

Webcab Optimization J2se Edition

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Samir Kumar Bandyopadhyay, Wael Adi, Tai-hoon
Kim, Yang Xiao

Web Application Obfuscation Mario Heiderich, Eduardo Alberto Vela Nava, Gareth Heyes, David Lindsay, 2010-12-10 Web applications are used every day by millions of users, which is why they are one of the most popular vectors for attackers. Obfuscation of code has allowed hackers to take one attack and create hundreds-if not millions-of variants that can evade your security measures. Web Application Obfuscation takes a look at common Web infrastructure and security controls from an attacker's perspective, allowing the reader to understand the shortcomings of their security systems. Find out how an attacker would bypass different types of security controls, how these very security controls introduce new types of vulnerabilities, and how to avoid common pitfalls in order to strengthen your defenses. Named a 2011 Best Hacking and Pen Testing Book by InfoSec Reviews Looks at security tools like IDS/IPS that are often the only defense in protecting sensitive data and assets Evaluates Web application vulnerabilities from the attacker's perspective and explains how these very systems introduce new types of vulnerabilities Teaches how to secure your data, including info on browser quirks, new attacks and syntax tricks to add to your defenses against XSS, SQL injection, and more

Advanced Man-Machine Interaction K.-F. Kraiss, 2006-02-23 Describes the implementation of modern features of man-machine interfaces and offers design guidelines, case studies and discusses algorithms for the implementation. Offers access to extensive public domain software for computer vision, classification and virtual reality.

The Definitive Guide to Building Java Robots Scott Preston, 2006-11-07 * With this book readers might well be able to build the next Mars Rover. * First book out on Java robotics. * The

biggest selling point about this book is that no one else shows readers how to combine the power of their PC with a robust programming language in Java to create exciting robotics. * The book is a great teaching aid (in robotics or software) that establishes a new paradigm for thinking about robotics along with simpler ways to do things, i.e., vs. the old way using microcontrollers.

Ubiquitous Computing Stefan Poslad, 2011-08-10 This book provides an introduction to the complex field of ubiquitous computing Ubiquitous Computing (also commonly referred to as Pervasive Computing) describes the ways in which current technological models, based upon three base designs: smart (mobile, wireless, service) devices, smart environments (of embedded system devices) and smart interaction (between devices), relate to and support a computing vision for a greater range of computer devices, used in a greater range of (human, ICT and physical) environments and activities. The author details the rich potential of ubiquitous computing, the challenges involved in making it a reality, and the prerequisite technological infrastructure. Additionally, the book discusses the application and convergence of several current major and future computing trends. Key Features: Provides an introduction to the complex field of ubiquitous computing Describes how current technology models based upon six different technology form factors which have varying degrees of mobility wireless connectivity and service volatility: tabs, pads, boards, dust, skins and clay, enable the vision of ubiquitous computing Describes and explores how the three core designs (smart devices, environments and interaction) based upon current technology models can be applied to, and can evolve to, support a vision of ubiquitous computing and computing for the future Covers the principles of the following current technology

models, including mobile wireless networks, service-oriented computing, human computer interaction, artificial intelligence, context-awareness, autonomous systems, micro-electromechanical systems, sensors, embedded controllers and robots. Covers a range of interactions, between two or more UbiCom devices, between devices and people (HCI), between devices and the physical world. Includes an accompanying website with PowerPoint slides, problems and solutions, exercises, bibliography and further reading. Graduate students in computer science, electrical engineering and telecommunications courses will find this a fascinating and useful introduction to the subject. It will also be of interest to ICT professionals, software and network developers and others interested in future trends and models of computing and interaction over the next decades.

Pervasive Computing Hans W. Gellersen, 2005-04-28 This book constitutes the refereed proceedings of the Third International Conference on Pervasive Computing, PERVASIVE 2005, held in Munich, Germany in May 2005. The 20 revised full papers presented were carefully reviewed and selected from 130 submissions. The papers are organized in topical sections on location techniques, activity and context, location and privacy, handheld devices, sensor systems, and user interaction.

Information Security and Assurance Samir Kumar Bandyopadhyay, Wael Adi, Tai-hoon Kim, Yang Xiao, 2010-06-09 Advanced Science and Technology, Advanced Communication and Networking, Information Security and Assurance, Ubiquitous Computing and Multimedia Applications are conferences that attract many academic and industry professionals. The goal of these co-located conferences is to bring together researchers from academia and

industry as well as practitioners to share ideas, problems and solutions relating to the multifaceted aspects of advanced science and technology, advanced communication and networking, information security and assurance, ubiquitous computing and m- timedia applications. This co-located event included the following conferences: AST 2010 (The second International Conference on Advanced Science and Technology), ACN 2010 (The second International Conference on Advanced Communication and Networking), ISA 2010 (The 4th International Conference on Information Security and Assurance) and UCMA 2010 (The 2010 International Conference on Ubiquitous Computing and Multimedia Applications). We would like to express our gratitude to all of the authors of submitted papers and to all attendees, for their contributions and participation. We believe in the need for continuing this undertaking in the future. We acknowledge the great effort of all the Chairs and the members of advisory boards and Program Committees of the above-listed events, who selected 15% of over 1,000 submissions, following a rigorous peer-review process. Special thanks go to SERSC (Science & Engineering Research Support soCiety) for supporting these - located conferences.

Intelligent Technical Systems Natividad Martínez Madrid, Ralf E.D. Seepold, 2009-02-18 Intelligent technical systems are networked, embedded systems incorporating real-time capacities that are able to interact with and adapt to their environments. These systems need innovative approaches in order to meet requirements like cost, size, power and memory consumption, as well as real-time compliance and security. Intelligent Technical Systems covers different levels like multimedia systems, embedded programming, middleware platforms, sensor networks and autonomous systems and applications for intelligent engineering. Each level is discussed by a set of original

articles summarizing the state of the art and presenting a concrete application; they include a deep discussion of their model and explain all design decisions relevant to obtain a mature solution.

Pattern Recognition and Machine Intelligence Rajat K.

De,2007-11-29 This book constitutes the refereed proceedings of the Second International Conference on Pattern Recognition and Machine Intelligence, PReMI 2007, held in Kolkata, India in December 2007. The 82 revised papers presented were carefully reviewed and selected from 241 submissions. The papers are organized in topical sections on pattern recognition, image analysis, soft computing and applications, data mining and knowledge discovery, bioinformatics, signal and speech processing, document analysis and text mining, biometrics, and video analysis.

Real-Time Java Programming Eric J. Bruno,Greg

Bollella,2009-06-01 The Definitive Guide to Java RTS for Developers and Architects For Java developers and architects moving to real-time, and real-time developers moving to Java Walks through start-to-finish case study applications, identifying their constraints and discussing the APIs and design patterns used to address them Written by the former leader of the real-time Java standards process and one of Wall Street's top real-time developers Sun Microsystems' Java Real-Time System (Java RTS) is proving itself in numerous, wide-ranging environments, including finance, control systems, manufacturing, and defense. Java RTS and the RTSJ standard (JSR-001) eliminate the need for complicated, specialized, real-time languages and operating environments, saving money by leveraging Java's exceptional productivity and familiarity. In Real-Time Java™ Programming, two of Sun's top real-time programming experts present the deep knowledge and realistic code examples that developers need to

succeed with Java RTS and its APIs. As they do so, the authors also illuminate the foundations of real-time programming in any RTSJ-compatible environment. Key topics include Real-time principles and concepts, and the unique requirements of real-time application design and development How Java has been adapted to real-time environments A complete chapter on garbage collection concepts and Java SE collectors Using the Java RTS APIs to solve actual real-time system problems as efficiently as possible Utilizing today's leading Java RTS development and debugging tools Understanding real-time garbage collection, threads, scheduling, and dispatching Programming new RTSJ memory models Dealing with asynchronous event handling and asynchronous transfer of control

TCP/IP Sockets in C Michael J. Donahoo, Kenneth L.

Calvert, 2009-03-02 TCP/IP Sockets in C: Practical Guide for Programmers, Second Edition is a quick and affordable way to gain the knowledge and skills needed to develop sophisticated and powerful web-based applications. The book's focused, tutorial-based approach enables the reader to master the tasks and techniques essential to virtually all client-server projects using sockets in C. This edition has been expanded to include new advancements such as support for IPv6 as well as detailed defensive programming strategies. If you program using Java, be sure to check out this book's companion, TCP/IP Sockets in Java: Practical Guide for Programmers, 2nd Edition. Includes completely new and expanded sections that address the IPv6 network environment, defensive programming, and the select() system call, thereby allowing the reader to program in accordance with the most current standards for internetworking. Streamlined and concise tutelage in conjunction with line-by-line code commentary allows readers to quickly program web-based

applications without having to wade through unrelated and discursive networking tenets.

Privacy and Identity Management for Life Jan Camenisch, Bruno Crispo, Simone Fischer-Hübner, Ronald Leenes, Giovanni Russello, 2012-06-28 This book constitutes the thoroughly refereed post-conference proceedings of the 7th IFIP WG 9.2, 9.6/11.7, 11.4, 11.6 International Summer School, held in Trento, Italy, in September 2011. The 20 revised papers were carefully selected from numerous submissions during two rounds of reviewing. The book also contains two invited talks. The papers are organized in topical sections on privacy metrics and comparison, policies, privacy transparency in the age of cloud computing, privacy for mobile applications, consumer privacy, privacy for online communities, privacy for eHealth and eID applications, privacy attacks and problems, and ethics.

IRC Hacks Paul Mutton, 2004-07-24 IRC (Internet Relay Chat) may very well turn out to be the world's most successful hack. In 1988, Jarkko Oikarinen wrote the original IRC program at the University of Oulu, Finland. As he says in his foreword, IRC started as one summer trainee's programming exercise. A hack grew into a software development project that hundreds of people participated in, and then became a worldwide environment where tens of thousands of people now spend time with each other. I have found many of my friends through IRC and learnt a significant part of my present software engineering knowledge while using and working with IRC. That would not have been possible without learning from code examples and hacks from others. IRC has continued to grow in popularity since its inception. Millions of people from all over the world now use IRC to chat with friends, discuss projects and collaborate on research. With a simple, clearly defined protocol, IRC

has become one of the most accessible chat environments, with clients written for a multitude of operating systems. And IRC is more than just a simple chat system it is a network of intercommunicating servers, allowing thousands of clients to connect from anywhere in the world using the IRC protocol. While IRC is easy to get into and many people are happy to use it without being aware of what's happening under the hood, there are those who hunger for more knowledge, and this book is for them. IRC Hacks is a collection of tips and tools that cover just about everything needed to become a true IRC master, featuring contributions from some of the most renowned IRC hackers, many of whom collaborated on IRC, grouping together to form the channel #irchacks on the freenode IRC network (irc.freenode.net). Like all of our Hacks books, there are many different ways to use IRC Hacks. You can read the book from cover to cover, but you might be better served by picking an interesting item from the table of contents and just diving in. If you're relatively new to IRC, you should consider starting with a few hacks from each progressive chapter. Chapter 1 starts you off by showing you how to connect to IRC, while Chapter 2 acquaints you with the everyday concepts you'll need to use IRC effectively. Chapter 3 is all about users and channels, and introduces the first pieces of code. Chapter 4 shows you how to make useful enhancements to IRC clients. Chapter 5 is where you will learn the basics about creating IRC bots, with Chapters 6-12 introducing more complex bots that can be used for logging, servicing communities, searching, announcing, networking, managing channels or simply for having fun. Chapter 13 delves into the IRC protocol in more detail, and Chapter 14 demonstrates some interesting alternative methods for connecting to IRC. Finally, Chapter 15 will move you on to new pastures by showing you how to

set up your own IRC server. This book presents an opportunity to learn how IRC works and how to make best use of some of the features that have made it the most successful, most scalable, and most mature chat system on this planet. IRC Hacks delves deep into the possibilities.

Service Robotics within the Digital Home Ignacio González Alonso, Mercedes Fernández, José M. Maestre, María del Pilar Almudena García Fuente, 2011-06-27 This book provides the reader with a clear and precise description of robotics and other systems for home automation currently on the market, and discusses their interoperability and perspectives for the near future. It shows the different standards and the development platforms used by the main service robots in an international environment. This volume provides a scientific basis for the user who is looking for the best option to suit his or her needs from the available alternatives to integrate modern technology in the digital home.

TCP/IP Sockets in C# David Makofske, Michael J. Donahoo, Kenneth L. Calvert, 2004-04-29 This volume focuses on the underlying sockets class, one of the basis for learning about networks in any programming language. By learning to write simple client and server programs that use TCP/IP, readers can then realize network routing, framing, error detection and correction, and performance.

TCP/IP Sockets in Java Kenneth L. Calvert, Michael J. Donahoo, 2011-08-29 The networking capabilities of the Java platform have been extended considerably since the first edition of the book. This new edition covers version 1.5-1.7, the most current iterations, as well as making the following improvements: The API (application programming interface) reference sections in each chapter, which describe the relevant parts of each class, have been replaced with (i) a

summary section that lists the classes and methods used in the code, and (ii) a gotchas section that mentions nonobvious or poorly-documented aspects of the objects. In addition, the book covers several new classes and capabilities introduced in the last few revisions of the Java platform. New abstractions to be covered include `NetworkInterface`, `InterfaceAddress`, `Inet4/6Address`, `SocketAddress/InetSocketAddress`, `Executor`, and others; extended access to low-level network information; support for IPv6; more complete access to socket options; and scalable I/O. The example code is also modified to take advantage of new language features such as annotations, enumerations, as well as generics and implicit iterators where appropriate. Most Internet applications use sockets to implement network communication protocols. This book's focused, tutorial-based approach helps the reader master the tasks and techniques essential to virtually all client-server projects using sockets in Java. Chapter 1 provides a general overview of networking concepts to allow readers to synchronize the concepts with terminology. Chapter 2 introduces the mechanics of simple clients and servers. Chapter 3 covers basic message construction and parsing. Chapter 4 then deals with techniques used to build more robust clients and servers. Chapter 5 (NEW) introduces the scalable interface facilities which were introduced in Java 1.5, including the buffer and channel abstractions. Chapter 6 discusses the relationship between the programming constructs and the underlying protocol implementations in more detail. Programming concepts are introduced through simple program examples accompanied by line-by-line code commentary that describes the purpose of every part of the program. No other resource presents so concisely or so effectively the material necessary to get up and running with Java sockets programming. Focused, tutorial-based

instruction in key sockets programming techniques allows reader to quickly come up to speed on Java applications. Concise and up-to-date coverage of the most recent platform (1.7) for Java applications in networking technology.

Lotus Notes 7 Course Technology, 2006-09-11 The Axzo Press
Lotus Notes 7 FastCARD is the perfect tool to get you using the basic tools of Lotus' integrated desktop client for accessing e-mail, calendars, and applications on a Domino server. This quick start guide shows you how to navigate the Notes 7 interface and access the tools you need to complete common tasks, such as working with email, creating calendar entries, scheduling meetings, and managing contacts. It also provides you with skills for using the unique Web browsing and collaborative features of Notes. There's even a section with answers to the most frequently asked questions by new Notes 7 users. Need a Custom Solution? All of our quick reference guides can be branded or customized to meet your organization's needs. We can add your logo, corporate colors, help desk information or tailor the content to meet your requirements. The process is simple and easy. Contact your Account Executive to get started. Minimum order 1000 guides.

Mobile Computing Raj Kamal, 2007 Mobile Computing provides a comprehensive coverage of both the communication and computing aspects. The student-friendly style, numerous illustrative examples and exercises for each topic discussed make the text ideal for classroom learning. Mobile Computing is designed to serve as a textbook for students in the disciplines of computer science and engineering, electronics and communication engineering, and information technology. It describes the basic concepts of mobile computing and provides technical information about the various aspects of the subject as also the latest technologies that are currently in use. The first few

chapters present a balanced view of mobile computing as well as mobile communication, including the 2G and 3G communication systems, mobile IP, and mobile TCP. The subsequent chapters provide a systematic explanation of mobile computing as a discipline in itself. The book provides an in-depth coverage of databases in mobile systems, methods of data caching, dissemination and synchronization, Bluetooth, IrDA and ZigBee protocols, data security, mobile ad hoc and wireless sensor networks, and programming languages and operating systems for mobile computing devices. Written in an easy-to-understand and student-friendly manner, the book includes several illustrative examples and sample codes. A comprehensive set of exercises is included at the end of each chapter.

Chris Crawford on Interactive Storytelling Chris

Crawford, 2012-12-12 As a game designer or new media storyteller, you know that the story is critical to the success of your project. Telling that story interactively is an even greater challenge, one that involves approaching the story from many angles. Here to help you navigate and open your mind to more creative ways of producing your stories is the authority on interactive design and a longtime game development guru, Chris Crawford. To help you in your quest for the truly interactive story, Crawford provides a solid sampling of what works and doesn't work, and how to apply the lessons to your own storytelling projects. After laying out the fundamental ideas behind interactive storytelling and explaining some of the misconceptions that have crippled past efforts, the book delves into all the major systems that go into interactive storytelling: personality models, actors, props, stages, fate, verbs, history books, and more. Crawford also covers the Storytron technology he has been working on for several years, an engine that runs interactive electronic

storyworlds, giving readers a first-hand look into practical storytelling methods.

RFID and the Internet of Things Harvé Chabanne, Pascal Urien, Jean-Ferdinand Susini, 2013-03-04 RFID (Radio Frequency Identification) technology allows for automatic identification of information contained in a tag by scanning and interrogation using radio frequency (RF) waves. An RFID tag contains an antenna and a microchip that allows it to transmit and receive. This technology is a possible alternative to the use of barcodes, which are frequently inadequate in the face of rapid growth in the scale and complexity of just-in-time inventory requirements, regional and international trade, and emerging new methods of trade based on it. Use of RFID tags will likely eventually become as widespread as barcodes today. This book describes the technologies used for implementation of RFID: from hardware, communication protocols, cryptography, to applications (including electronic product codes, or EPC) and middleware. The five parts of this book will provide the reader with a detailed description of all the elements that make up a RFID system today, including hot topics such as the privacy concerns, and the Internet of Things.

GPRS in Practice Peter McGuiggan, 2005-01-28 Professionals quickly discover that, although the technical specifications for GPRS cover all parts of the engineering functions in detail and depth, they are lacking in one important feature; the conceptual framework within which the specifications sit - GPRS in Practice fills this gap. By beginning with an explanation of why GPRS is necessary and describing the core concept of GPRS operations, the TBF (Temporary Block Flow), a revision section then covers the GSM Air Interface with its Radio, Physical and Logical channels and this progressively leads to the GPRS logical channels - what they do and how they do it.

The book then moves on to a brief introduction of the GPRS protocol stack which provides a launch pad for a detailed trip into all the layers of this stack, with detailed diagrams and explanations of each layer integrated into an overall understanding of how the GPRS service operates in practice. Provides descriptions of why procedures are specified and then clearly explains how the specifications work in practice Provides a layered view of the GPRS protocol and deals in detail with each layer separately Includes numerous acronyms and abbreviations accompanied by their full meaning An invaluable resource for Mobile network operators, Development and deployment engineers and Handset designers.

Unveiling the Energy of Verbal Beauty: An Mental Sojourn through **Webcab Optimization J2se Edition 26**

In a global inundated with monitors and the cacophony of immediate interaction, the profound energy and emotional resonance of verbal beauty frequently disappear in to obscurity, eclipsed by the regular onslaught of sound and distractions. However, located within the musical pages of **Webcab Optimization J2se Edition 26**, a interesting function of literary beauty that pulses with natural feelings, lies an wonderful trip waiting to be embarked upon. Composed by way of a virtuoso wordsmith, that interesting opus manuals readers on a mental odyssey, lightly exposing the latent potential and profound influence embedded within the delicate web of language. Within the heart-wrenching expanse with this evocative analysis, we shall embark upon an introspective exploration of the book is key themes, dissect its captivating writing model, and immerse ourselves in the indelible

impact it leaves upon the depths of readers souls.

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logging: Optimizing best practice (Part One). We must not forget that geotechnical core logging comprises the main data source for rock mass characterization which is later converted ... A guide to core logging for rock engineering - RockMass 4.4 Core Logging. Only persons trained and experienced in engineering geology or geotechnical engineering should be allowed to log borehole core. It is ... Core Logging - an overview Core logging is the geological study and recording of drill cores. Records are made on printed sheets (Table 7.2). This covers a general description of the core ... Core Logging and Geotech Our geologists have significant core logging experience with a wide variety of deposit types. We collect the geotechnical data our clients need, ranging from a ... Core Logging Software Developed by and for geologists, CoreCAD™ core logging software improves productivity

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