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Charity Majors, Liz Fong-Jones, George Miranda

10% Happier Dan Harris, 2014-03-11 #1 New York Times Bestseller REVISED WITH NEW MATERIAL Winner of the 2014 Living Now Book Award for Inspirational Memoir An enormously smart, clear-eyed, brave-hearted, and quite personal look at the benefits of meditation. —Elizabeth Gilbert Nightline anchor Dan Harris embarks on an unexpected, hilarious, and deeply skeptical odyssey through the strange worlds of spirituality and self-help, and discovers a way to get happier that is truly achievable. After having a nationally televised panic attack, Dan Harris knew he had to make some changes. A lifelong nonbeliever, he found himself on a bizarre adventure involving a disgraced pastor, a mysterious self-help guru, and a gaggle of brain scientists. Eventually, Harris realized that the source of his problems was the very thing he always thought was his greatest asset: the incessant, insatiable voice in his head, which had propelled him through the ranks of a hypercompetitive business, but had also led him to make the profoundly stupid decisions that provoked his on-air freak-out. Finally, Harris stumbled upon an effective way to rein in that voice, something he always assumed to be either impossible or useless: meditation, a tool that research suggests can do everything from lower your blood pressure to essentially rewire your brain. *10% Happier* takes readers on a ride from the outer reaches of neuroscience to the inner sanctum of network news to the bizarre fringes of America's spiritual scene, and leaves them with a takeaway that could actually change their lives.

Emergent Trends in Personal, Mobile, and Handheld Computing Technologies Hu, Wen-Chen, 2012-04-30 This book offers a vital research within the field of personal computing, highlighting the latest trends in research and

development of personal technology--Provided by publisher.

The Business of Android Apps Development Mark Rollins, Roy Sandberg, 2013-08-31 The growing but still evolving success of the Android platform has ushered in a second mobile technology "gold rush" for app developers. Google Play and Amazon Appstore for Android apps has become the second go-to apps eco for today's app developers. While not yet as large in terms of number of apps as iTunes, Google Play and Amazon Appstore have so many apps that it has become increasingly difficult for new apps to stand out in the crowd. Achieving consumer awareness and sales longevity for your Android app requires a lot of organization and some strategic planning. Written for today's Android apps developer or apps development shop, this new and improved book from Apress, The Business of Android Apps Development, Second Edition, tells you today's story on how to make money on Android apps. This book shows you how to take your app from idea to design to development to distribution and marketing your app on Google Play or Amazon Appstore. This book takes you step-by-step through cost-effective marketing, public relations and sales techniques that have proven successful for professional Android app creators and indie shops--perfect for independent developers on shoestring budgets. It even shows you how to get interest from venture capitalists and how they view a successful app vs. the majority of so-so to unsuccessful apps in Android. No prior business knowledge is required. This is the book you wish you had read before you launched your first app!

Multidisciplinary Perspectives on Telecommunications, Wireless Systems, and Mobile Computing Hu, Wen-Chen, 2013-11-30 The development of new information and communication technologies has a considerable impact on the way humans interact with each other and their environment. The proper use of these

technologies is an important consideration in the success of modern human endeavors. *Multidisciplinary Perspectives on Telecommunications, Wireless Systems, and Mobile Computing* explores some of the latest advances in wireless communication technologies, making use of empirical research and analytical case studies to evaluate best practices in the discipline. This book will provide insight into the next generation of information and communication technologies for developers, engineers, students, researchers, and managers in the telecommunications field.

The Metaverse: And How It Will Revolutionize Everything Matthew Ball, 2022-07-19 INTERNATIONAL BESTSELLER – United States, Canada, United Kingdom, and China (Wall Street Journal, Associated Press, Nielsen Bookscan, Publishers Weekly, USA Today, Toronto Star, Globe & Mail, BookNet Canada, Bookseller.com, Bookdao/Nielsen, JD, DangDang) Tim Sweeney (CEO of Fortnite-maker Epic Games): “Matthew Ball’s essays have defined, analyzed, and inspired the Metaverse for years. His book is an approachable and essential guide to the strategic, technical, and philosophical foundations of this new medium.” Derek Thompson (Atlantic staff writer and national best-selling author of *Hit Makers*): “This book feels like a rare achievement: a definitive statement about an emerging phenomenon that could shape the digital world, the global economy, and the very experience of human consciousness.” From the leading theorist of the Metaverse comes the definitive account of the next internet: what the Metaverse is, what it will take to build it, and what it means for all of us. The term “Metaverse” is suddenly everywhere, from the front pages of national newspapers and the latest fashion trends to the plans of the most powerful companies in history. It is already shaping the policy platforms of the US government, the European Union, and the Chinese Communist

Party. But what, exactly, is the Metaverse? As pioneering theorist and venture capitalist Matthew Ball explains, it is a persistent and interconnected network of 3D virtual worlds that will eventually serve as the gateway to most online experiences, and also underpin much of the physical world. For decades, these ideas have been limited to science fiction and video games, but they are now poised to revolutionize every industry and function, from finance and healthcare to education, consumer products, city planning, dating, and well beyond. Taking us on an expansive tour of the “next internet,” Ball demonstrates that many proto-Metaverses are already here, such as Fortnite, Minecraft, and Roblox. Yet these offer only a glimpse of what is to come. Ball presents a comprehensive definition of the Metaverse before explaining the technologies that will power it—and the breakthroughs that will be necessary to fully realize it. He addresses the governance challenges the Metaverse entails; investigates the role of Web3, blockchains, and NFTs; and predicts Metaverse winners and losers. Most importantly, he examines many of the Metaverse’s almost unlimited applications. The internet will no longer be at arm’s length; instead, it will surround us, with much of our lives, labor, and leisure taking place inside the Metaverse. Bringing clarity and authority to a frequently misunderstood concept, Ball foresees trillions of dollars in new value—and the radical reshaping of society.

Pro IOS and Android Apps for Business Frank Zammetti, 2013-10-23 With Pro iOS and Android Apps for Business, you can take your web development experience and apply it toward creating a full-featured business app, from soup to nuts. Frank Zammetti shows you how to create a client app using jQuery Mobile wrapped in PhoneGap, and how to create a node.js-based server that uses MongoDB as its data store. You never have to deal with learning

Objective-C, Java or any other difficult-to-learn language. Instead, you can build on your existing HTML5, JavaScript and CSS experience to quickly and effectively build any app your business needs. You can apply this knowledge to iOS and Android apps as well as other mobile platforms since the technologies used support most modern mobile platforms as well. You'll learn:

- How to design a full-featured app, including requirements like offline access
- How to build the client-side of the app using jQuery Mobile, including adding stub code for calling the node.js server
- How to create a simple server with node.js and interact with it using REST
- How to use MongoDB with node.js for data storage
- How to use PhoneGap to ready your app for mobile deployment
- How to test and debug your app on iOS and Android

Pro iOS and Android Apps for Business is for experienced web developers who need to get up to speed quickly in building iOS and Android apps for business. Are you ready to join the mobile revolution using the same technologies you already use to build great web applications? If so, this is the book for you! What you'll learn

- How to design a full-featured app, including requirements like offline access
- How to build the client-side of the app using jQuery Mobile, including adding stub code for calling the node.js server
- How to create a simple server with node.js and interact with it using REST
- How to use MongoDB with node.js for data storage
- How to use PhoneGap to ready your app for mobile deployment
- How to test and debug your app on iOS and Android

Who this book is for

- Experienced web devs who need to get up to speed quickly in building iOS and Android apps for business.

HTML/CSS/JavaScript experience highly recommended.

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Advanced Methodologies and Technologies in Network Architecture, Mobile Computing, and Data Analytics Khosrow-Pour, D.B.A., Mehdi, 2018-10-19 From cloud computing to data analytics, society stores vast supplies of information through wireless networks and mobile computing. As organizations are becoming increasingly more wireless, ensuring the security and seamless function of electronic gadgets while creating a strong network is imperative. Advanced Methodologies and Technologies in Network Architecture, Mobile Computing, and Data Analytics highlights the challenges associated with creating a strong network architecture in a perpetually online society. Readers will learn various methods in building a seamless mobile computing option and the most effective means of analyzing big data. This book is an important resource for information technology professionals, software developers, data analysts, graduate-level students, researchers, computer engineers, and IT specialists seeking modern information on emerging methods in data mining, information technology, and wireless networks.

Location-Aware Applications Richard Ferraro, Murat Aktihanoglu, 2011-07-28 Summary Location-Aware Applications is a comprehensive guide to the technology and business of creating compelling location-based services and applications. The book walks you through the LBS landscape, from mapping technologies to available platforms; from toolkits to business questions like monetization and privacy. About the Book Mobile customers want entertainment,

business apps, and on-the-go services that recognize and respond to location. This book will guide you through the technology and business of mobile applications so you can create competitive and innovative apps based on location-based services. It is an engaging look at the LBS landscape, from choosing the right mobile platform, to making money with your application, to dealing with privacy issues. It provides insight into a wealth of ideas for LBS development so you can build the next killer app. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Managing location-aware content Making money from location-based services Augmented reality and tablets Detailed examples for iPhone and Android Who Should Read this Book This book is written for developers and business pros - no prior knowledge of location-based services is assumed. Table of Contents PART 1 LBS, THE BIG PICTURE Location-based services: An overview Positioning technologies Mapping Content options PART 2 TECHNOLOGY Consumer applications Mobile platforms Connectivity issues Server-side integration PART 3 CREATING WINNING LBS BUSINESSES Monetization of location-based services The privacy debate Distributing your application Securing your business idea

Hands On - All Media Producing Marcus Gillezeau, Evelyn Saunders, 2013-11-21 'Hands On - All Media Producing' is a follow up to AACTA and Emmy® award winning filmmaker Marcus Gillezeau's 2004 book 'Hands On - A practical guide to production and technology in film, TV and new Media'. 'Hands On - All Media Producing' is a compendium of tips, advice and experiences for producers and filmmakers and aims to provide some key answers to the most pressing question facing screen practitioners today: 'How do I produce for multiple platforms?' All Media projects represent the future of the screen

industry. The entire cultural and entertainment business landscape is changing in response to the growing integration of story, content and brand across media platforms. Combined with the role consumers are playing in shaping how they want to be entertained it is at once a daunting, yet exciting space to be working in. Based on the experiences of film-maker Marcus Gillezeau and case studies of recent projects by the world's best All Media producers, this entirely accessible guide aims to help screen practitioners, producers, directors and writers, plan, finance and produce their next project as an All Media production. This eBook is being provided free of charge to the industry, due to the assistance of Screen Australia and Screen NSW.

User Acceptance of Mobile Notifications Tilo Westermann, 2017-03-14 This book presents an alternative approach to studying smartphone-app user notifications. It starts with insights into user acceptance of mobile notifications in order to provide tools to support users in managing these. It extends previous research by investigating factors that influence users' perception of notifications and proposes tools addressing the shortcomings of current systems. It presents a technical framework and testbed as an approach for evaluating the usage of mobile applications and notifications, and then discusses a series of studies based on this framework that investigate factors influencing users' perceptions of mobile notifications. Lastly, a set of design guidelines for the usage of mobile notifications is derived that can be employed to support users in handling notifications on smartphones.

The Platform Delusion Jonathan A. Knee, 2021-09-07 An investment banker and professor explains what really drives success in the tech economy Many think that they understand the secrets to the success of the biggest tech

companies: Facebook, Amazon, Apple, Netflix, and Google. It's the platform economy, or network effects, or some other magical power that makes their ultimate world domination inevitable. Investment banker and professor Jonathan Knee argues that the truth is much more complicated--but entrepreneurs and investors can understand what makes the giants work, and learn the keys to lasting success in the digital economy. Knee explains what really makes the biggest tech companies work: a surprisingly disparate portfolio of structural advantages buttressed by shrewd acquisitions, strong management, lax regulation, and often, encouraging the myth that they are invincible to discourage competitors. By offering fresh insights into the true sources of strength and very real vulnerabilities of these companies, *The Platform Delusion* shows how investors, existing businesses, and startups might value them, compete with them, and imitate them. *The Platform Delusion* demystifies the success of the biggest digital companies in sectors from retail to media to software to hardware, offering readers what those companies don't want everyone else to know. Knee's insights are invaluable for entrepreneurs and investors in digital businesses seeking to understand what drives resilience and profitability for the long term.

MEDINFO 2015: EHealth-enabled Health I.N. Sarkar, A. Georgiou, P. Mazzoncini de Azevedo Marques, 2015-08-12 Health and Biomedical Informatics is a rapidly evolving multidisciplinary field; one in which new developments may prove crucial in meeting the challenge of providing cost-effective, patient-centered healthcare worldwide. This book presents the proceedings of MEDINFO 2015, held in São Paulo, Brazil, in August 2015. The theme of this conference is 'eHealth-enabled Health', and the broad spectrum of topics covered ranges from emerging methodologies to successful implementations of innovative

applications, integration and evaluation of eHealth systems and solutions. Included here are 178 full papers and 248 poster abstracts, selected after a rigorous review process from nearly 800 submissions by 2,500 authors from 59 countries. The conference brings together researchers, clinicians, technologists and managers from all over the world to share their experiences on the use of information methods, systems and technologies to promote patient-centered care, improving patient safety, enhancing care outcomes, facilitating translational research and enabling precision medicine, as well as advancing education and skills in Health and Biomedical Informatics. This comprehensive overview of Health and Biomedical Informatics will be of interest to all those involved in designing, commissioning and providing healthcare, wherever they may be.

Apps Gerard Goggin, 2021-05-20 Since the rise of the smartphone, apps have become entrenched in billions of users' daily lives. Accessible across phones and tablets, watches and wearables, connected cars, sensors, and cities, they are an inescapable feature of our current culture. In this book, Gerard Goggin provides a comprehensive and authoritative guide to the development of apps as a digital media technology. Covering the technological, social, cultural, and policy dynamics of apps, Goggin ultimately considers what a post-app world might look like. He argues that apps represent a pivotal moment in the development of digital media, acting as a hinge between the visions and realities of the "mobile," "cyber," and "online" societies envisaged since the late 1980s and the imaginaries and materialities of the digital societies that emerged from 2010. Apps offer frames, construct tools, and constitute "small worlds" for users to reorient themselves in digital media settings. This fascinating book will reframe the conversation about the

software that underwrites our digital worlds. It is essential reading for students and scholars of media and communication, as well as for anyone interested in this ubiquitous technology.

Designing Apps for Success Matthew David, Chris Murman, 2014-02-03 In 2007, Apple released the iPhone. With this release came tools as revolutionary as the internet was to businesses and individuals back in the mid- and late-nineties: Apps. Much like websites drove (and still drive) business, so too do apps drive sales, efficiencies and communication between people. But also like web design and development, in its early years and iterations, guidelines and best practices for apps are few and far between. *Designing Apps for Success* provides web/app designers and developers with consistent app design practices that result in timely, appropriate, and efficiently capable apps. This book covers application lifecycle management that designers and developers use when creating apps for themselves or the entities that hired them. From the early discussions with a company as to how to what kind of app they want, to storyboarding, to developing cross platform, to troubleshooting, to publishing, *Designing Apps for Success* gives a taut, concise, and pragmatic roadmap from the beginning of the process all the way to the end. Developers and designers will learn not only best practices on how to design an app but how to streamline the process while not losing any quality on the end result. Other topics in this book include: Case studies that best showcase the development process at work (or not at work). Global examples of apps developed all over the world. Future proofing your apps Post-publishing: Promoting and marketing your apps and keeping it relevant. Consistent app design practices for consistently successful results.

Observability Engineering Charity Majors, Liz Fong-Jones, George Miranda, 2022-05-06 Observability is critical for building, changing, and understanding the software that powers complex modern systems. Teams that adopt observability are much better equipped to ship code swiftly and confidently, identify outliers and aberrant behaviors, and understand the experience of each and every user. This practical book explains the value of observable systems and shows you how to practice observability-driven development. Authors Charity Majors, Liz Fong-Jones, and George Miranda from Honeycomb explain what constitutes good observability, show you how to improve upon what you're doing today, and provide practical dos and don'ts for migrating from legacy tooling, such as metrics monitoring and log management. You'll also learn the impact observability has on organizational culture (and vice versa). You'll explore: How the concept of observability applies to managing software systems The value of practicing observability when delivering and managing complex cloud native applications and systems The impact observability has across the entire software development lifecycle How and why different functional teams use observability with service-level objectives (SLOs) How to instrument your code to help future engineers understand the code you wrote today How to produce quality code for context-aware system debugging and maintenance How data-rich analytics can help you debug elusive issues quickly

The Business of iPhone App Development Dave Wooldridge, Michael Schneider, 2010-08-26 The phenomenal success of the iPhone and the iPod touch has ushered in a "gold rush" for developers, but with well over 100,000 apps in the highly competitive App Store, it has become increasingly difficult for new apps to stand out in the crowd. Achieving consumer awareness and sales

longevity for your iPhone app requires a lot of organization and some strategic planning. This book will show you how to incorporate marketing and business savvy into every aspect of the design and development process, giving your app the best possible chance of succeeding in the App Store. The *Business of iPhone App Development* was written by experienced developers with business backgrounds, taking you step-by-step through cost-effective marketing techniques that have proven successful for professional iPhone app creators—perfect for independent developers on shoestring budgets. Although there are a few iPhone app marketing books on the horizon, they appear to tackle the subject from purely a marketer’s perspective. What makes this book unique is that it was written by developers for developers, showing you not only what to do, but also how to do it, complete with time-saving resources and ready-to-use code examples. No prior business knowledge is required. This is the book you wish you had read before you launched your first app!

Learn Corona SDK Game Development Frank Zammetti, 2013-04-23 Corona SDK is one of the most popular app and game mobile development platforms in the world, and *Learn Corona SDK Game Development* walks you through creating a full-featured Corona game from scratch to the App Store. You'll learn Lua basics (the foundation of Corona), how to add and manipulate graphics, and how to use controls like multitouch, accelerometer, and gyroscope. You'll also learn how to use Box2D (Corona physics under the hood), and how to add sound effects and music. As you're polishing your game, you'll also learn about ads, in-app purchases, and OpenFeint and Game Center integration. Finally, you'll learn the ins and outs of getting a game into the App Store or other app marketplaces. Whether you're developing exclusively for iOS, or whether you're developing for Android or other platforms, *Learn Corona SDK*

Game Development explains just what you need to launch your career as a mobile game developer. What you'll learn Just enough Lua to get started with Corona How to put your Corona code together How to work with images and effects Adding music and sound Game physics and AI Working with app stores and marketplaces Who this book is for Beginning mobile game developers, with a grasp of the basics of programming, who want a complete walkthrough of the Corona app and game development tool, or iOS or Android developers who want to learn about Corona SDK. Table of ContentsPart I: Get Ready... Get Set... 1. Introducing Corona 2. Getting To Know Lua Part II: Go! 3. Application Structure 4. Title, main menu and settings screens 5. The Game, Part I: Core Game Code 6. The Game, Part II: The Main Loop 7. The Game, Part III: Player Control Input 8. The Game, Part IV: Collision Events 9. Wrapping Up Part III: The Post-Game Show 10. Odds And Ends 11. Testing And Publishing

Modern Monopolies Alex Moazed, Nicholas L. Johnson, 2016-05-31 What do Google, Snapchat, Tinder, Amazon, and Uber have in common, besides soaring market share? They're platforms - a new business model that has quietly become the only game in town, creating vast fortunes for its founders while dominating everyone's daily life. A platform, by definition, creates value by facilitating an exchange between two or more interdependent groups. So, rather than making things, they simply connect people. The Internet today is awash in platforms - Facebook is responsible for nearly 25 percent of total Web visits, and the Google platform crash in 2013 took about 40 percent of Internet traffic with it. Representing the ten most trafficked sites in the U.S., platforms are also prominent over the globe; in China, they hold the top eight spots in web traffic rankings. The advent of mobile computing and its ubiquitous connectivity have forever altered how we interact with each

other, melding the digital and physical worlds and blurring distinctions between offline and online. These platform giants are expanding their influence from the digital world to the whole economy. Yet, few people truly grasp the radical structural shifts of the last ten years. In *Modern Monopolies*, Alex Moazed and Nicholas L. Johnson tell the definitive story of what has changed, what it means for businesses today, and how managers, entrepreneurs, and business owners can adapt and thrive in this new era.

Iccws 2015 - The Proceedings of the 10th International Conference on Cyber Warfare and Security Jannie Zaaïman, Louise Leenan, 2015-02-24 These Proceedings are the work of researchers contributing to the 10th International Conference on Cyber Warfare and Security ICCWS 2015, co hosted this year by the University of Venda and The Council for Scientific and Industrial Research. The conference is being held at the Kruger National Park, South Africa on the 24 25 March 2015. The Conference Chair is Dr Jannie Zaaïman from the University of Venda, South Africa, and the Programme Chair is Dr Louise Leenan from the Council for Scientific and Industrial Research, South Africa.

Kindle Fire Owner's Manual: The ultimate Kindle Fire guide to getting started, advanced user tips, and finding unlimited free books, videos and apps on Amazon and beyond Steve Weber, 2014-02-28 Finally ... a quick, easy reference to using your Kindle Fire -- to the max!

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All App Stores 10 Introduction

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