inventor for Android is a visual language that relies on simple programming blocks that users can drag and drop to create apps. This handy book gives you a series of fully worked-out apps, complete with their programming blocks, which you can customize for your own use or use as a starting point for creating the next killer app. And it's all without writing a single line of code. Don't miss the book's special section on Apps Inventor Design Patterns, which explains computer terms in simple terms and is an invaluable basic reference. Teaches programmers and non-programmers alike how to use App Inventor for Android to create Android apps Provides a series of fully worked-out apps that you can customize, download, and use on your Android phone or use as a starting point for building the next great app Includes a valuable reference section on App Inventor Design Patterns and general computer science concepts Shows you how to create apps that take advantage of the Android smartphone's handy features, such as GPS, messaging, contacts, and more With App Inventor for Android and this complete guide, you'll soon be creating apps that incorporate all of the Android smartphone's fun features, such as the accelerometer, GPS, messaging, and more.

In more ways than one, assistive technologies can have a profound impact on humans and their operations within society. Understanding these emerging technologies is crucial to their effective use in improving human lives. Human-Computer Interfaces and Interactivity: Emergent Research and Applications aims to address the main issues of interest within the culture and design of interactive systems for individuals living with disabilities. This premier reference work addresses a range of approaches including, but not limited to, the conceptual, technological, and design issues related to human-computer interaction, issues of interest to a range of individuals including academics, university teachers, researchers, post-graduate students, public and private institutions, and HCI developers and researchers.

This IBM® Redbooks® publication is focused on melding industry preferred practices with the unique needs of the IBM i community and providing a holistic view of modernization. This book covers key trends for application structure, user interface, data access, and the database. Modernization is a broad term when applied to applications. It is more than a single event. It is a sequence of actions. But even more, it is a process of rethinking how to approach the creation and maintenance of applications. There are tangible deliveries when it comes to modernization, the most notable being a modern user interface (UI), such as a web browser or being able to access applications from a mobile device. The UI, however, is only the beginning. There are many more aspects to modernization. Using modern tools and methodologies can significantly improve productivity and reduce long-term cost while positioning applications for the next decade. It is time to put the past away. Tools and methodologies have undergone significant transformation, improving functionality, usability, and productivity. This is true of the plethora of IBM tools and the wealth of tools available from many independent Solution Providers (ISVs). This publication is the result of work that was done by IBM, industry experts, and by representatives from many of the ISV Tool Providers. Some of their tools are referenced in the book. In addition to reviewing technologies based on context, there is an explanation of why modernization is important and a description of the business benefits of investing in modernization. This critical information is key for line-of-business executives who want to understand the benefits of a modernization project. This book is appropriate for CTOs, architects, developers, and business leaders. Related information Making the Case for Modernization, IBM Systems Magazine

"A 22-volume, highly illustrated, A-Z general encyclopedia for all ages, featuring sections on how to use World Book, other research aids, pronunciation key, a student guide to better writing, speaking, and research skills, and comprehensive index"—

The Role of Telehealth in an Evolving Health Care Environment

A Hands-On Guide to Building Your Own Android Apps

Android Apps with App Inventor

Workshop Summary

Learning MIT App Inventor

Android App Inventor

Create Your Own App with App Inventor

App Inventor 2: Databases And Files is a step-by-step guide to writing apps that use TinyDB, TinyWebDB, Fusion Tables and data files for information storage and retrieval. Includes detailed explanations, examples, and a link to download sample code. This is the first tutorial to cover all of these App Inventor database and file features. If your apps need to work with data or files - you need this book! TinyDB stores data on your smart phone or tablet and is a primary way for App Inventor apps to save data, even when the app is no longer running or if the device is turned off. TinyWebDB is similar to TinyDB, but stores your data on a remote server in the network cloud. Multiple apps can share a TinyWebDB database, plus you can update the content of your TinyWebDB using just a web browser. This means you can distribute an app whose content can change over time - just by changing the values in TinyWebDB. A big challenge is the need to set up a TinyWebDB server - this book shows how to do that through free services offered by Google. Fusion Tables provides a powerful, cloud-based database system for App Inventor apps. Creating, retrieving, updating and deleting data is done using the industry standard Structured Query Language or SQL. Fusion Tables reside in the Google network cloud - this book shows you how to set up and configure Fusion Tables, plus you own apps using free services of Google. As your app requirements grow, Google's cloud can provide low cost servers and bandwidth for your needs. Underneath the Android OS user interface, there is a file system, similar to the file system found on Windows or Mac OS X. With App Inventor your apps can write and read data from files, and if using the ".json" format. App Inventor data can be shared with many spreadsheet programs. This book shows you how to create, use and access data files, and how to convert data to and from the CSV format. Over 28,000 words. Over 250 screen shots and illustrations. Numerous sample programs and code. App Inventor 2: Databases and Files - Table of Contents 1 - Introduction 2 - Using the TinyDB database 3 - Implementing Records Using Lists in TinyDB 4 - Simulating Multiple TinyDB Databases 5 - How to Use Multiple Tags in TinyDB 6 - Introduction and Setup: TinyWebDB 7 - Managing TinyWebDB in the Cloud 8 - Programming for TinyWebDB - Demo 1 9 - Adding a Tags List to TinyWebDB - Demo 2 10 - Handling Multiple Users with TinyWebDB - Demo 3 11 - Implementing a Student Quiz Application using TinyWebDB 12 -

Introduction to Fusion Tables 13 - Developing Your Fusion Table App 14 - Using Text Files in App Inventor

The "Inventor's Manual" is your first step on the long and interesting road of learning the theory and practice of invention. This manual is specially designed to help you make the process of creativity and problem-solving logical, systematic and rational, thus increasing the efficiency of your thinking. Unlike other books that talk about innovation, our Manual tells you what to do and how to do it in order to achieve the best result faster. Unlike other books on invention it is ... thin and manageable. It is a lesson with visual appeal, making use of pictures, diagrams and striking examples. This manual can also be helpful for professional trouble-shooters due to its "tick-box" and procedure-like style. The algorithms of the Inventor's Manual are based on a theory of Inventive Problem Solving (known by its Russian acronym TRIZ), which is a highly adaptable and overarching methodology. But you do not need to know TRIZ to be able to use the Inventor's Manual. Different tools that may assist you in the process of problem solving can be learnt and used later where, when and if they are needed. The Inventor's Manual does not repeat material that is already published, it presents the essence of the inventive thinking process. The following features make the Inventor's Manual unique: • Step-by-step problem diagnostics and templates for defining the Ideal Final Result which you will not find in any book on TRIZ • Templates for thorough reflection on the context of a product design that are not explicitly presented in TRIZ at all, but which are a very important system thinking aid especially if you are dealing with complex engineering or social system. • "Shortcuts" in the systematic process that allow you to resolve your challenges instantly using simple templates • Inventive Principles have detailed descriptions in connection to the model of the inventive challenges they resolve. You will not find this in any book published on TRIZ • You will find the influence of natural rules for dealing with ideas, complexities and ways to avoid problems that are not present in ordinary TRIZ methods. Enjoy your own natural problem-solving talent following the Inventor's Manual!

Discover the powerful ESP8266 and ESP32 microcontrollers and their Wi-Fi communication. The ESP32 microcontroller features Bluetooth and BLE communication in addition to Wi-Fi. The book emphasizes practical projects and guides readers through Wi-Fi and Bluetooth communication, mobile app design and build, ESP-NOW and LoRa communication, and signal generation. Projects throughout the book utilize the Wi-Fi functionality and processing power of the ESP microcontrollers. Projects are built in the Arduino IDE, so you don't need to download other programming software. Mobile apps are now ubiquitous, making the app build project of the future and state-of-the-art research aspects, including theoretical and experimental prototypes and applications that incorporate sustainability into emerging applications. In recent years, sustainability and information and communication technologies (ICT) are highly intertwined, where sustainability resources and its management has attracted various researchers, stakeholders, and industrialists. The energy-efficient communication technologies have revolutionized the various smart applications like smart cities, healthcare, entertainment, and education. In Electronic Projects with the ESP8266 and ESP32, you'll see how easy and practical it is to access information over the internet, develop web pages, build mobile apps to remotely control devices with speech recognition or incorporate Google Maps into a GPS route tracking app. You will: Build practical electronics projects with an ESP8266 or ESP32 microcontroller with Wi-Fi communication Use the Wi-Fi function of the ESP8266 and ESP32 to update web pages Communicate with your mobile phone or smart watch by Bluetooth Low Energy Transmit and receive information to control remote devices over the internet Understand the design and build of mobile apps and internet-based applications Apply your computer programming skills in C++, JavaScript, AJAX and JSON Use WebSocket, MQTT brokers and IFTTT for fast two-way communication with webpages Who This Book Is For The target audience is for Makers and Tinkerers who want to build internet/frantran based applications with more powerful microcontrollers, such as the ESP8266 or ESP32. A level of C++ programming expertise with the Arduino IDE is assumed, although all sketches are fully described and comprehensively commented.

The present Guide is a detailed technical paper aimed at industrial property office examiners and users in general to assist them in identifying the correct database and using the possible functionalities and tools offered by specific databases. The current Guide examines a selection of commercial and non-commercial database services considered representative of the broader population of existing services in order to illustrate types and combinations of features available through these services.

Create Your Own Android Apps

Tech Empowerment

Step-by-step guide to creating Android apps the easy way

Step-by-step guide to Advanced features including TinyDB

Building Web Pages, Applications, and WiFi Enabled Devices

App Inventor 2 Essentials

Step-by-Step Guide to Graphics Programming

*Master Application Development in a Mixed-Platform Environment Build powerful database applications in a mixed environment using the detailed information in this Oracle Press guide. Oracle Database 11g & MySQL 5.6 Developer Handbook lays out programming strategies and best practices for seamlessly operating between the two platforms. Find out how to migrate databases, port SQL dialects, work with Oracle MySQL databases, and configure effective queries. Security, monitoring, and tuning techniques are also covered in this comprehensive volume. Understand Oracle Database 11g and MySQL 5.6 architecture Convert databases between platforms and ensure transactional integrity Create tables, sequences, indexes, views, and user accounts Build and debug PL/SQL, SQL*Plus, SQL*PSM, and MySQL Monitor scripts Execute complex queries and handle numeric and date mathematics Merge data from source tables and set up virtual directories*

Wi-Android Apps with App Inventor provides hands-on walkthroughs that cover every area of App Inventor development, including the Google and MIT versions of App Inventor. Kloss begins with the absolute basics of program structure, syntax, flow, and function, and then demonstrates simple ways to solve today's most common mobile development problems. Along the way, you'll build a dozen real Android apps, from games and geotrackers to navigation systems and news tickers. By the time you're done, you'll be comfortable implementing advanced apps and mashups integrating realtime multimedia data from all kinds of Web services with the communication and sensor-based features of your smartphone. Topics covered include installing and configuring App Inventor Building modern, attractive mobile user interfaces Controlling Android media hardware, including the camera Saving data locally with TinyDB, or in the cloud with TinyWebDB Streamlining and automating phone, text, and email communications Tracking orientation, acceleration, and geolocation Integrating text-to-speech and speech-to-text in your apps Controlling other apps and Web services with ActivityStarter Building mobile mashups by exchanging data with Web APIs Testing your apps for diverse hardware with the Android Emulator Example apps, including multimedia content, online vocabulary trainer, finger painting, squash game, compass, geocacher, navigator, stock market ticker, and many more This book will empower you to explore, experiment, build your skills and confidence, and start writing professional-quality Android apps—for yourself, and for everyone else! Companion files for this title can be found at informa.com/title/9780321812704

The main aim of this book is to provide a comprehensive overview of the current state-of-the-art research aspects, including theoretical and experimental prototypes and applications that incorporate sustainability into emerging applications. In recent years, sustainability and information and communication technologies (ICT) are highly intertwined, where sustainability resources and its management has attracted various researchers, stakeholders, and industrialists. The energy-efficient communication technologies have revolutionized the various smart applications like smart cities, healthcare, entertainment, and education. In Electronic Projects with the ESP8266 and ESP32, you'll see how easy and practical it is to access information over the internet, develop web pages, build mobile apps to remotely control devices with speech recognition or incorporate Google Maps into a GPS route tracking app. You will: Build practical electronics projects with an ESP8266 or ESP32 microcontroller with Wi-Fi communication Use the Wi-Fi function of the ESP8266 and ESP32 to update web pages Communicate with your mobile phone or smart watch by Bluetooth Low Energy Transmit and receive information to control remote devices over the internet Understand the design and build of mobile apps and internet-based applications Apply your computer programming skills in C++, JavaScript, AJAX and JSON Use WebSocket, MQTT brokers and IFTTT for fast two-way communication with webpages Who This Book Is For The target audience is for Makers and Tinkerers who want to build internet/frantran based applications with more powerful microcontrollers, such as the ESP8266 or ESP32. A level of C++ programming expertise with the Arduino IDE is assumed, although all sketches are fully described and comprehensively commented.

The present Guide is a detailed technical paper aimed at industrial property office examiners and users in general to assist them in identifying the correct database and using the possible functionalities and tools offered by specific databases. The current Guide examines a selection of commercial and non-commercial database services considered representative of the broader population of existing services in order to illustrate types and combinations of features available through these services.

Create Your Own Android Apps

Tech Empowerment

Step-by-step guide to creating Android apps the easy way

Step-by-step guide to Advanced features including TinyDB

Building Web Pages, Applications, and WiFi Enabled Devices

App Inventor 2 Essentials

Step-by-Step Guide to Graphics Programming

*Master Application Development in a Mixed-Platform Environment Build powerful database applications in a mixed environment using the detailed information in this Oracle Press guide. Oracle Database 11g & MySQL 5.6 Developer Handbook lays out programming strategies and best practices for seamlessly operating between the two platforms. Find out how to migrate databases, port SQL dialects, work with Oracle MySQL databases, and configure effective queries. Security, monitoring, and tuning techniques are also covered in this comprehensive volume. Understand Oracle Database 11g and MySQL 5.6 architecture Convert databases between platforms and ensure transactional integrity Create tables, sequences, indexes, views, and user accounts Build and debug PL/SQL, SQL*Plus, SQL*PSM, and MySQL Monitor scripts Execute complex queries and handle numeric and date mathematics Merge data from source tables and set up virtual directories*

Wi-Android Apps with App Inventor provides hands-on walkthroughs that cover every area of App Inventor development, including the Google and MIT versions of App Inventor. Kloss begins with the absolute basics of program structure, syntax, flow, and function, and then demonstrates simple ways to solve today's most common mobile development problems. Along the way, you'll build a dozen real Android apps, from games and geotrackers to navigation systems and news tickers. By the time you're done, you'll be comfortable implementing advanced apps and mashups integrating realtime multimedia data from all kinds of Web services with the communication and sensor-based features of your smartphone. Topics covered include installing and configuring App Inventor Building modern, attractive mobile user interfaces Controlling Android media hardware, including the camera Saving data locally with TinyDB, or in the cloud with TinyWebDB Streamlining and automating phone, text, and email communications Tracking orientation, acceleration, and geolocation Integrating text-to-speech and speech-to-text in your apps Controlling other apps and Web services with ActivityStarter Building mobile mashups by exchanging data with Web APIs Testing your apps for diverse hardware with the Android Emulator Example apps, including multimedia content, online vocabulary trainer, finger painting, squash game, compass, geocacher, navigator, stock market ticker, and many more This book will empower you to explore, experiment, build your skills and confidence, and start writing professional-quality Android apps—for yourself, and for everyone else! Companion files for this title can be found at informa.com/title/9780321812704

The main aim of this book is to provide a comprehensive overview of the current state-of-the-art research aspects, including theoretical and experimental prototypes and applications that incorporate sustainability into emerging applications. In recent years, sustainability and information and communication technologies (ICT) are highly intertwined, where sustainability resources and its management has attracted various researchers, stakeholders, and industrialists. The energy-efficient communication technologies have revolutionized the various smart applications like smart cities, healthcare, entertainment, and education. In Electronic Projects with the ESP8266 and ESP32, you'll see how easy and practical it is to access information over the internet, develop web pages, build mobile apps to remotely control devices with speech recognition or incorporate Google Maps into a GPS route tracking app. You will: Build practical electronics projects with an ESP8266 or ESP32 microcontroller with Wi-Fi communication Use the Wi-Fi function of the ESP8266 and ESP32 to update web pages Communicate with your mobile phone or smart watch by Bluetooth Low Energy Transmit and receive information to control remote devices over the internet Understand the design and build of mobile apps and internet-based applications Apply your computer programming skills in C++, JavaScript, AJAX and JSON Use WebSocket, MQTT brokers and IFTTT for fast two-way communication with webpages Who This Book Is For The target audience is for Makers and Tinkerers who want to build internet/frantran based applications with more powerful microcontrollers, such as the ESP8266 or ESP32. A level of C++ programming expertise with the Arduino IDE is assumed, although all sketches are fully described and comprehensively commented.

The present Guide is a detailed technical paper aimed at industrial property office examiners and users in general to assist them in identifying the correct database and using the possible functionalities and tools offered by specific databases. The current Guide examines a selection of commercial and non-commercial database services considered representative of the broader population of existing services in order to illustrate types and combinations of features available through these services.

Create Your Own Android Apps

Tech Empowerment

Step-by-step guide to creating Android apps the easy way

Step-by-step guide to Advanced features including TinyDB

Building Web Pages, Applications, and WiFi Enabled Devices

App Inventor 2 Essentials

Step-by-Step Guide to Graphics Programming

*Master Application Development in a Mixed-Platform Environment Build powerful database applications in a mixed environment using the detailed information in this Oracle Press guide. Oracle Database 11g & MySQL 5.6 Developer Handbook lays out programming strategies and best practices for seamlessly operating between the two platforms. Find out how to migrate databases, port SQL dialects, work with Oracle MySQL databases, and configure effective queries. Security, monitoring, and tuning techniques are also covered in this comprehensive volume. Understand Oracle Database 11g and MySQL 5.6 architecture Convert databases between platforms and ensure transactional integrity Create tables, sequences, indexes, views, and user accounts Build and debug PL/SQL, SQL*Plus, SQL*PSM, and MySQL Monitor scripts Execute complex queries and handle numeric and date mathematics Merge data from source tables and set up virtual directories*

Wi-Android Apps with App Inventor provides hands-on walkthroughs that cover every area of App Inventor development, including the Google and MIT versions of App Inventor. Kloss begins with the absolute basics of program structure, syntax, flow, and function, and then demonstrates simple ways to solve today's most common mobile development problems. Along the way, you'll build a dozen real Android apps, from games and geotrackers to navigation systems and news tickers. By the time you're done, you'll be comfortable implementing advanced apps and mashups integrating realtime multimedia data from all kinds of Web services with the communication and sensor-based features of your smartphone. Topics covered include installing and configuring App Inventor Building modern, attractive mobile user interfaces Controlling Android media hardware, including the camera Saving data locally with TinyDB, or in the cloud with TinyWebDB Streamlining and automating phone, text, and email communications Tracking orientation, acceleration, and geolocation Integrating text-to-speech and speech-to-text in your apps Controlling other apps and Web services with ActivityStarter Building mobile mashups by exchanging data with Web APIs Testing your apps for diverse hardware with the Android Emulator Example apps, including multimedia content, online vocabulary trainer, finger painting, squash game, compass, geocacher, navigator, stock market ticker, and many more This book will empower you to explore, experiment, build your skills and confidence, and start writing professional-quality Android apps—for yourself, and for everyone else! Companion files for this title can be found at informa.com/title/9780321812704

The main aim of this book is to provide a comprehensive overview of the current state-of-the-art research aspects, including theoretical and experimental prototypes and applications that incorporate sustainability into emerging applications. In recent years, sustainability and information and communication technologies (ICT) are highly intertwined, where sustainability resources and its management has attracted various researchers, stakeholders, and industrialists. The energy-efficient communication technologies have revolutionized the various smart applications like smart cities, healthcare, entertainment, and education. In Electronic Projects with the ESP8266 and ESP32, you'll see how easy and practical it is to access information over the internet, develop web pages, build mobile apps to remotely control devices with speech recognition or incorporate Google Maps into a GPS route tracking app. You will: Build practical electronics projects with an ESP8266 or ESP32 microcontroller with Wi-Fi communication Use the Wi-Fi function of the ESP8266 and ESP32 to update web pages Communicate with your mobile phone or smart watch by Bluetooth Low Energy Transmit and receive information to control remote devices over the internet Understand the design and build of mobile apps and internet-based applications Apply your computer programming skills in C++, JavaScript, AJAX and JSON Use WebSocket, MQTT brokers and IFTTT for fast two-way communication with webpages Who This Book Is For The target audience is for Makers and Tinkerers who want to build internet/frantran based applications with more powerful microcontrollers, such as the ESP8266 or ESP32. A level of C++ programming expertise with the Arduino IDE is assumed, although all sketches are fully described and comprehensively commented.

The present Guide is a detailed technical paper aimed at industrial property office examiners and users in general to assist them in identifying the correct database and using the possible functionalities and tools offered by specific databases. The current Guide examines a selection of commercial and non-commercial database services considered representative of the broader population of existing services in order to illustrate types and combinations of features available through these services.

Create Your Own Android Apps

Tech Empowerment

Step-by-step guide to creating Android apps the easy way

Step-by-step guide to Advanced features including TinyDB

Building Web Pages, Applications, and WiFi Enabled Devices

App Inventor 2 Essentials

Step-by-Step Guide to Graphics Programming

*Master Application Development in a Mixed-Platform Environment Build powerful database applications in a mixed environment using the detailed information in this Oracle Press guide. Oracle Database 11g & MySQL 5.6 Developer Handbook lays out programming strategies and best practices for seamlessly operating between the two platforms. Find out how to migrate databases, port SQL dialects, work with Oracle MySQL databases, and configure effective queries. Security, monitoring, and tuning techniques are also covered in this comprehensive volume. Understand Oracle Database 11g and MySQL 5.6 architecture Convert databases between platforms and ensure transactional integrity Create tables, sequences, indexes, views, and user accounts Build and debug PL/SQL, SQL*Plus, SQL*PSM, and MySQL Monitor scripts Execute complex queries and handle numeric and date mathematics Merge data from source tables and set up virtual directories*

Building the Data Warehouse

RF Positioning: Fundamentals, Applications, and Tools

Learn to create apps using simplified interactive image sprites and to control movement using a finger on the screen or by tilting the phone or tablet. Learn how to use the "Canvas" features for drawing, including a unique way to implement traditional animation features. Volume 4 introduces the use of graphics drawing features, including general graphics features, image sprites, animation and charting. Charting refers to the creation of line, column, scatter plot, and strip recorder charts commonly used in business programming. Volume 2 introduces advanced features and Volume 3 covers databases and files. Includes numerous sample apps, detailed explanations, illustrations, app source code downloads and links to video tutorials. Visit the web site at appinventor.pevest.com to learn more about App Inventor and find more tutorials, resources, links to App Inventor books and other App Inventor web sites.

MIT App Inventor is the fast and simple way to develop Android apps. Using a programming system that runs in your Internet browser, just drag and drop user interface components and link together program functions on screen, and then run your app directly on your Android phone or tablet. Learn to create apps using simplified interactive image sprites and to control movement using a finger on the screen or by tilting the phone or tablet. Learn how to use the "Canvas" features for drawing, including a unique way to explain, illustrations, app source code downloads and video tutorials. Volume 4 introduces the use of graphics drawing features, including general graphics features, image sprites, animation and charting. Charting refers to the creation of line, column, scatter plot, and strip recorder charts commonly used in business and finance. This is volume 4 of a 4 volume set. Volume 1 introduces App Inventor programming, Volume 2 introduces advanced features and Volume 3 covers databases and files. Visit the web site appinventor.pevest.com to learn more about App Inventor and find more tutorials, resources, links to App Inventor books and other App Inventor web sites.

This new resource presents a comprehensive view of radio-frequency (RF) positioning. The book is organized to allow readers to progress at a fast pace, from the fundamentals of RF positioning, to the use of advanced tools such as artificial intelligence algorithms and application development environments. The first part of the book covers the fundamentals of RF localization. The second part addresses the application of those fundamentals in several types of wireless networks and technologies as Cellular Network Systems. The third part brings several tools to allow rapid development of positioning applications for mobile devices, as well as to support implementation, usage, deployment, and research of localization algorithms. This book presents numerous MATLAB examples, accompanied by the corresponding MATLAB code, made available at the book website. The MATLAB code to most figures is also provided, as well as databases of measurements collected during experiments conducted both in cellular and Wi-Fi networks. T

Chapter 10.

IBM and the Holocaust is the award-winning, New York Times bestselling shocker--a million copies in print--detailing IBM's conscious co-planning and co-organizing of the Holocaust for the Nazis, all micromanaged by its president Thomas J Watson from New York and Paris. This Expanded Edition offers 37 pages of previous unpublished documents, pictures, internal company correspondence, and other archival materials to produce an even more explosive volume. Originally published to extraordinary praise in 2001, this

chronicles the story of IBM's strategic alliance with Nazi Germany. IBM and the Holocaust provides nothing less than a chilling investigation into corporate complicity. Edwin Black's monumental research exposes how IBM and its subsidiaries helped create enabling technologies for the Nazis, step-by-step, from the identification and cataloging programs of the 1930s to the selections of the 1940s.

Build Your Own Apps - No Experience Required!

Beginning Android 4

App Inventor

Guide to Technology Databases

Intellectual Property in the Information Age

The Fast and Easy Way to Build Android Apps

A step-by-step introductory guide to mobile app development with App Inventor 2 About This Book Get an introduction to the functionalities of App Inventor 2 and use it to unleash your creativity Learn to navigate the App Inventor platform, develop basic coding skills and become familiar with a blocks based programming language Build your very first mobile app and feel proud of your accomplishment Follow tutorials to expand your app development skills Who This Book Is For App

Inventor 2 Essentials is for anyone who wants to learn to make mobile apps for Android devices - no prior coding experience is necessary. What You Will Learn Perform technical setup and navigate the App Inventor platform Utilize the interactive development environment by pairing a mobile device with a computer using Wi-Fi or USB Build three apps: a game, an event app and a raffle app Create the user interface of the app in the Designer and program the code in the Blocks Editor

Integrate basic computer science principles along with more complex elements such fusion tables and lists Test and troubleshoot your applications Publish your apps on Google Play Store to reach a wide audience Unleash your creativity for further app development In Detail App Inventor 2 will take you on a journey of mobile app development. We begin by introducing you to the functionalities of App Inventor and giving you an idea about the types of apps you can develop using it. We walk

you through the technical set up so you can take advantage of the interactive development environment (live testing). You will get hands-on, practical experience building three different apps using tutorials. Along the way, you will learn computer science principles as well as tips to help you prepare for the creative process of building an app from scratch. By the end of the journey, you will learn how to package an app and deploy it to app markets. App Inventor 2 Essentials prepares you to

amass a resource of skills, knowledge and experience to become a mobile app developer Style and approach Every topic in this book is explained in step-by-step and easy-to-follow fashion, accompanied with screenshots of the interface that will make it easier for you to understand the processes.

App Inventor 2 Databases and FilesStep-by-step guide to TinyDB, TinyWebDB, Fusion Tables and FilesEdward Mitchell

Silicon Graphics, Inc., has developed two important software standards for graphics programmers. OpenGL is a powerful software interface for graphics hardware that allows graphics programmers to produce high-quality color images of 3D objects. The functions in the OpenGL library enable programmers to build geometric models, view models interactively in 3D space, control color and lighting, manipulate pixels, and perform such tasks as alpha blending, anti-aliasing, creating atmospheric effects, and texture mapping. Open Inventor is an object-oriented 3D toolkit built on OpenGL that provides a 3D scene database, a built-in event model for user interaction, and the ability to print objects and exchange data with other graphics formats. The OpenGL Technical Library provides tutorial and reference books for OpenGL and Open Inventor. The library enables programmers to gain a practical understanding of these important software standards and shows how to

unlock their full potential. 0201624958B04062001