(ARMv7)

Uwe Meyer-Baese

▣ ▣The Definitive Guide to the ARM Cortex-M3 Joseph Yiu,2009-11-19 This user's guide does far more than simply outline the ARM Cortex-M3 CPU features; it explains step-by-step how to program and implement the processor in real-world designs. It teaches readers how to utilize the complete and thumb instruction sets in order to obtain the best functionality, efficiency, and reuseability. The author, an ARM engineer who helped develop the core, provides many examples and diagrams that aid understanding. Quick reference appendices make locating specific details a snap! Whole chapters are dedicated to: Debugging using the new CoreSight technology Migrating effectively from the ARM7 The Memory Protection Unit Interfaces, Exceptions,Interrupts ...and much more! The only available guide to programming and using the groundbreaking ARM Cortex-M3 processor Easy-to-understand examples, diagrams, quick reference appendices, full instruction and Thumb-2 instruction sets are included T teaches end users how to start from the ground up with the M3, and how to migrate from the ARM7

▣ ▣GNU/Linux Rapid Embedded Programming Rodolfo Giometti,2017-03-29 An annotated guide to program and develop GNU/Linux Embedded systems quickly About This Book Rapidly design and build powerful prototypes for GNU/Linux Embedded systems Become familiar with the workings of GNU/Linux Embedded systems and how to manage its peripherals Write, monitor, and configure applications quickly and effectively, manage an external micro-controller, and use it as co-processor for real-time tasks Who This Book Is For This book targets Embedded System developers and GNU/Linux programmers who would like to program Embedded Systems and perform Embedded development. The book focuses on quick and efficient prototype building. Some experience with hardware and Embedded Systems is assumed, as is having done some previous work on GNU/Linux systems. Knowledge of scripting on GNU/Linux is expected as well. What You Will Learn Use embedded systems to implement your projects Access and manage peripherals for embedded systems Program embedded systems using languages such as C, Python, Bash, and PHP Use a complete distribution, such as Debian or Ubuntu, or an embedded one, such as OpenWrt or Yocto Harness device driver capabilities to optimize device communications Access data through several kinds of devices such as GPIO's, serial ports, PWM, ADC, Ethernet, WiFi, audio, video, I2C, SPI, One Wire, USB and CAN Practical example usage of several devices such as RFID readers, Smart card readers, barcode readers, z-Wave devices, GSM/GPRS modems Usage of several sensors such as light, pressure, moisture, temperature, infrared, power, motion In Detail Embedded computers have become very complex in the last few years and developers need to easily manage them by focusing on how to solve a problem without wasting time in finding supported peripherals or learning how to manage them. The main challenge with experienced embedded programmers and engineers is really how long it takes to turn an idea into reality, and we show you exactly how to do it. This book shows how to interact with external environments through specific peripherals used in the industry. We will use the latest Linux kernel release 4.4.x and Debian/Ubuntu distributions (with embedded distributions like OpenWrt and Yocto). The book will present popular boards in the industry that are user-friendly to base the rest of the projects on - BeagleBone Black, SAMA5D3 Xplained, Wandboard and system-on-chip manufacturers. Readers will be able to take their first steps in programming the embedded platforms, using C, Bash, and Python/PHP languages in order to get access to the external peripherals. More about using and programming device driver and accessing the peripherals will be covered to lay a strong foundation. The readers will learn how to read/write data from/to the external environment by using both C programs or a scripting language (Bash/PHP/Python) and how to configure a device driver for a specific hardware. After finishing this book, the readers will be able to gain a good knowledge level and understanding of writing, configuring, and managing drivers, controlling and monitoring applications with the help of efficient/quick programming and will be able to apply these skills into real-world projects. Style and approach This practical tutorial will get you quickly prototyping embedded systems on GNU/Linux. This book uses a variety of hardware to program the peripherals and build simple prototypes.

▣ ▣Embedded Microprocessor System Design using FPGAs Uwe Meyer-Baese,2021-04-16 This textbook for courses in Embedded Systems introduces students to necessary concepts, through a hands-on approach. It gives a great introduction to FPGA-based microprocessor system design using state-of-the-art boards, tools, and microprocessors from Altera/Intel® and Xilinx®. HDL-based designs (soft-core), parameterized cores (Nios II and MicroBlaze), and ARM Cortex-A9 design are discussed, compared and explored using many hand-on designs projects. Custom IP for HDMI coder, Floating-point operations, and FFT bit-swap are developed, implemented, tested and speed-up is measured. Downloadable files include all design examples such as basic processor synthesizable code for Xilinx and Altera tools for PicoBlaze, MicroBlaze, Nios II and ARMv7 architectures in VHDL and Verilog code, as well as the custom IP projects. Each Chapter has a substantial number of short quiz questions, exercises, and challenging projects. Explains soft, parameterized, and hard core systems design tradeoffs; Demonstrates design of popular KCPSM6 8 Bit microprocessor step-by-step; Discusses the 32 Bit ARM Cortex-A9 and a basic processor is synthesized; Covers design flows for both FPGA Market leaders Nios II Altera/Intel and MicroBlaze Xilinx system; Describes Compiler-Compiler Tool development; Includes a substantial number of Homework's and FPGA exercises and design projects in each chapter.

⊞ Strengthening System Security on the ARMv7 Processor Architecture with Hypervisor-based Security Mechanisms Julian Vetter,2017

⊞ ODROID Magazine ,2015-03-01 Table of Contents 6 KitKat 4.4.2: ODROID-C1 Review 8 Powering the ODROID-C1 Using the MicroUSB Port: Cellphone Charger Use is Just a Solder Away 8 Android Gaming: Crossy Road - Part Classic, Part Revamp, Absolute Fun 9 Home Theater PC: How the ODROID-C1 Measures Up 10 Android 5.0 Lollipop: The Next Generation of Google's Android Code 10 Infographic: Raspberry Pi vs. ODROID-C1 11 Docker on the ODROID: Useful Tips 20 Flying ODROID: Get Yourself Airborne 24 Android Development: Dissecting and Modifying the APK File 26 Android Gaming: Angry Birds Transformers - A Great Mix of Old and New Heroes 27 Osc1lloscope: Using the ODROID-C1 as a Bench Oscilloscope 32 High Performance Computing: Building an Affordable and Portable C1 or U3 Cluster 33 Navio+ for the ODROID-C1: Autopiloting Your Drone 34 Linux Gaming: Discovering the World of Nintendo DS(i) Emulation 38 Android Gaming: Clash of Clans - Epic Battles on a Big Screen 39 Odamex: Play Doom in High Definition Widescreen with Multiplayer 41 Map Dpad on Xbox 360 Controllers in Android: Get Full Use of Your Gamepad 41 Android Gaming: Boom! Tanks - Simple Kill or Be Killed Tank Battle 42 Meet An ODROIDian: Jeremy Kenney (A_TCartridge), Our Retro Gaming Wizard

⊞ The Hash Function BLAKE Jean-Philippe Aumasson,Willi Meier,Raphael C.-W. Phan,Luca Henzen,2014-12-19 This is a comprehensive description of the cryptographic hash function BLAKE, one of the five final contenders in the NIST SHA3 competition, and of BLAKE2, an improved version popular among developers. It describes how BLAKE was designed and why BLAKE2 was developed, and it offers guidelines on implementing and using BLAKE, with a focus on software implementation. In the first two chapters, the authors offer a short introduction to cryptographic hashing, the SHA3 competition and BLAKE. They review applications of cryptographic hashing, they describe some basic notions such as security definitions and state-of-the-art collision search methods and they present SHA1, SHA2 and the SHA3 finalists. In the chapters that follow, the authors give a complete description of the four instances BLAKE-256, BLAKE-512, BLAKE-224 and BLAKE-384; they describe applications of BLAKE, including simple hashing with or without a salt and HMAC and PBKDF2 constructions; they review implementation techniques, from portable C and Python to AVR assembly and vectorized code using SIMD CPU instructions; they describe BLAKE's properties with respect to hardware design for implementation in ASICs or FPGAs; they explain BLAKE's design rationale in detail, from NIST's requirements to the choice of internal parameters; they summarize the known security properties of BLAKE and describe the best attacks on reduced or modified variants; and they present BLAKE2, the successor of BLAKE, starting with motivations and also covering its performance and security aspects. The book concludes with detailed test vectors, a reference portable C implementation of BLAKE, and a list of third-party software implementations of BLAKE and BLAKE2. The book is oriented towards practice – engineering and craftsmanship – rather than theory. It is suitable for developers, engineers and security professionals engaged with BLAKE and cryptographic hashing in general and for applied cryptography researchers and students who need a consolidated reference and a detailed description of the design process, or guidelines on how to design a cryptographic algorithm.

⊞ Edge Computing Systems with Kubernetes Sergio M⊞ndez,2022-10-14 Understand how to use K3s and k3OS for different use cases and discover best practices for building an edge computing system Key FeaturesA guide to implementing an edge computing environmentReduce latency and costs for real-time applications running at the edgeFind stable and relevant cloud native open source software to complement your edge environmentsBook Description Edge computing is a way of processing information near the source of data instead of processing it on data centers in the cloud. In this way, edge computing can reduce latency when data is processed, improving the user experience on real-time data visualization for your applications. Using K3s, a light-weight Kubernetes and k3OS, a K3s-based Linux distribution along with other open source cloud native technologies, you can build reliable edge computing systems without spending a lot of money. In this book, you will learn how to design edge computing systems with containers and edge devices using sensors, GPS modules, WiFi, LoRa communication and so on. You will also get to grips with different use cases and examples covered in this book, how to solve common use cases for edge computing such as updating your applications using GitOps, reading data from sensors and storing it on SQL and NoSQL databases. Later chapters will show you how to connect hardware to your edge clusters, predict using machine learning, and analyze images with computer vision. All the examples and use cases in this book are designed to run on devices using 64-bit ARM processors, using Raspberry Pi devices as an example. By the end of this book, you will be able to use the content of these chapters as small pieces to create your own edge computing system. What you will learnConfigure k3OS and K3s for development and production scenariosPackage applications into K3s for shipped-node scenariosDeploy in occasionally connected scenarios, from one node to one million nodesManage GitOps for applications across different locationsUse open source cloud native software to complement your edge computing systemsImplement observability event-driven and serverless edge applicationsCollect and process data from sensors at the edge and visualize it into the cloudWho this book is for This book is for engineers (developers and/or operators) seeking to bring the cloud native benefits of GitOps and Kubernetes to the edge. Anyone with

basic knowledge of Linux and containers looking to learn Kubernetes using examples applied to edge computing and hardware systems will benefit from this book.

Computer Organization and Design MIPS Edition David A. Patterson,John L. Hennessy,2020-11-24 Computer Organization and Design: The Hardware/Software Interface, Sixth Edition, the leading, award-winning textbook from Patterson and Hennessy used by more than 40,000 students per year, continues to present the most comprehensive and readable introduction to this core computer science topic. Improvements to this new release include new sections in each chapter on Domain Specific Architectures (DSA) and updates on all real-world examples that keep it fresh and relevant for a new generation of students. Covers parallelism in-depth, with examples and content highlighting parallel hardware and software topics Includes new sections in each chapter on Domain Specific Architectures (DSA) Discusses and highlights the Eight Great Ideas of computer architecture, including Performance via Parallelism, Performance via Pipelining, Performance via Prediction, Design for Moore's Law, Hierarchy of Memories, Abstraction to Simplify Design, Make the Common Case Fast and Dependability via Redundancy

Proceedings of the 21st Conference on Formal Methods in Computer-Aided Design – FMCAD 2021 Michael W. Whalen,Ruzica Piskac,2021-10-14 Our life is dominated by hardware: a USB stick, the processor in our laptops or the SIM card in our smart phone. But who or what makes sure that these systems work stably, safely and securely from the word go? The computer - with a little help from humans. The overall name for this is CAD (computer-aided design), and it's become hard to imagine our modern industrial world without it. So how can we be sure that the hardware and computer systems we use are reliable? By using formal methods: these are techniques and tools to calculate whether a system description is in itself consistent or whether requirements have been developed and implemented correctly. Or to put it another way: they can be used to check the safety and security of hardware and software. Just how this works in real life was also of interest at the annual conference on Formal Methods in Computer-Aided Design (FMCAD). Under the direction of Ruzica Piskac and Michael Whalen, the 21st Conference in October 2021 addressed the results of the latest research in the field of formal methods. A volume of conference proceedings with over 30 articles covering a wide range of formal methods has now been published for this online conference: starting from the verification of hardware, parallel and distributed systems as well as neuronal networks, right through to machine learning and decision-making procedures. This volume provides a fascinating insight into revolutionary methods, technologies, theoretical results and tools for formal logic in computer systems and system developments.

Professional Embedded ARM Development James A. Langbridge,2013-12-03 A practical Wrox guide to ARM programming for mobiledevices With more than 90 percent of mobile phones sold in recent yearsusing ARM-based processors, developers are eager to master thisembedded technology. If you know the basics of C programming, thisguide will ease you into the world of embedded ARM technology. Withclear explanations of the systems common to all ARM processors andstep-by-step instructions for creating an embedded application, itprepares you for this popular specialty. While ARM technology is not new, existing books on the topicpredate the current explosive growth of mobile devices using ARMand don't cover these all-important aspects. Newcomers to embeddedtechnology will find this guide approachable and easy tounderstand. Covers the tools required, assembly and debugging techniques, Coptimizations, and more Lists the tools needed for various types of projects andexplores the details of the assembly language Examines the optimizations that can be made to ensure fastcode Provides step-by-step instructions for a basic application andshows how to build upon it Professional Embedded ARM Development prepares you toenter this exciting and in-demand programming field.

Security, Privacy, and Applied Cryptography Engineering Anupam Chattopadhyay,Chester Rebeiro,Yuval Yarom,2018-12-06 This book constitutes the refereed proceedings of the 8th International Conference on Security, Privacy, and Applied Cryptography Engineering, SPACE 2018, held in Kanpur, India, in December 2018. The 12 full papers presented were carefully reviewed and selected from 34 submissions. This annual event is devoted to various aspects of security, privacy, applied cryptography, and cryptographic engineering. This is indeed a very challenging field, requiring the expertise from diverse domains, ranging from mathematics to solid-state circuit design.

Hands-On Concurrency with Rust Brian L. Troutwine,2018-05-31 Get to grips with modern software demands by learning the effective uses of Rust's powerful memory safety. Key Features Learn and improve the sequential performance characteristics of your software Understand the use of operating system processes in a high-scale concurrent system Learn of the various coordination methods available in the Standard library Book Description Most programming languages can really complicate things, especially with regard to unsafe memory access. The burden on you, the programmer, lies across two domains: understanding the modern machine and your language's pain-points. This book will teach you to how to manage program performance on modern machines and build fast, memory-safe, and concurrent software in Rust. It starts with the fundamentals of Rust and discusses machine architecture concepts. You will be taken through ways to measure and improve the performance of Rust code systematically and how to write collections with confidence. You will learn about

the Sync and Send traits applied to threads, and coordinate thread execution with locks, atomic primitives, data-parallelism, and more. The book will show you how to efficiently embed Rust in C++ code and explore the functionalities of various crates for multithreaded applications. It explores implementations in depth. You will know how a mutex works and build several yourself. You will master radically different approaches that exist in the ecosystem for structuring and managing high-scale systems. By the end of the book, you will feel comfortable with designing safe, consistent, parallel, and high-performance applications in Rust. What you will learn Probe your programs for performance and accuracy issues Create your own threading and multi-processing environment in Rust Use coarse locks from Rust's Standard library Solve common synchronization problems or avoid synchronization using atomic programming Build lock-free/wait-free structures in Rust and understand their implementations in the crates ecosystem Leverage Rust's memory model and type system to build safety properties into your parallel programs Understand the new features of the Rust programming language to ease the writing of parallel programs Who this book is for This book is aimed at software engineers with a basic understanding of Rust who want to exploit the parallel and concurrent nature of modern computing environments, safely.

⬚ Hacking and Securing iOS Applications Jonathan Zdziarski,2012 Based on unique and previously undocumented research, this book by noted iOS expert Jonathan Zdziarski shows the numerous weaknesses that exist in typical iPhone and iPad apps. Zdziarski shows finance companies, large institutions and others where the exploitable flaws lie in their code, and in this book he will show you as well, in a clear, direct, and immediately applicable style. More importantly, this book will teach the reader how to write more secure code to make breaching your applications more difficult. Topics cover manipulating the Objective-C runtime, debugger abuse, hijacking network traffic, implementing encryption, geo-encryption, PKI without depending on certificate authorities, how to detect and prevent debugging, infection testing and class validation, jailbreak detection, and much more. Hacking and Securing iOS Applications teaches corporate developers and penetration testers exactly how to break into the latest versions of Apple's iOS operating system, attack applications, and exploit vulnerabilities, so that they can write more secure applications with what they've learned. With the App Store reaching over a half-million applications, tools that work with personal or confidential data are becoming increasingly popular. Developers will greatly benefit from Jonathan's book by learning about all of the weaknesses of iOS and the Objective-C environment. Whether you're developing credit card payment processing applications, banking applications, or any other kind of software that works with confidential data, Hacking and Securing iOS Applications is a must-read for those who take secure programming seriously

⬚ Research in Attacks, Intrusions, and Defenses Michael Bailey,Thorsten Holz,Manolis Stamatogiannakis,Sotiris Ioannidis,2018-09-06 This book constitutes the refereed proceedings of the 21st International Symposium on Research in Attacks, Intrusions, and Defenses, RAID 2018, held in Heraklion, Crete, Greece, in September 2018. The 32 revised full papers were carefully reviewed and selected from 145 submissions. They are organized in the following topical sections: attacks; intrusion detection and prevention; DDoS attacks; passwords, accounts, and users; machine learning for computer security; hardware-assisted security; software security; malware; IoT/CPS security; security measurements; and defenses.

⬚ Pro iOS Continuous Integration Romain Pouclet,2014-08-07 Pro iOS Continuous Integration teaches you how to utilize the strengths of continuous integration in your everyday work. CI is more popular now than ever, as iOS developers realize how time-consuming building and deploying an application for testing purposes and quality assurance can be. This book shows you how to make your developing life easier, with real-world applications and examples. With this book, you will learn what continuous integration and continuous delivery really are and how they can be used in your iOS projects. You will learn how to release an iOS application outside the App Store using Xcode. You'll understand how to leverage the power of the command line to build your projects, and run your tests. You'll use Jenkins and Bamboo to architect automatic builds and automate the whole build process. In addition, you'll also learn how to use Xcode server and bots, what quality assurance tools can be used to measure the quality of your code, and how to send builds to your beta testers. Author Romain Pouclet provides hands-on, practical experience in iOS continuous integration and, using this book, you will see that it's not actually that hard to set up a fully-featured continuous integration platform, whether you are an independent iOS developer working from home or a member of a team in a big company.

⬚ Rust Programming Cookbook Claus Matzinger,2019-10-18 Practical solutions to overcome challenges in creating console and web applications and working with systems-level and embedded code, network programming, deep neural networks, and much more. Key FeaturesWork through recipes featuring advanced concepts such as concurrency, unsafe code, and macros to migrate your codebase to the Rust programming language Learn how to run machine learning models with Rust Explore error handling, macros, and modularization to write maintainable codeBook Description Rust 2018, Rust's first major milestone since version 1.0, brings more advancement in the Rust language. The Rust Programming Cookbook is a practical guide to help you overcome challenges when writing Rust code. This Rust book covers recipes for configuring Rust

for different environments and architectural designs, and provides solutions to practical problems. It will also take you through Rust's core concepts, enabling you to create efficient, high-performance applications that use features such as zero-cost abstractions and improved memory management. As you progress, you'll delve into more advanced topics, including channels and actors, for building scalable, production-grade applications, and even get to grips with error handling, macros, and modularization to write maintainable code. You will then learn how to overcome common roadblocks when using Rust for systems programming, IoT, web development, and network programming. Finally, you'll discover what Rust 2018 has to offer for embedded programmers. By the end of the book, you'll have learned how to build fast and safe applications and services using Rust. What you will learnUnderstand how Rust provides unique solutions to solve system programming language problemsGrasp the core concepts of Rust to develop fast and safe applicationsExplore the possibility of integrating Rust units into existing applications for improved efficiencyDiscover how to achieve better parallelism and security with RustWrite Python extensions in RustCompile external assembly files and use the Foreign Function Interface (FFI)Build web applications and services using Rust for high performanceWho this book is for The Rust cookbook is for software developers looking to enhance their knowledge of Rust and leverage its features using modern programming practices. Familiarity with Rust language is expected to get the most out of this book.

The Definitive Guide to the ARM Cortex-M0 Joseph Yiu,2011-04-04 The Definitive Guide to the ARM Cortex-M0 is a guide for users of ARM Cortex-M0 microcontrollers. It presents many examples to make it easy for novice embedded-software developers to use the full 32-bit ARM Cortex-M0 processor. It provides an overview of ARM and ARM processors and discusses the benefits of ARM Cortex-M0 over 8-bit or 16-bit devices in terms of energy efficiency, code density, and ease of use, as well as their features and applications. The book describes the architecture of the Cortex-M0 processor and the programmers model, as well as Cortex-M0 programming and instruction set and how these instructions are used to carry out various operations. Furthermore, it considers how the memory architecture of the Cortex-M0 processor affects software development; Nested Vectored Interrupt Controller (NVIC) and the features it supports, including flexible interrupt management, nested interrupt support, vectored exception entry, and interrupt masking; and Cortex-M0 features that target the embedded operating system. It also explains how to develop simple applications on the Cortex-M0, how to program the Cortex-M0 microcontrollers in assembly and mixed-assembly languages, and how the low-power features of the Cortex-M0 processor are used in programming. Finally, it describes a number of ARM Cortex-M0 products, such as microcontrollers, development boards, starter kits, and development suites. This book will be useful to both new and advanced users of ARM Cortex devices, from students and hobbyists to researchers, professional embedded- software developers, electronic enthusiasts, and even semiconductor product designers. The first and definitive book on the new ARM Cortex-M0 architecture targeting the large 8-bit and 16-bit microcontroller market Explains the Cortex-M0 architecture and how to program it using practical examples Written by an engineer at ARM who was heavily involved in its development

Embedded Systems Jason D. Bakos,2023-10-28 Embedded Systems: ARM Programming and Optimization combines an exploration of the ARM architecture with an examination of the facilities offered by the Linux operating system to explain how various features of program design can influence processor performance. It demonstrates methods by which a programmer can optimize program code in a way that does not impact its behavior but improves its performance. Several applications, including image transformations, fractal generation, image convolution, computer vision tasks, and now machine learning, are used to describe and demonstrate these methods. From this, the reader will gain insight into computer architecture and application design, as well as gain practical knowledge in embedded software design for modern embedded systems. The second edition has been expanded to include more topics of interest to upper level undergraduate courses in embedded systems. Covers three ARM instruction set architectures, the ARMv6 and ARMv7-A, as well as three ARM cores, the ARM11 on the Raspberry Pi, Cortex-A9 on the Xilinx Zynq 7020, and Cortex-A15 on the NVIDIA Tegra K1 Describes how to fully leverage the facilities offered by the Linux operating system, including the Linux GCC compiler toolchain and debug tools, performance monitoring support, OpenMP multicore runtime environment, video frame buffer, and video capture capabilities Designed to accompany and work with most low-cost Linux/ARM embedded development boards currently available Expanded to include coverage of topics such as bus architectures, low-power programming, and sensor interfacing Includes practical application areas such as machine learning

Computer Organization, Design, and Architecture, Fifth Edition Sajjan G. Shiva,2013-12-20 Suitable for a one- or two-semester undergraduate or beginning graduate course in computer science and computer engineering, Computer Organization, Design, and Architecture, Fifth Edition presents the operating principles, capabilities, and limitations of digital computers to enable the development of complex yet efficient systems. With 11 new sections and four revised sections, this edition takes students through a solid, up-to-date exploration of single- and multiple-processor systems, embedded architectures, and performance evaluation. See What's New in

the Fifth Edition Expanded coverage of embedded systems, mobile processors, and cloud computing Material for the Architecture and Organization part of the 2013 IEEE/ACM Draft Curricula for Computer Science and Engineering Updated commercial machine architecture examples The backbone of the book is a description of the complete design of a simple but complete hypothetical computer. The author then details the architectural features of contemporary computer systems (selected from Intel, MIPS, ARM, Motorola, Cray and various microcontrollers, etc.) as enhancements to the structure of the simple computer. He also introduces performance enhancements and advanced architectures including networks, distributed systems, GRIDs, and cloud computing. Computer organization deals with providing just enough details on the operation of the computer system for sophisticated users and programmers. Often, books on digital systems' architecture fall into four categories: logic design, computer organization, hardware design, and system architecture. This book captures the important attributes of these four categories to present a comprehensive text that includes pertinent hardware, software, and system aspects.

⎘ Location-Based Information Systems Miguel A. Labrador,Alfredo J. Perez,Pedro M. Wightman,2010-10-21 Drawing on the authors' more than six years of R&D in location-based information systems (LBIS) as well as their participation in defining the Java ME Location API 2.0, Location-Based Information Systems: Developing Real-Time Tracking Applications provides information and examples for creating real-time LBIS based on GPS-enabled cellular phones

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