

TinyDB

Subir Kumar Sarkar

Sensor and Ad-Hoc Networks S. Kami Makki,Xiang-Yang Li,Niki Pissinou,Shamila Makki,Masoumeh Karimi,Kia Makki,2010-03-14 This book brings together leading researchers and developers in the field of wireless sensor networks to explain the special problems and challenges of the algorithmic aspects of sensor and ad-hoc networks. The book also fosters communication not only between the different sensor and ad-hoc communities, but also between those communities and the distributed systems and information systems communities. The topics addressed pertain to the sensors and mobile environment.

App Inventor 2 Databases and Files Edward Mitchell, MS, MBA,2015-09-01 App Inventor 2: Databases and Files is a step-by-step guide to writing apps that use TinyDB, TinyWebDB, Fusion Tables and data files for information storage and retrieval. Includes detailed explanations, examples, and a link to download sample code. This is the first tutorial to cover all of these App Inventor database and file features. If your apps need to work with data or files - you need this book! TinyDB stores data on your smart phone or tablet and is a primary way for App Inventor apps to save data, even when the app is no longer running or if the device is turned off. TinyWebDB is similar to TinyDB, but stores your data on a remote server in the network cloud. Multiple apps can share a TinyWebDB database, plus you can update the content of your TinyWebDB using just a web browser. This means you can distribute an app whose content can change over time - just by changing the values in TinyWebDB. A big challenge is the need to set up a TinyWebDB server - this book shows how to do that through free services offered by Google. Fusion Tables provide a powerful, cloud-based database system for App Inventor apps. Creating, retrieving, updating and deleting data is done using the industry standard Structured Query Language or SQL. Fusion Tables reside in the Google network cloud - this book shows you how to set up and configure Fusion Tables for you own apps using free services of Google. As your app requirements grow, Google's cloud can provide low cost servers and bandwidth for your needs. Underneath the Android OS user interface, there is a file system, similar to the file system found on Windows or Mac OS X. With App Inventor your apps can write and read data from files, and if using the special CSV format, App Inventor data can be shared with many spreadsheet programs. This book shows you how to create, use and access data files, and how to convert data to and from the CSV format. Over 28,000 words. Over 250 screen shots and illustrations. Numerous sample programs and code. App Inventor 2: Databases and Files - Table of Contents 1 - Introduction 2 - Using the TinyDB database 3 - Implementing Records Using Lists in TinyDB 4 - Simulating Multiple TinyDB Databases 5 - How to Use Multiple Tags in TinyDB 6 - Introduction and Setup: TinyWebDB 7 - Managing TinyWebDB in the Cloud 8 - Programming for TinyWebDB - Demo 1 9 - Adding a Tags List to TinyWebDB – Demo 2 10 - Handling Multiple Users with TinyWebDB – Demo 3 11 - Implementing a Student Quiz Application using TinyWebDB 12 - Introduction to Fusion Tables 13 - Developing Your Fusion Table App 14 - Using Text Files in App Inventor

Information Processing in Sensor Networks Feng Zhao,Leonidas Guibas,2003-08-03 This volume contains the Proceedings of the 2nd International Workshop on Information Processing in Sensor Networks (IPSN 2003). The workshop was held at the Palo Alto Research Center (PARC), Palo Alto, California, on April 22–23, 2003. Informationprocessinginsensornetworksisaninterdisciplinaryresearcharea with deep connections to signal processing, networking and protocols, databases and information management, as well as distributed algorithms. Because of - vances in MEMS microsensors, wireless networking, and embedded processing, ad hoc networks of sensors are becoming increasingly available for commercial andmilitaryapplicationssuchasenvironmentalmonitoring(e.g.,tra?c,habitat, security), industrial sensing and diagnostics (e.g., factories, appliances), infrastructure maintenance (e.g., power grids, water distribution, waste disposal), and battle?eld awareness (e.g., multitarget tracking). From the engineering and computing point of view, sensor networks have become a rich source of problems in communication protocols, sensor tasking and control, sensor fusion, distributed databases and algorithms, probabilistic reasoning, system/software architecture, design methodologies, and evaluation metrics. This workshop took a systemic approach to address crosslayer issues, from the physical sensor layer to the sensor signal processing and networking levels and then all the way to the applications. Following the successful 1st Workshop on Collaborative Signal and Inf- mation Processing in Sensor Networks at PARC in 2001, this new workshop brought together researchers from academia, industry, and government to p- sent and discuss recent work concerning various aspects of sensor networks such as information organization, querying, routing, and self-organization, with an emphasis on the high-level information processing tasks that these networks are designed to perform.

Wireless Sensor Networks and Applications Yingshu Li,My T. Thai,2008-02-10 A crucial reference tool for the increasing number of scientists who depend upon sensor networks in a widening variety of ways. Coverage includes network design and modeling, network management, data management, security and applications. The topic covered in each chapter receives expository as well as scholarly treatment, covering its history, reviewing state-of-the-art thinking relative to the topic, and discussing currently unsolved problems of special interest.

Real-World Wireless Sensor Networks Pedro José Marron,Thiemo Voigt,Peter Corke,Luca Mottola,2010-12-07 Annotation. This book constitutes the refereed proceedings of the 4th International Workshop on Real-World Wireless Sensor Networks, REALWSN 2010, held in Colombo, Sri Lanka, in December 2010. The 11 full papers and the 5 short papers presented were carefully reviewed and selected from 34 submissions. The papers are

organized in topical sections on applications; OS support and programming; communication & MAC; and poster and demonstration abstracts.

Data Stream Management Minos Garofalakis,Johannes Gehrke,Rajeev Rastogi,2016-07-11 This volume focuses on the theory and practice of data stream management, and the novel challenges this emerging domain poses for data-management algorithms, systems, and applications. The collection of chapters, contributed by authorities in the field, offers a comprehensive introduction to both the algorithmic/theoretical foundations of data streams, as well as the streaming systems and applications built in different domains. A short introductory chapter provides a brief summary of some basic data streaming concepts and models, and discusses the key elements of a generic stream query processing architecture. Subsequently, Part I focuses on basic streaming algorithms for some key analytics functions (e.g., quantiles, norms, join aggregates, heavy hitters) over streaming data. Part II then examines important techniques for basic stream mining tasks (e.g., clustering, classification, frequent itemsets). Part III discusses a number of advanced topics on stream processing algorithms, and Part IV focuses on system and language aspects of data stream processing with surveys of influential system prototypes and language designs. Part V then presents some representative applications of streaming techniques in different domains (e.g., network management, financial analytics). Finally, the volume concludes with an overview of current data streaming products and new application domains (e.g. cloud computing, big data analytics, and complex event processing), and a discussion of future directions in this exciting field. The book provides a comprehensive overview of core concepts and technological foundations, as well as various systems and applications, and is of particular interest to students, lecturers and researchers in the area of data stream management.

NETWORKING 2005. Networking Technologies, Services, and Protocols; Performance of Computer and Communication Networks; Mobile and Wireless Communications Systems Raouf Boutaba,Kevin Almeroth,Ramon Puigjaner,Sherman Shen,James P. Black,2005-05-02 This book constitutes the refereed proceedings of the 4th International IFIP-TC6 Networking Conference, NETWORKING 2005, held in Waterloo, Canada in May 2005. The 105 revised full papers and 36 posters were carefully reviewed and selected from 430 submissions. The papers are organized in topical sections on peer-to-peer networks, Internet protocols, wireless security, network security, wireless performance, network service support, network modeling and simulation, wireless LAN, optical networks, Internet performance and Web applications, ad-hoc networks, adaptive networks, radio resource management, Internet routing, queuing models, monitoring, network management, sensor networks, overlay multicast, QoS, wireless scheduling, multicast traffic management and engineering, mobility management, bandwidth management, DCMA, and wireless resource management.

Cooperating Embedded Systems and Wireless Sensor Networks Michel Banatre,Pedro Jose Marron,Anibal Ollero,Adam Wolisz,2010-01-05 A number of different system concepts have become apparent in the broader context of embedded systems over the past few years. Whilst there are some differences between these, this book argues that in fact there is much they share in common, particularly the important notions of control, heterogeneity, wireless communication, dynamics/ad hoc nature and cost. The first part of the book covers cooperating object applications and the currently available application scenarios, such as control and automation, healthcare, and security and surveillance. The second part discusses paradigms for algorithms and interactions. The third part covers various types of vertical system functions, including data aggregation, resource management and time synchronization. The fourth part outlines system architecture and programming models, outlining all currently available architectural models and middleware approaches that can be used to abstract the complexity of cooperating object technology. Finally, the book concludes with a discussion of the trends guiding current research and gives suggestions as to possible future developments and how various shortcomings in the technology can be overcome.

Embedded Systems Handbook Richard Zurawski,2017-12-19 Considered a standard industry resource, the Embedded Systems Handbook provided researchers and technicians with the authoritative information needed to launch a wealth of diverse applications, including those in automotive electronics, industrial automated systems, and building automation and control. Now a new resource is required to report on current developments and provide a technical reference for those looking to move the field forward yet again. Divided into two volumes to accommodate this growth, the Embedded Systems Handbook, Second Edition presents a comprehensive view on this area of computer engineering with a currently appropriate emphasis on developments in networking and applications. Those experts directly involved in the creation and evolution of the ideas and technologies presented offer tutorials, research surveys, and technology overviews that explore cutting-edge developments and deployments and identify potential trends. This second self-contained volume of the handbook, Network Embedded Systems, focuses on select application areas. It covers automotive field, industrial automation, building automation, and wireless sensor networks. This volume highlights implementations in fast-evolving areas which have not received proper coverage in other publications. Reflecting the unique functional requirements of different application areas, the contributors discuss inter-node communication aspects in the context of specific applications of networked embedded systems. Those looking for guidance on preliminary design of embedded systems should consult the first volume: Embedded Systems Design and Verification.

Learning MIT App Inventor Derek Walter,Mark Sherman,2014-12-10 This is a complete tutorial that will help readers make the most of App Inventor 2, even if they have absolutely no programming experience. Learning MIT App Inventor is written from the ground up for today's dramatically improved

MIT version of App Inventor. Step by step, mobile expert and instructional specialist Derek Walter guides readers through every App Inventor 2 task and feature in plain, simple English.

Distributed Computing in Sensor Systems Phil Gibbons,Tarek Abdelzaher,James Aspnes,Ramesh Rao,2006-06-11 This book constitutes the refereed proceedings of the Second International Conference on Distributed Computing in Sensor Systems, DCOSS 2006, held in San Francisco, California, USA, June 2006. The book presents 33 revised full papers, focusing on distributed computing issues in large-scale networked sensor systems. Coverage includes topics such as distributed algorithms and applications, programming support and middleware, data aggregation and dissemination, security, information fusion, lifetime maximization, and localization.

App Inventor for Android Jason Tyler,2011-04-04 Create Android mobile apps, no programming required! Even with limited programming experience, you can easily learn to create apps for the Android platform with this complete guide to App Inventor for Android. App Inventor for Android is a visual language that relies on simple programming blocks that users can drag and drop to create apps. This handy book gives you a series of fully worked-out apps, complete with their programming blocks, which you can customize for your own use or use as a starting point for creating the next killer app. And it's all without writing a single line of code. Don't miss the book's special section on Apps Inventor Design Patterns, which explains computer terms in simple terms and is an invaluable basic reference. Teaches programmers and non-programmers alike how to use App Inventor for Android to create Android apps Provides a series of fully worked-out apps that you can customize, download, and use on your Android phone or use as a starting point for building the next great app Includes a valuable reference section on App Inventor Design Patterns and general computer science concepts Shows you how to create apps that take advantage of the Android smartphone's handy features, such as GPS, messaging, contacts, and more With App Inventor for Android and this complete guide, you'll soon be creating apps that incorporate all of the Android smartphone's fun features, such as the accelerometer, GPS, messaging, and more.

Fundamentals of Pervasive Information Management Systems Vijay Kumar,2013-09-16 A comprehensive new edition on mobile computing—covering both mobile and sensor data The new paradigm of pervasive computing was born from the needs of highly mobile workers to access and transfer data while on the go. Significant advances in the technology have lent and will continue to lend prevalence to its use—especially in m-commerce. Covering both mobile data and sensor data, this comprehensive text offers updated research on sensor technology, data stream processing, mobile database security, and contextual processing. Packed with cases studies, exercises, and examples, Fundamentals of Pervasive Information Management Systems covers essential aspects of wireless communication and provides a thorough discussion about managing information on mobile database systems (MDS). It addresses the integration of web and workflow with mobile computing and looks at the current state of research. Fundamentals of Pervasive Information Management Systems presents chapters on: Mobile Database System Mobile and Wireless Communication Location and Handoff Management Fundamentals of Database Processing Introduction to Concurrency Control Mechanisms Effect of Mobility on Data Processing Transaction Management in Mobile Database Systems Mobile Database Recovery Wireless Information Dissemination Introduction to Sensor Technology Sensor Technology and Data Streams Management Sensor Network Deployment: Case Studies Fundamentals of Pervasive Information Management Systems is an ideal book for researchers, teachers, and graduate students of mobile computing. The book may also be used as a reference text for researchers or managers.

The Industrial Information Technology Handbook Richard Zurawski,2018-10-03 The Industrial Information Technology Handbook focuses on existing and emerging industrial applications of IT, and on evolving trends that are driven by the needs of companies and by industry-led consortia and organizations. Emphasizing fast growing areas that have major impacts on industrial automation and enterprise integration, the Handbook covers topics such as industrial communication technology, sensors, and embedded systems. The book is organized into two parts. Part 1 presents material covering new and quickly evolving aspects of IT. Part 2 introduces cutting-edge areas of industrial IT. The Handbook presents material in the form of tutorials, surveys, and technology overviews, combining fundamentals and advanced issues, with articles grouped into sections for a cohesive and comprehensive presentation. The text contains 112 contributed reports by industry experts from government, companies at the forefront of development, and some of the most renowned academic and research institutions worldwide. Several of the reports on recent developments, actual deployments, and trends cover subject matter presented to the public for the first time.

Tech Empowerment Eric Hamilton,2011-02-01 This publication is an overview of Google App Inventor with sample applications. Google App Inventor is a Google Labs project and it is based heavily on research in educational computing. Specifically, App Inventor uses the block editor technology which is based on the Open Block Java Library which is used in creating visual blocks programming languages.

App Inventor David Wolber,Hal Abelson,Ellen Spertus,Liz Looney,2011-05-03 Yes, you can create your own apps for Android phones—and it's easy to do. This extraordinary book introduces App Inventor for Android, a powerful visual tool that lets anyone build apps for Android-based devices. Learn the basics of App Inventor with step-by-step instructions for more than a dozen fun projects, such as creating location-aware apps, data storage, and

apps that include decision-making logic. The second half of the book features an Inventor's manual to help you understand the fundamentals of app building and computer science. App Inventor makes an excellent textbook for beginners and experienced developers alike. Design games and other apps with 2D graphics and animation Create custom multi-media quizzes and study guides Create a custom tour of your city, school, or workplace Use an Android phone to control a LEGO® MINDSTORMS® NXT robot Build location-aware apps by working with your phone’s sensors Explore apps that incorporate information from the Web Learn computer science as you build your apps

App Inventor 2 David Wolber, Hal Abelson, Ellen Spertus, Liz Looney, 2014-10-13 Yes, you can create your own apps for Android devices—and it’s easy to do. This extraordinary book introduces you to App Inventor 2, a powerful visual tool that lets anyone build apps. Learn App Inventor basics hands-on with step-by-step instructions for building more than a dozen fun projects, including a text answering machine app, a quiz app, and an app for finding your parked car! The second half of the book features an Inventor’s Manual to help you understand the fundamentals of app building and computer science. App Inventor 2 makes an excellent textbook for beginners and experienced developers alike. Use programming blocks to build apps—like working on a puzzle Create custom multi-media quizzes and study guides Design games and other apps with 2D graphics and animation Make a custom tour of your city, school, or workplace Control a LEGO® MINDSTORMS® NXT robot with your phone Build location-aware apps by working with your phone’s sensors Explore apps that incorporate information from the Web

Wireless Sensor and Ad Hoc Networks Under Diversified Network Scenarios Subir Kumar Sarkar, 2012 Due to significant advantages, including convenience, efficiency and cost-effectiveness, the implementation and use of wireless ad hoc and sensor networks have achieved steep growth in recent years. This book presents the advances made in these popular technologies, providing expert guidance to practitioners and researchers in the field.

Embedded Software and Systems Yann-Hang Lee, Heung-Nam Kim, Jong Kim, Yongwan Park, Laurence T. Yang, Sung Won Kim, 2007-06-30 This book constitutes the refereed proceedings of the Third International Conference on Embedded Software and Systems, ICESSE 2007, held in Daegu, Korea, May 2007. The 75 revised full papers cover embedded architecture, embedded hardware, embedded software, HW-SW co-design and SoC, multimedia and HCI, pervasive/ubiquitous computing and sensor network, power-aware computing, real-time systems, security and dependability, and wireless communication.

Building Wireless Sensor Networks Nandini Mukherjee, Sarmistha Neogy, Sarbani Roy, 2017-12-19 Building Wireless Sensor Networks: Theoretical and Practical Perspectives presents the state of the art of wireless sensor networks (WSNs) from fundamental concepts to cutting-edge technologies. Focusing on WSN topics ideal for undergraduate and postgraduate curricula, this book: Provides essential knowledge of the contemporary theory and practice of wireless sensor networking Describes WSN architectures, protocols, and operating systems Details the routing and data aggregation algorithms Addresses WSN security and energy efficiency Includes sample programs for experimentation The book offers overarching coverage of this exciting field, filling a critical gap in the existing literature.

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