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430 - AVA WESTON

This developer's tutorial covers building Java applets and applications with IFC. Specific sections focus on Threads, AWT and how IFC expands and enhances AWT. The CD includes the complete source code from the book and the Netscape ONE SDK.

Information Technology: An Introduction for Today's Digital World introduces undergraduate students to a wide variety of concepts they will encounter throughout their IT studies and careers. The book covers computer organization and hardware, Windows and Linux operating systems, system administration duties, scripting, computer networks, regular expressions, binary numbers, the Bash shell in Linux, DOS, managing processes and services, and computer security. It also gives students insight on IT-related careers, such as network and web administration, computer forensics, web development, and software engineering. Suitable for any introductory IT course, this classroom-tested text presents many of the topics recommended by the ACM Special Interest Group on IT Education (SIGITE). It offers a far more detailed examination of the computer than current computer literacy texts, focusing on concepts essential to all IT professionals—from operating systems and hardware to information security and computer ethics. The book highlights Windows/DOS and Linux with numerous examples of issuing commands and controlling the operating systems. It also provides details on hardware, programming, and computer networks. Ancillary Resources The book includes laboratory exercises and some of the figures from the text online. PowerPoint lecture slides, answers to exercises, and a test bank are also available for instructors.

4LTR Press solutions give students the option to choose the format that best suits their learning preferences. This option is perfect for those students who focus on the textbook as their main course resource. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

* Established and high-selling .NET expert/author, with large fan following. * Broad and deep coverage, with full "look forward" to advanced programming methods available in .NET 2005. * Completely up-to-date with the latest iteration of the framework.

"The book covers all basic concepts of mobile computing and communication and also deals with latest concepts like Bluetooth Security and Nokia Handhelds"--Resource description page.

COMPUTER ORGANIZATION AND ARCHITECTURE: THEMES AND VARIATIONS stresses the structure of the complete system (CPU, memory, buses and peripherals) and reinforces that core content with an

emphasis on divergent examples. This approach to computer architecture is an effective arrangement that provides sufficient detail at the logic and organizational levels appropriate for EE/ECE departments as well as for Computer Science readers. The text goes well beyond the minimal curriculum coverage and introduces topics that are important to anyone involved with computer architecture in a way that is both thought provoking and interesting to all. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

A revision of the first edition to include many new tips and techniques, this guide provides additions of new chapters on Active Desktop, Webcasting, Outlook Express, FrontPage Express and special needs of users migrating from other Windows operating systems and of laptop users. New and enhanced features now available with the Service Pack 3 and the NT Option Pack are also highlighted, with corresponding icons, throughout the book.

This is a single-volume book on 'electrical machines' that teaches the subject precisely and yet with amazing clarity. The extent has been kept in control so that the entire subject can be covered by students within the limited time of the semesters. Thus, they will not have to consult multiple books anymore. The discussions of concepts include the modern trends used in industry, like efficient transformers, efficient induction motors, DC drives, and the problems related to them. A special feature of this book is its presentation. Important statements have been set in bold type. Key equations have been given in separate boxes so that they can be spotted easily at the time of revising. Key Features

- Tools like 'Remember!', and 'In a Nutshell' aimed at focusing attention on important related points
- 'Key Points to Remember' at the end of each chapter to facilitate recapitulation of text in fast mode
- Appendix at the end of the book to provide additional useful information on machines
- More than 250 focused solved examples
- More than 300 numerical questions
- More than 400 descriptive questions

Learn how to speed up slow Python code with concurrent programming and the cutting-edge asyncio library. Use coroutines and tasks alongside async/await syntax to run code concurrently Build web APIs and make concurrency web requests with aiohttp Run thousands of SQL queries concurrently Create a map-reduce job that can process gigabytes of data concurrently Use threading with asyncio to mix blocking code with asyncio code Python is flexible, versatile, and easy to learn. It can also be very slow compared to lower-level languages. Python Concurrency with asyncio teaches you how to boost Python's performance by applying a variety of concurrency techniques. You'll learn how the

complex-but-powerful asyncio library can achieve concurrency with just a single thread and use asyncio's APIs to run multiple web requests and database queries simultaneously. The book covers using asyncio with the entire Python concurrency landscape, including multiprocessing and multithreading. About the technology It's easy to overload standard Python and watch your programs slow to a crawl. The asyncio library was built to solve these problems by making it easy to divide and schedule tasks. It seamlessly handles multiple operations concurrently, leading to apps that are lightning fast and scalable. About the book Python Concurrency with asyncio introduces asynchronous, parallel, and concurrent programming through hands-on Python examples. Hard-to-grok concurrency topics are broken down into simple flowcharts that make it easy to see how your tasks are running. You'll learn how to overcome the limitations of Python using asyncio to speed up slow web servers and microservices. You'll even combine asyncio with traditional multiprocessing techniques for huge improvements to performance. What's inside Build web APIs and make concurrency web requests with aiohttp Run thousands of SQL queries concurrently Create a map-reduce job that can process gigabytes of data concurrently Use threading with asyncio to mix blocking code with asyncio code About the reader For intermediate Python programmers. No previous experience of concurrency required. About the author Matthew Fowler has over 15 years of software engineering experience in roles from architect to engineering director. Table of Contents 1 Getting to know asyncio 2 asyncio basics 3 A first asyncio application 4 Concurrent web requests 5 Non-blocking database drivers 6 Handling CPU-bound work 7 Handling blocking work with threads 8 Streams 9 Web applications 10 Microservices 11 Synchronization 12 Asynchronous queues 13 Managing subprocesses 14 Advanced asyncio

The 2008 version of Visual Basic is tremendously enhanced and introduces dramatic new concepts, techniques, and features to this popular object-oriented language. Written by an elite author team, this comprehensive resource provides a clear and concise approach to using VB 2008 in the ever-expanding .NET world. This book focuses on using the latest and most powerful tools from the Microsoft arsenal within your Visual Basic solutions. You'll examine everything from the .NET Framework to the best practices for deploying .NET applications to database access and integrating with other technologies.

If you are studying for the Novell CNE certification tests 681, 682, 664 or 683, you need Novell's CNE Study Guide for NetWare 6. It is the official Novell study guide and is the most effective tool to turn the passing rate in your favor. Loaded with illustrations, screen shots and hands-on exercises, it also includes sample test questions for all exams. Go after the most sought-after certification that Novell offers with this book in your hand.

For the Students of B.E. / B.Tech., M.E. / M.Tech. & BCA / MCA It is indeed a matter of great encouragement to write the Third Edition of this book on 'Operating Systems - A Practical Approach' which covers the syllabi of B.Tech./B.E. (CSE/IT), M.Tech./M.E. (CSE/IT), BCA/MCA of many universities of India like Delhi University, GGSIPU Delhi, UPTU Lucknow, WBUT, RGPV, MDU, etc.

This is a comprehensive book on C++. It serves the needs of both new and experienced programmers to understand the concepts of this power-packed language. It addresses the latest revisions to the Standard C++ language. The twin features of this language, namely, procedure-oriented and object-oriented programming, have been brought out in a very crisp manner. The book intends to re-

move the fear of 'containers' from the minds of programmers and enable them to use the concept unambiguously and effectively. More than 200 programs have been included in the book after ensuring their correctness with standard C++ compatible compilers, such as gnu g++ and Code::Blocks. This student-friendly book has no prerequisites and contains all that is needed to make the undergraduate and post-graduate students expert C++ programmers. It will be a boon to a novice as well as an experienced programmer. SALIENT FEATURES • More than 200 tested programs • More than 300 objective-type questions • Review questions at the end of every chapter • Includes chapters on multithreading, STL and exception handling, and an annexure on object-oriented analysis and design • Model question papers

Demonstrates the enhanced features of Windows 2000 Professional while explaining how to optimize the system for different business applications and discussing network design and installation, security, and operating system management.

Explore Visual Basic 2012 and .NET 4.5 with this fully updated resource After a quick review of the introductory topics of Visual Basic 2012 and .NET 4.5, this book moves quickly into advanced topics such as data access with ADO.NET, security, ASP.NET web programming with Visual Basic, Windows workflow, and threading. You'll explore the essential Visual Basic 2012 functions you need, including .NET features such as LINQ, WCF, and more. Plus, you'll examine exception handling and debugging, Visual Studio features, and deployment. Puts the new Async keyword and Iterators to work Explores new options and interfaces presented by Windows 8 development and WinRT Continues strong coverage of core language elements and tools and creating componentized applications This updated version of Professional Visual Basic 2012 and .NET 4.5 retains its expert author team, including one of the best-known and respected Microsoft Visual Basic MVPs, Bill Sheldon, and Microsoft Regional Director "Software Legend" Billy Hollis.

Beginning C# 3.0 has been written from scratch, specifically for the new 'Orcas' version, by a well-respected author to teach beginners how to use the new framework to their best advantage. They will learn everything they need to know to get to grips with this cutting-edge technology. This is one of the first books to be published dealing with the Orcas technology for the beginning audience. Comprehensive and thorough - the book is tailored to turn an interested amateur into a competent, well-grounded, programmer.

Understanding Computers: Today and Tomorrow gives your students a classic introduction to computer concepts with a modern twist! Known for its emphasis on industry insight and societal issues, this text makes concepts relevant to today's career-focused students and has increased emphasis on mobile computing and related issues such as mobile commerce and mobile security. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Visual Basic .NET has changed dramatically from its predecessor, and this book shows developers how to build traditional console applications, ASP.NET applications, XML Web Services, and more The top-notch author team shares their years of experience in VB programming and helps readers take their skills to new heights Addresses issues such as security, data access (ADO.NET), and the latest Visual Studio .NET IDE Explores Common Language Runtime, variables and data types, object syntax, inheritance and interfaces, Windows forms, error handling and debugging, XML, namespaces,

and advanced features of the latest version of ASP.NET

CISSP Study Guide - fully updated for the 2018 CISSP Body of Knowledge CISSP (ISC)2 Certified Information Systems Security Professional Official Study Guide, 8th Edition has been completely updated for the latest 2018 CISSP Body of Knowledge. This bestselling Sybex study guide covers 100% of all exam objectives. You'll prepare for the exam smarter and faster with Sybex thanks to expert content, real-world examples, advice on passing each section of the exam, access to the Sybex online interactive learning environment, and much more. Reinforce what you've learned with key topic exam essentials and chapter review questions. Along with the book, you also get access to Sybex's superior online interactive learning environment that includes: Six unique 150 question practice exams to help you identify where you need to study more. Get more than 90 percent of the answers correct, and you're ready to take the certification exam. More than 700 Electronic Flashcards to reinforce your learning and give you last-minute test prep before the exam A searchable glossary in PDF to give you instant access to the key terms you need to know for the exam Coverage of all of the exam topics in the book means you'll be ready for: Security and Risk Management Asset Security Security Engineering Communication and Network Security Identity and Access Management Security Assessment and Testing Security Operations Software Development Security

Multithreading is essential if you want to create an Android app with a great user experience, but how do you know which techniques can help solve your problem? This practical book describes many asynchronous mechanisms available in the Android SDK, and provides guidelines for selecting the ones most appropriate for the app you're building. Author Anders Goransson demonstrates the advantages and disadvantages of each technique, with sample code and detailed explanations for using it efficiently. The first part of the book describes the building blocks of asynchronous processing, and the second part covers Android libraries and constructs for developing fast, responsive, and well-structured apps. Understand multithreading basics in Java and on the Android platform Learn how threads communicate within and between processes Use strategies to reduce the risk of memory leaks Manage the lifecycle of a basic thread Run tasks sequentially in the background with HandlerThread Use Java's Executor Framework to control or cancel threads Handle background task execution with AsyncTask and IntentService Access content providers with AsyncQueryHandler Use loaders to update the UI with new data

JAVA BY MASTER - SLAVE, (Master refers to Dr. Deepak Kumar Singh and Slave refers to Rajanish Kumar Bhagat.) Totally refers to the Concept of OOPs & Java, is a core subject for undergraduate students and Post-graduate students in Computer Science Engineering (CSE), Information Technology Streams and Master of Computer Application (MCA). This Book is primarily intended to serve as a textbook in accordance with the syllabus of Object Oriented Techniques. In this Book, a significant effort has been made to find simple ways to develop Theoretical as well as Practical Concept of OOPs and Core JAVA. A Very strong emphasis has been given on practical examples, Neat and clean diagrams have been used for explanation. This Book refers to The Fundamental of JAVA and Base who wants to prepare Oracle Certification JAVA Programming. Every effort has been made to make the Concepts simple and comprehensive. This book is divided into Twelve Chapters: Introduction to Java, Oops Concept, Constructor & Access Specifier, Inheritance, Abstract Class & Interface, Polymorphism, Inner Class, Exception Handling, Package, Thread, File Handling and Networking. The author

hopes that the book will full fill the need of readers and would welcome any suggestions towards the improvement of the book.

Mastering Cloud Computing is designed for undergraduate students learning to develop cloud computing applications. Tomorrow's applications won't live on a single computer but will be deployed from and reside on a virtual server, accessible anywhere, any time. Tomorrow's application developers need to understand the requirements of building apps for these virtual systems, including concurrent programming, high-performance computing, and data-intensive systems. The book introduces the principles of distributed and parallel computing underlying cloud architectures and specifically focuses on virtualization, thread programming, task programming, and map-reduce programming. There are examples demonstrating all of these and more, with exercises and labs throughout. Explains how to make design choices and tradeoffs to consider when building applications to run in a virtual cloud environment Real-world case studies include scientific, business, and energy-efficiency considerations

Fully updated Sybex Study Guide for the industry-leading security certification: CISSP Security professionals consider the Certified Information Systems Security Professional (CISSP) to be the most desired certification to achieve. More than 200,000 have taken the exam, and there are more than 70,000 CISSPs worldwide. This highly respected guide is updated to cover changes made to the CISSP Body of Knowledge in 2012. It also provides additional advice on how to pass each section of the exam. With expanded coverage of key areas, it also includes a full-length, 250-question practice exam. Fully updated for the 2012 CISSP Body of Knowledge, the industry-leading standard for IT professionals Thoroughly covers exam topics, including access control, application development security, business continuity and disaster recovery planning, cryptography, operations security, and physical (environmental) security Examines information security governance and risk management, legal regulations, investigations and compliance, and telecommunications and network security Features expanded coverage of biometrics, auditing and accountability, software security testing, and many more key topics CISSP: Certified Information Systems Security Professional Study Guide, 6th Edition prepares you with both the knowledge and the confidence to pass the CISSP exam.

Over 100,000 CNEs will need to re-certify for Netware 6 by the end of 2003 David James Clarke IV is recognized for his ability to write so that readers understand exactly what they need to know in order to pass the exam CD includes practice tests and a three-user version of Netware 6 so the reader can work through the book's exercises at home

Use structural, behavioral, and concurrent patterns in Delphi to skillfully develop applications Key FeaturesDelve into the core patterns and components of Delphi to enhance your application's design-Learn how to select the right patterns to improve your program's efficiency and productivityDiscover how parallel programming and memory management can optimize your codeBook Description Delphi is a cross-platform Integrated Development Environment (IDE) that supports rapid application development for most operating systems, including Microsoft Windows, iOS, and now Linux with RAD Studio 10.2. If you know how to use the features of Delphi, you can easily create scalable applications in no time. This Learning Path begins by explaining how to find performance bottlenecks and apply the correct algorithm to fix them. You'll brush up on tricks, techniques, and best practices to solve common design and architectural challenges. Then, you'll see how to leverage external li-

braries to write better-performing programs. You'll also learn about the eight most important patterns that'll enable you to develop and improve the interface between items and harmonize shared memories within threads. As you progress, you'll also delve into improving the performance of your code and mastering cross-platform RTL improvements. By the end of this Learning Path, you'll be able to address common design problems and feel confident while building scalable projects. This Learning Path includes content from the following Packt products: Delphi High Performance by Primož Gabrijelčič Hands-On Design Patterns with Delphi by Primož Gabrijelčič What you will learn Understand parallel programming and work with the various tools included with Delphi Explore memory managers and their implementation Leverage external libraries to write better-performing programs Keep up to date with the latest additions and design techniques in Delphi Get to grips with various modern multithreading approaches Break a design problem down into its component parts Who this book is for This Learning Path is for intermediate-level Delphi programmers who want to build robust applications using Delphi features. Prior knowledge of Delphi is assumed.

Praise for the first edition: "The well-written, comprehensive book...[is] aiming to become a de facto reference for the language and its features and capabilities. The pace is appropriate for beginners; programming concepts are introduced progressively through a range of examples and then used as tools for building applications in various domains, including sophisticated data structures and algorithms... Highly recommended. Students of all levels, faculty, and professionals/practitioners.—D. Papamichail, University of Miami in CHOICE Magazine Mark Lewis' Introduction to the Art of Programming Using Scala was the first textbook to use Scala for introductory CS courses. Fully revised and expanded, the new edition of this popular text has been divided into two books. Introduction to Programming and Problem-Solving Using Scala is designed to be used in first semester college classrooms to teach students beginning programming with Scala. The book focuses on the key topics students need to know in an introductory course, while also highlighting the features that make Scala a great programming language to learn. The book is filled with end-of-chapter projects and exercises, and the authors have also posted a number of different supplements on the book website. Video lectures for each chapter in the book are also available on YouTube. The videos show construction of code from the ground up and this type of "live coding" is invaluable for learning to program, as it allows students into the mind of a more experienced programmer, where they can see the thought processes associated with the development of the code. About the Authors Mark Lewis is a Professor at Trinity University. He teaches a number of different courses, spanning from first semester introductory courses to advanced seminars. His research interests included simulations and modeling, programming languages, and numerical modeling of rings around planets with nearby moons. Lisa Lacher is an Assistant Professor at the University of Houston, Clear Lake with over 25 years of professional software development experience. She teaches a number of different courses spanning from first semester introductory courses to graduate level courses. Her research interests include Computer Science Education, Agile Software Development, Human Computer Interaction and Usability Engineering, as well as Measurement and Empirical Software Engineering.

As more and more equipment is interface or 'bus' driven, either by the use of controllers or directly from PCs, the question of which bus to use is becoming increasingly important both in industry and in the office. 'Computer Busses' has been designed to help choose the best type of bus for the partic-

ular application. There are several books which cover individual busses, but none which provide a complete guide to computer busses. The author provides a basic theory of busses and draws examples and applications from real bus case studies. Busses are analysed using from a top-down approach, helping the undergraduate electrical or computer engineer to choose the right type of bus for their particular application. This book is essential reading for students of software engineering and electronic design, as well as for those working in disciplines such as production engineering or process control. It will also be a handy reference book for professional engineers, systems designers, consultants and those working in technical support. Provides a complete guide to computer busses Contains application-specific programme examples Plenty of real-life case studies

This book covers the object oriented programming aspects using Java programming. It focuses on developing the applications both at basic and moderate level. In this book there are number of illustrative programming examples that help the students to understand the concepts. Starting from introduction to Java programming, handling of control statements, arrays, objects and classes, this book moves gradually towards Exception handling, Interfaces, Collection classes and concurrent programming with the help of Java threads. In addition, the book also covers JAVA FX basics, Event driven programming, Animations, creating GUI applications and multimedia using JAVA FX. Explanation of all the object oriented programming concepts is given in simple and expressive language. Also, the Java programs are followed by step by step explanation. This book explains the object oriented programming concepts in such a way that even if the reader having no Java programming background can develop the applications with ease.

NOTE: The exam this book covered, CISSP: Certified Information Systems Security Professional, was retired by (ISC)2® in 2018 and is no longer offered. For coverage of the current exam (ISC)2 CISSP Certified Information Systems Security Professional, please look for the latest edition of this guide: (ISC)2 CISSP Certified Information Systems Security Professional Official Study Guide, Eighth Edition (9781119475934). CISSP Study Guide - fully updated for the 2015 CISSP Body of Knowledge CISSP (ISC)2 Certified Information Systems Security Professional Official Study Guide, 7th Edition has been completely updated for the latest 2015 CISSP Body of Knowledge. This bestselling Sybex study guide covers 100% of all exam objectives. You'll prepare for the exam smarter and faster with Sybex thanks to expert content, real-world examples, advice on passing each section of the exam, access to the Sybex online interactive learning environment, and much more. Reinforce what you've learned with key topic exam essentials and chapter review questions. Along with the book, you also get access to Sybex's superior online interactive learning environment that includes: Four unique 250 question practice exams to help you identify where you need to study more. Get more than 90 percent of the answers correct, and you're ready to take the certification exam. More than 650 Electronic Flashcards to reinforce your learning and give you last-minute test prep before the exam A searchable glossary in PDF to give you instant access to the key terms you need to know for the exam Coverage of all of the exam topics in the book means you'll be ready for: Security and Risk Management Asset Security Security Engineering Communication and Network Security Identity and Access Management Security Assessment and Testing Security Operations Software Development Security

This self-readable and highly informative text presents the exhaustive coverage of the concepts of

Object Oriented Programming with JAVA. A number of good illustrative examples are provided for each concept supported by well-crafted programs, thus making it useful for even those having no previous knowledge of programming. Starting from the preliminaries of the language and the basic principles of OOP, this textbook moves gradually towards advanced concepts like exception handling, multithreaded programming, GUI support by the language through AWT controls, string handling, file handling and basic utility classes. In addition, the well-planned material in the book acts as a precursor to move towards high-end programming in Java, which includes the discussion of Servlets, Java Server Pages, JDBC, Swings, etc. The book is highly suitable for all undergraduate and postgraduate students of computer science, computer applications, computer science and engineering and information technology. KEY FEATURES Extensive coverage of syllabi of various Indian universities Comprehensive coverage of the OOP concepts and Core Java Explanation of the concepts using simple and expressive language Complete explanation of the working of each program with more emphasis on the core segment of the program Chapter-end summary, over 230 illustrative programs, around 225 review questions, about 190 true/false questions and over 130 programming exercises

Network processors are the basic building blocks of today's high-speed, high-demand, quality-oriented communication networks. Designing and implementing network processors requires a new programming paradigm and an in-depth understanding of network processing requirements. This book leads the reader through the requirements and the underlying theory of networks, network processing, and network processors. It covers implementation of network processors and intergrates EZchip Microcode Development Environment so that you can gain hands-on experience in writing high-speed networking applications. By the end of the book, the reader will be able to write and test applications on a simulated network processor. Comprehensive, theoretical, and practical coverage of networks and high-speed networking applications Describes contemporary core, metro, and access networks and their processing algorithms Covers network processor architectures and programming models, enabling readers to assess the optimal network processor typer and configuration for their application Free download from <http://www.cse.bgu.ac.il/npbook> includes microcode development tools that provide hands-on experience with programming a network processor

Enhance your enterprise application development skills by mastering parallel programming techniques in .NET and C# Key FeaturesWrite efficient, fine-grained, and scalable parallel code with C# and .NET CoreExperience how parallel programming works by building a powerful applicationLearn the fundamentals of multithreading by working with IIS and KestrelBook Description In today's world, every CPU has a multi-core processor. However, unless your application has implemented parallel programming, it will fail to utilize the hardware's full processing capacity. This book will show you how to write modern software on the optimized and high-performing .NET Core 3 framework using C# 8. Hands-On Parallel Programming with C# 8 and .NET Core 3 covers how to build multithreaded, concurrent, and optimized applications that harness the power of multi-core processors. Once you've understood the fundamentals of threading and concurrency, you'll gain insights into the data structure in .NET Core that supports parallelism. The book will then help you perform asynchronous programming in C# and diagnose and debug parallel code effectively. You'll also get to grips with the new Kestrel server and understand the difference between the IIS and Kestrel operating models.

Finally, you'll learn best practices such as test-driven development, and run unit tests on your parallel code. By the end of the book, you'll have developed a deep understanding of the core concepts of concurrency and asynchrony to create responsive applications that are not CPU-intensive. What you will learnAnalyze and break down a problem statement for parallelismExplore the APM and EAP patterns and how to move legacy code to TaskApply reduction techniques to get aggregated resultsCreate PLINQ queries and study the factors that impact their performanceSolve concurrency problems caused by producer-consumer race conditionsDiscover the synchronization primitives available in .NET CoreUnderstand how the threading model works with IIS and KestrelFind out how you can make the most of server resourcesWho this book is for If you want to learn how task parallelism is used to build robust and scalable enterprise architecture, this book is for you. Whether you are a beginner to parallelism in C# or an experienced architect, you'll find this book useful to gain insights into the different threading models supported in .NET Standard and .NET Core. Prior knowledge of C# is required to understand the concepts covered in this book.

Digital Terrestrial Broadcasting Networks approaches the existing framework for digital terrestrial broadcasting, particularly the results of the Regional Radiocommunication Conference held in 2006. That conference established a new frequency plan for Europe, Africa and parts of Asia for digital terrestrial broadcasting. The book introduces the currently existing terrestrial broadcasting systems as well as the regulatory framework by which they can begin operating. Most importantly the book explains details of the GE06 Agreement, particularly Articles 4 and 5. It also discusses the frequency plan itself and the constraints it has been derived under. The book addresses the implementation of the GE06 Plan, which leads directly to all issues related to network planning and optimization of networks. Finally, the future development of the Plan and the digital dividend is addressed. This covers issues like sharing the UHF spectrum with mobile communication services and also touches upon the World Radio Conference 07 to be held in the fall in Geneva.

Go beyond computing basics with the award-winning NEW PERSPECTIVES ON COMPUTER CONCEPTS. Designed to get you up-to-speed on essential computer literacy skills, this market leading text goes deeper, providing technical and practical information relevant to everyday life. NEW PERSPECTIVES ON COMPUTER CONCEPTS 2014 incorporates significant technology trends that affect computing and everyday life; such as concerns for data security, personal privacy, online safety, controversy over digital rights management, interest in open source software and portable applications, and more. In addition, coverage of Microsoft Windows 8 and Office 2013 will introduce you to the exciting new features of Microsoft's next generation of software. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Here's the book you need to prepare for the challenging CISSP exam from (ISC)-2. This revised edition was developed to meet the exacting requirements of today's security certification candidates. In addition to the consistent and accessible instructional approach that earned Sybex the "Best Study Guide" designation in the 2003 CertCities Readers Choice Awards, this book provides: Clear and concise information on critical security technologies and topics Practical examples and insights drawn from real-world experience Leading-edge exam preparation software, including a testing engine and electronic flashcards for your Palm You'll find authoritative coverage of key exam topics including: Access Control Systems & Methodology Applications & Systems Development Business Continuity

Planning Cryptography Law, Investigation & Ethics Operations Security Physical Security Security Architecture & Models Security Management Practices Telecommunications, Network & Internet Security Note:CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

The object of this book is to cover most of the currently relevant areas of data communications and networks. These include: Communications protocols (especially TCP/IP) Networking (especially in Ethernet, Fast Ethernet, FDDI and ATM) Networking operating systems (especially in Windows NT, Novell NetWare and UNIX) Communications programs (especially in serial communications, parallel communications and TCP/IP) Computer hardware (especially in PC hardware, serial communications and parallel communication) The book thus splits into 15 different areas, these are: General data compression (Chapters 2 and 3) Video, images and sound (Chapters 4-11) Error coding and encryption (Chapters 12-17) TCP/IP, WWW, Internets and Intranets (Chapters 18-20 and 23) Electronic Mail (Chapter 21) HTML (Chapters 25 and 26) Java (Chapters 27-29) Communication Programs (Chapters 20, 29 and 49) Network Operating Systems (Chapters 31-34) LANs/WANs (Chapters 35, 38-46) Serial Communications (Chapters 47 and 48) Parallel Communications (Chapters 50-52) Local Communications (Chapters 53-57) Routing and Protocols (Chapters 36 and 37) Cables and connectors (Chapters 58--60) Many handbooks and reference guides on the market contain endless tables and mathematics, or are dry to read and contain very little insight in their subject area. I have tried to make this book readable, but also contain key information which can be used by professionals.

Learn Object Oriented Programming Using Java: An UML based Treatise with Live Examples from Science and Engineering

Threads are a fundamental part of the Java platform. As multicore processors become the norm, using concurrency effectively becomes essential for building high-performance applications. Java SE 5 and 6 are a huge step forward for the development of concurrent applications, with improvements to the Java Virtual Machine to support high-performance, highly scalable concurrent classes and a rich set of new concurrency building blocks. In Java Concurrency in Practice , the creators of these new facilities explain not only how they work and how to use them, but also the motivation and design patterns behind them. However, developing, testing, and debugging multithreaded programs can still be very difficult; it is all too easy to create concurrent programs that appear to work, but fail when it matters most: in production, under heavy load. Java Concurrency in Practice arms readers with both

the theoretical underpinnings and concrete techniques for building reliable, scalable, maintainable concurrent applications. Rather than simply offering an inventory of concurrency APIs and mechanisms, it provides design rules, patterns, and mental models that make it easier to build concurrent programs that are both correct and performant. This book covers: Basic concepts of concurrency and thread safety Techniques for building and composing thread-safe classes Using the concurrency building blocks in java.util.concurrent Performance optimization dos and don'ts Testing concurrent programs Advanced topics such as atomic variables, nonblocking algorithms, and the Java Memory Model

A True Textbook for an Introductory Course, System Administration Course, or a Combination Course Linux with Operating System Concepts, Second Edition merges conceptual operating system (OS) and Unix/Linux topics into one cohesive textbook for undergraduate students. The book can be used for a one- or two-semester course on Linux or Unix. It is complete with review sections, problems, definitions, concepts and relevant introductory material, such as binary and Boolean logic, OS kernels and the role of the CPU and memory hierarchy. Details for Introductory and Advanced Users The book covers Linux from both the user and system administrator positions. From a user perspective, it emphasizes command-line interaction. From a system administrator perspective, the text reinforces shell scripting with examples of administration scripts that support the automation of administrator tasks. Thorough Coverage of Concepts and Linux Commands The author incorporates OS concepts not found in most Linux/Unix textbooks, including kernels, file systems, storage devices, virtual memory and process management. He also introduces computer science topics, such as computer networks and TCP/IP, interpreters versus compilers, file compression, file system integrity through backups, RAID and encryption technologies, booting and the GNUs C compiler. New in this Edition The book has been updated to systemd Linux and the newer services like Cockpit, NetworkManager, firewalld and journald. This edition explores Linux beyond CentOS/Red Hat by adding detail on Debian distributions. Content across most topics has been updated and improved.

Understanding Computers: Today and Tomorrow gives your students a classic introduction to computer concepts with a modern twist! Known for its emphasis on industry insight and societal issues, this text makes concepts relevant to today's career-focused students. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.