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In this book, the interrupt handling models used by several operating systems are introduced and compared. We begin with an analysis of the classical interrupt management model used by Unix, followed by the schemes used by modern networked environments. We highlight the key challenges of each of these models and how these have been solved by modern operating systems and the research community. Then we analyze the architectures used for general purpose and embedded real-time operating systems.

Learn the art of making Android games and turn your game development dreams into reality About This Book Leverage the latest features of Android N to create real-world 2D games Architect a 2D game from scratch and level up your Android game development skill Transition from developing simple 2D games to 3D games using basic Java code Who This Book Is For If you are a mobile developer who has basic Java programming knowledge, then this book is ideal for you. Previous Android development experience is not needed; however, basic mobile development knowledge is essential. What You Will

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Learn Understand the nuts and bolts of developing highly interactive and interesting games for Android N Link the interface to the code used in games through simple methods Interact with the images on the screen and also learn to animate them Set and save the game state and save high scores, hit points, and so on for your games Get a grasp of various collision techniques and implement the bounding box technique Convert your 2D games to 3D games using Android N Get an understanding of the process of UI creation using Android Studio In Detail In this book, we'll start with installing Android studio and its components, and setting it up ready for Android N. We teach you how to take inputs from users, create images and interact with them, and work with sprites to create animations. You'll then explore the various collision detection methods and use sprites to create an explosion. Moving on, you'll go through the process of UI creation and see how to create buttons as well as display the score and other parameters on screen. By the end of the book, you will have a working example and an understanding of a 2D platform game like Super Mario and know how to convert your 2D games to 3D games. Style and approach This easy-to-understand guide follows a step-by-step approach to building games, and contains plenty of graphical examples for you to follow and grasp quickly, giving you the chance to implement the concepts

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practically.

Android Security: Attacks and Defenses is for anyone interested in learning about the strengths and weaknesses of the Android platform from a security perspective. Starting with an introduction to Android OS architecture and application programming, it will help readers get up to speed on the basics of the Android platform and its security issues.E

There are more than one billion Android devices in use today, each one a potential target.

Unfortunately, many fundamental Android security features have been little more than a black box to all but the most elite security professionals—until now. In Android Security Internals, top Android security expert Nikolay Elenkov takes us under the hood of the Android security system. Elenkov describes Android security architecture from the bottom up, delving into the implementation of major security-related components and subsystems, like Binder IPC, permissions, cryptographic providers, and device administration. You'll learn: –How Android permissions are declared, used, and enforced –How Android manages application packages and employs code signing to verify their authenticity –How Android implements the Java Cryptography Architecture (JCA) and Java Secure Socket Extension (JSSE) frameworks –About Android's credential storage system and APIs, which let applications store

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cryptographic keys securely –About the online account management framework and how Google accounts integrate with Android –About the implementation of verified boot, disk encryption, lockscreen, and other device security features –How Android’s bootloader and recovery OS are used to perform full system updates, and how to obtain root access With its unprecedented level of depth and detail, Android Security Internals is a must-have for any security-minded Android developer.

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Each book aims to teach an important technology or programming language and is designed to take a person from being a novice to a professional by including the most essential information and explaining step by step how to put together real-world projects.

Build, customize, and debug your own Android system About This Book Master Android system-level programming by integrating, customizing, and extending popular open source projects Use Android emulators to explore the true potential of your hardware Master key debugging techniques to create a hassle-free development environment Who This Book Is For This book is for Android system programmers and developers who want to use Android and create indigenous projects with it. You should know the important points about the

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operating system and the C/C++ programming language. What You Will Learn Set up the Android development environment and organize source code repositories Get acquainted with the Android system architecture Build the Android emulator from the AOSP source tree Find out how to enable WiFi in the Android emulator Debug the boot up process using a customized Ramdisk Port your Android system to a new platform using VirtualBox Find out what recovery is and see how to enable it in the AOSP build Prepare and test OTA packages In Detail Android system programming involves both hardware and software knowledge to work on system level programming. The developers need to use various techniques to debug the different components in the target devices. With all the challenges, you usually have a deep learning curve to master relevant knowledge in this area. This book will not only give you the key knowledge you need to understand Android system programming, but will also prepare you as you get hands-on with projects and gain debugging skills that you can use in your future projects. You will start by exploring the basic setup of AOSP, and building and testing an emulator image. In the first project, you will learn how to customize and extend the Android emulator. Then you'll move on to the real challenge—building your own Android system on VirtualBox. You'll see how to debug the init process, resolve the bootloader issue,

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and enable various hardware interfaces. When you have a complete system, you will learn how to patch and upgrade it through recovery. Throughout the book, you will get to know useful tips on how to integrate and reuse existing open source projects such as LineageOS (CyanogenMod), Android-x86, Xposed, and GApps in your own system. Style and approach This is an easy-to-follow guide full of hands-on examples and system-level programming tips.

Beginning Android 4 Games Development offers everything you need to join the ranks of successful Android game developers. You'll start with game design fundamentals and programming basics, and then progress toward creating your own basic game engine and playable game that works on Android 4.0 and earlier devices. This will give you everything you need to branch out and write your own Android games. The potential user base and the wide array of available high-performance devices makes Android an attractive target for aspiring game developers. Do you have an awesome idea for the next break-through mobile gaming title? Beginning Android 4 Games Development will help you kick-start your project. The book will guide you through the process of making several example games for the Android platform, and involves a wide range of topics: The fundamentals of Android game development targeting Android 1.5-4.0+ devices The

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Android platform basics to apply those fundamentals in the context of making a game The design of 2D and 3D games and their successful implementation on the Android platform

This book constitutes the thoroughly refereed short papers and workshop papers of the 19th East European Conference on Advances in Databases and Information Systems, ADBIS 2015, held in Poitiers, France, in September 2015. The 31 revised full papers and 18 short papers presented were carefully selected and reviewed from 135 submissions. The papers are organized in topical sections on ADBIS Short Papers; Second International Workshop on Big Data Applications and Principles, BigDap 2015; First International Workshop on Data Centered Smart Applications, DCSA 2015; Fourth International Workshop on GPUs in Databases, GID 2015; First International Workshop on Managing Evolving Business Intelligence Systems, MEBIS 2015; Fourth International Workshop on Ontologies Meet Advanced Information Systems, OAIS 2015; First International Workshop on Semantic Web for Cultural Heritage, SW4CH 2015; First International Workshop on Information Systems for AlaRm Diffusion, WISARD 2015.

Whether you're new to Arduino and Android development, or you've tinkered a bit with either one, this is the book for you. Android has always been a natural fit with Arduino projects, but now that Google has released the Android Open Accessory Development Kit (the Android ADK), combining Android with Arduino to create custom gadgets has become even easier. Beginning

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Android ADK with Arduino shows how the ADK works and how it can be used with a variety of Arduino boards to create a variety of fun projects that showcase the abilities of the ADK. Mario Böhmer will walk you through several projects, including making sounds, driving motors, and creating alarm systems, all while explaining how to use the ADK and how standard Arduino boards may differ from Google-branded Arduinos. You aren't tied to specific hardware with this book; use what you have, and this book will show you how.

This book constitutes the refereed proceedings of the 11th International Joint Conference on E-Business and Telecommunications, ICETE 2014, held in Vienna, Austria, in August 2014. ICETE is a joint international conference integrating four major areas of knowledge that are divided into six corresponding conferences: International Conference on Data Communication Networking, DCNET; International Conference on E-Business, ICE-B; International Conference on Optical Communication Systems, OPTICS; International Conference on Security and Cryptography, SECRIPT; International Conference on Wireless Information Systems, WINSYS; and International Conference on Signal Processing and Multimedia, SIGMAP. The 27 full papers presented were carefully reviewed and selected from 328 submissions. The papers cover the following key areas of e-business and telecommunications: data communication networking; e-business; optical communication systems; security and cryptography; signal processing and multimedia applications; wireless information networks and systems.

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Fully updated for Android Studio 4.2, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas, and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage, and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Other key features of Android Studio 4.2 and Android are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Chapters also

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cover advanced features of Android Studio such as App Links, Dynamic Delivery, the Android Studio Profiler, Gradle build configuration, and submitting apps to the Google Play Developer Console. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and ideas for some apps to develop, you are ready to get started. Get a practical introduction to React Native, the JavaScript framework for writing and deploying fully featured mobile apps that render natively. The second edition of this hands-on guide shows you how to build applications that target iOS, Android, and other mobile platforms instead of browsers—apps that can access platform features such as the camera, user location, and local storage. Through code examples and step-by-step instructions, web developers and frontend engineers familiar with React will learn how to build and style interfaces, use mobile components, and debug and deploy apps. You'll learn how to extend React Native using third-party libraries or your own Java and Objective-C libraries. Understand how React Native works under the hood with native UI components Examine how React Native's mobile-based components compare to basic HTML elements Create and style your own React Native components and applications Take advantage of platform-specific APIs, as well as modules from the framework's community Incorporate platform-specific components into cross-platform apps Learn common pitfalls of React Native development, and tools for dealing with them Combine a large application's many

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screens into a cohesive UX Handle state management in a large app with the Redux library

Penetration testers simulate cyber attacks to find security weaknesses in networks, operating systems, and applications. Information security experts worldwide use penetration techniques to evaluate enterprise defenses. In *Penetration Testing*, security expert, researcher, and trainer Georgia Weidman introduces you to the core skills and techniques that every pentester needs. Using a virtual machine–based lab that includes Kali Linux and vulnerable operating systems, you’ll run through a series of practical lessons with tools like Wireshark, Nmap, and Burp Suite. As you follow along with the labs and launch attacks, you’ll experience the key stages of an actual assessment—including information gathering, finding exploitable vulnerabilities, gaining access to systems, post exploitation, and more. Learn how to:

- Crack passwords and wireless network keys with brute-forcing and wordlists
- Test web applications for vulnerabilities
- Use the Metasploit Framework to launch exploits and write your own Metasploit modules
- Automate social-engineering attacks
- Bypass antivirus software
- Turn access to one machine into total control of the enterprise in the post exploitation phase

You’ll even explore writing your own exploits. Then it’s on to mobile hacking—Weidman’s particular area of research—with her tool, the Smartphone Pentest Framework. With its collection of hands-on lessons that cover key tools and strategies, *Penetration Testing* is the introduction that every aspiring hacker needs.

This textbook offers a comprehensive introduction to

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Machine Learning techniques and algorithms. This Third Edition covers newer approaches that have become highly topical, including deep learning, and auto-encoding, introductory information about temporal learning and hidden Markov models, and a much more detailed treatment of reinforcement learning. The book is written in an easy-to-understand manner with many examples and pictures, and with a lot of practical advice and discussions of simple applications. The main topics include Bayesian classifiers, nearest-neighbor classifiers, linear and polynomial classifiers, decision trees, rule-induction programs, artificial neural networks, support vector machines, boosting algorithms, unsupervised learning (including Kohonen networks and auto-encoding), deep learning, reinforcement learning, temporal learning (including long short-term memory), hidden Markov models, and the genetic algorithm. Special attention is devoted to performance evaluation, statistical assessment, and to many practical issues ranging from feature selection and feature construction to bias, context, multi-label domains, and the problem of imbalanced classes.

An introduction to Android Studio, the new development environment for Android app development. The book gives an overview of the new features and capabilities, you're getting to know the work surface, launch new Android projects, import of projects, covert old Eclipse project, learn about the Gradle build system, Signing apps, Creating and running Test projects, Action Bar Sherlock integration, Ads integration , Creation of local Maven repositories ... Google cloud Endpoints. I'm sure

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there are some typos somewhere and I will make an effort to improve the text with every update. But most important for me was, to make an easy understandable, straight forward introduction into Android Studio. Since Android Studio is still in development, the book will also evolve with the progress of the program and will be updated frequently.

A Guide to Kernel Exploitation: Attacking the Core discusses the theoretical techniques and approaches needed to develop reliable and effective kernel-level exploits, and applies them to different operating systems, namely, UNIX derivatives, Mac OS X, and Windows. Concepts and tactics are presented categorically so that even when a specifically detailed vulnerability has been patched, the foundational information provided will help hackers in writing a newer, better attack; or help pen testers, auditors, and the like develop a more concrete design and defensive structure. The book is organized into four parts. Part I introduces the kernel and sets out the theoretical basis on which to build the rest of the book. Part II focuses on different operating systems and describes exploits for them that target various bug classes. Part III on remote kernel exploitation analyzes the effects of the remote scenario and presents new techniques to target remote issues. It includes a step-by-step analysis of the development of a reliable, one-shot, remote exploit for a real vulnerabilitya bug affecting the SCTP subsystem found in the Linux kernel. Finally, Part IV wraps up the analysis on kernel exploitation and looks at what the future may hold. Covers a range of operating system families — UNIX derivatives, Mac OS X, Windows

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Details common scenarios such as generic memory corruption (stack overflow, heap overflow, etc.) issues, logical bugs and race conditions Delivers the reader from user-land exploitation to the world of kernel-land (OS) exploits/attacks, with a particular focus on the steps that lead to the creation of successful techniques, in order to give to the reader something more than just a set of tricks

Offers software developers step-by-step instructions on how to create and distribute their first marketable, professional Android application.

Learn Android Studio covers Android Studio and its rich tools ecosystem, including Git and Gradle: this book covers how Android Studio works seamlessly with Git, for source control, and Gradle, a build and test tool. In addition, this book demonstrates how to develop/collaborate with remote Git web-hosting services such as GitHub and Bitbucket. Four complete Android projects accompany this volume and are available for download from a public Git repository. With this book, you learn the latest and most productive tools in the Android tools ecosystem, and the best practices for Android app development. You will be able to take away the labs' code as templates or frameworks to re-use and customize for your own similar apps. Android Studio is an intuitive, feature-rich, and extremely forgiving Integrated Development Environment (IDE). This IDE is more productive and easier to use for your Android app creations than Eclipse. With this book you will quickly master Android Studio and maximize your Android development time. Source code on the remote web-

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hosting service is targeted to the latest Android Studio release, version 1.2.

GUI Design for Android Apps is the perfect—and concise—introduction for mobile app developers and designers. Through easy-to-follow tutorials, code samples, and case studies, the book shows the must-know principles for user-interface design for Android apps running on the Intel platform, including smartphones, tablets and embedded devices. This book is jointly developed for individual learning by Intel Software College and China Shanghai JiaoTong University, and is excerpted from Android Application Development for the Intel® Platform.

This book contains selected papers from the 7th International Conference on Information Science and Applications (ICISA 2016) and provides a snapshot of the latest issues encountered in technical convergence and convergences of security technology. It explores how information science is core to most current research, industrial and commercial activities and consists of contributions covering topics including Ubiquitous Computing, Networks and Information Systems, Multimedia and Visualization, Middleware and Operating Systems, Security and Privacy, Data Mining and Artificial Intelligence, Software Engineering, and Web Technology. The contributions describe the most recent developments in information technology and ideas, applications and problems related to technology convergence, illustrated through case studies, and reviews converging existing security techniques.

Through this volume, readers will gain an understanding

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of the current state-of-the-art information strategies and technologies of convergence security. The intended readers are researchers in academia, industry and other research institutes focusing on information science and technology.

Embedded Android is for Developers wanting to create embedded systems based on Android and for those wanting to port Android to new hardware, or creating a custom development environment. Hackers and moders will also find this an indispensable guide to how Android works.

Google Android dominates the mobile market, and by targeting Android, your apps can run on most of the phones and tablets in the world. This new fourth edition of the #1 book for learning Android covers all modern Android versions from Android 4.1 through Android 5.0. Freshly added material covers new Android features such as Fragments and Google Play Services. Android is a platform you can't afford not to learn, and this book gets you started. Android is a software toolkit for mobile phones and tablets, created by Google. It's inside more than a billion devices, making Android the number one platform for application developers. Your own app could be running on all those devices! Getting started developing with Android is easy. You don't even need access to an Android phone, just a computer where you can install the Android SDK and the emulator that comes with it. Within minutes, Hello, Android gets you creating your first working application: Android's version of "Hello, World." From there, you'll build up a more substantial example: an Ultimate Tic-Tac-Toe game. By gradually

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adding features to the game, you'll learn about many aspects of Android programming, such as creating animated user interfaces, playing music and sound effects, building location-based services (including GPS and cell-tower triangulation), and accessing web services. You'll also learn how to publish your applications to the Google Play Store. This fourth edition of the bestselling Android classic has been revised for Android 4.1-4.3 (Jelly Bean), 4.4 (KitKat), and Android 5.0 (Lollipop). Topics have been streamlined and simplified based on reader feedback, and every page and example has been reviewed and updated for compatibility with the latest versions of Android. If you'd rather be coding than reading about coding, this book is for you.

An Android emulator is an Android Virtual Device (AVD) that represents a specific Android device. You can use an Android emulator as a target platform to run and test your Android applications on your PC. The Android Emulator runs the Android operating system in a virtual machine called an Android Virtual Device (AVD). The AVD contains the full Android software stack, and it runs as if it were on a physical device. You can also install Android on VMware Workstation, VMware Player, VMware ESXi, and Virtualbox. Once you install Android on VMware Workstation or ESXi, you will get all features available for Android installed on a smartphone. This report covers the evaluation of some Android Emulators and Installation of Android OS on Virtualbox and VMware. The report contains the following sections: 1. Enabling Hardware Virtualization 2. General guideline for

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installing OpenGL and running OpenGL programs on Microsoft Windows 7 and higher 3. Apk Downloader from Google Play Store to PC 4. How to install Xapk applications 5. Smart GaGa Android Emulator 6.

NoxPlayer Android Emulator 7. Other Types of Gaming Android Emulators 8. Genymotion Android Emulator 9. Installing Android x86 ISO using Virtualbox 10. Installing Android x86 ISO using VMware 11. Running Android Apps on Google Chrome using ARC Welder extension

Over the past few years, Internet of Things has brought great changes to the world. Reports show that, the number of IoT devices is expected to reach 10 billion units within the next three years. The number will continue to rise and wildly use as infrastructure and housewares with each passing day, Therefore, ensuring the safe and stable operation of IoT devices has become more important for IoT manufacturers. Generally, four key aspects are involved in security risks when users use typical IoT products such as routers, smart speakers, and in-car entertainment systems, which are cloud, terminal, mobile device applications, and communication data. Security issues concerning any of the four may lead to the leakage of user sensitive data. Another problem is that most IoT devices are upgraded less frequently, which leads it is difficult to resolve legacy security risks in short term. In order to cope with such complex security risks, Security Companies in China, such as Qihoo 360, Xiaomi,

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Alibaba and Tencent, and companies in United States, e.g. Amazon, Google, Microsoft and some other companies have invested in security teams to conduct research and analyses, the findings they shared let the public become more aware of IoT device security-related risks. Currently, many IoT product suppliers have begun hiring equipment evaluation services and purchasing security protection products. As a direct participant in the IoT ecological security research project, I would like to introduce the book to anyone who is a beginner that is willing to start the IoT journey, practitioners in the IoT ecosystem, and practitioners in the security industry. This book provides beginners with key theories and methods for IoT device penetration testing; explains various tools and techniques for hardware, firmware and wireless protocol analysis; and explains how to design a secure IoT device system, while providing relevant code details.

Summary Android in Action, Third Edition is a comprehensive tutorial for Android developers. This fast-paced book puts you in the driver's seat -- you'll master the SDK, build WebKit apps using HTML 5, and even learn to extend or replace Android's built-in features by building useful and intriguing examples. About the Technology When it comes to mobile apps, Android can do almost anything, and with this book, so can you! Android, Google's popular mobile operating system and SDK for tablets and smart

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phones, is the broadest mobile platform available. It is Java-based, HTML5-aware, and loaded with the features today's mobile users demand. About this Book Android in Action, Third Edition takes you far beyond "Hello Android." You'll master the SDK, build WebKit apps using HTML 5, and even learn to extend or replace Android's built-in features. You'll find interesting examples on every page as you explore cross-platform graphics with RenderScript, the updated notification system, and the Native Development Kit. This book also introduces important tablet concepts like drag-and-drop, fragments, and the Action Bar, all new in Android 3. 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 Covers Android 3.x SDK and WebKit development from the ground up Driving a robot with Bluetooth and sensors Image processing with Native C code This book is written for hobbyists and developers. A background in Java is helpful. No prior experience with Android is assumed.

===== Table of Contents PART 1 WHAT IS ANDROID? THE BIG PICTURE Introducing Android Android's development environment PART 2 EXERCISING THE ANDROID SDK User interfaces Intents and Services Storing and retrieving data Networking and web services Telephony Notifications and alarms

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Graphics and animation Multimedia 1Location, location, location PART 3 ANDROID
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APPLICATIONS Putting Android to work in a field service application Building Android applications in C PART 4 THE MATURING PLATFORM Bluetooth and sensors Integration Android web development AppWidgets Localization Android Native Development Kit Activity fragments Android 3.0 action bar Drag-and-drop

Dieses Fachbuch vergleicht die beiden marktführenden Betriebssysteme von Smartphones - Android OS und iOS. Es erfolgt eine Charakterisierung von Smartphones, wobei erläutert wird, was ein Smartphone per definitionem ist und wann ein Mobiltelefon als Smartphone bezeichnet werden kann. Anschließend werden mobile Betriebssysteme genannt und definiert. Das Ziel dieser Literatur besteht in der Darlegung eines geräteunabhängigen Vergleiches der derzeit führenden Betriebssysteme von Smartphones. Darunter sind eine Erläuterung der Eigenschaften von Betriebssystemen im Allgemeinen sowie die Fokussierung auf die beiden marktführenden Smartphone-Betriebssysteme Android OS und iOS zu verstehen. Beide Betriebssysteme werden anhand ihres technischen Aufbaus, der Navigation, der Historie und der charakteristischen Designmerkmale verglichen. Zudem werden Statistiken zu Updates und Verkaufs- sowie

Nutzerzahlen in der Entwicklung der Betriebssysteme sowie der jeweiligen App-Stores dargelegt und ausgewertet. Für diese Arbeit wurde außerdem eine eigene Umfrage zu den Themen Nutzerverhalten sowie Aussagen über Bedienung und Design angelegt und statistisch aufbereitet (Link zur Umfrage im Literaturverzeichnis).

Android Programming Unleashed is the most comprehensive and technically sophisticated guide to best-practice Android development with today's powerful new versions of Android: 4.1 (Jelly Bean) and 4.0.3 (Ice Cream Sandwich). Offering the exceptional breadth and depth developers have come to expect from the Unleashed series, it covers everything programmers need to know to develop robust, high-performance Android apps that deliver a superior user experience. Leading developer trainer Bintu Harwani begins with basic UI controls, then progresses to more advanced topics, finally covering how to develop feature rich Android applications that can access Internet-based services and store data. He illuminates each important SDK component through complete, self-contained code examples that show developers the most effective ways to build production-ready code. Coverage includes: understanding the modern Android platform from the developer's standpoint... using widgets, containers, resources, selection widgets, dialogs, and fragments... supporting actions and persistence...

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incorporating menus, ActionBars, content providers, and databases... integrating media and animations... using web, map, and other services... supporting communication via messaging, contacts, and emails... publishing Android apps, and much more. This book constitutes revised selected papers from the 19th International Conference on Information Security and Cryptology, ICISC 2016, held in Seoul, South Korea, in November/December 2016. The 18 full papers presented in this volume were carefully reviewed and selected from 69 submissions. There were organized in topical sections named: protocols; lattice cryptography; encryption; implementation and algorithms; signatures and protocol; and analysis. The First Practical, Hands-On Guide to Embedded System Programming for Android Today, embedded systems programming is a more valuable discipline than ever, driven by fast-growing, new fields such as wearable technology and the Internet of Things. In this concise guide, Roger Ye teaches all the skills you'll need to write the efficient embedded code necessary to make tomorrow's Android devices work. The first title in Addison-Wesley's new Android™ Deep Dive series for intermediate and expert Android developers, Embedded Programming with Android™ draws on Roger Ye's extensive experience with advanced projects in telecommunications and mobile devices. Step by step, he guides you through building a system with

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all the key components Android hardware developers must deliver to manufacturing. By the time you're done, you'll have the key programming, compiler, and debugging skills you'll need for real-world projects. First, Ye introduces the essentials of bare-metal programming: creating assembly language code that runs directly on hardware. Then, building on this knowledge, he shows how to use C to create hardware interfaces for booting a Linux kernel with the popular U-Boot bootloader. Finally, he walks you through using filesystem images to boot Android and learning to build customized ROMs to support any new Android device. Throughout, Ye provides extensive downloadable code you can run, explore, and adapt. You will Build a complete virtualized environment for embedded development Understand the workflow of a modern embedded systems project Develop assembly programs, create binary images, and load and run them in the Android emulator Learn what it takes to bring up a bootloader and operating system Move from assembler to C, and explore Android's goldfish hardware interfaces Program serial ports, interrupt controllers, real time clocks, and NAND flash controllers Integrate C runtime libraries Support exception handling and timing Use U-Boot to boot the kernel via NOR or NAND flash processes Gain in-depth knowledge for porting U-Boot to new environments Integrate U-Boot and a Linux kernel into an AOSP and

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CyanogenMod source tree Create your own Android ROM on a virtual Android device

The first comprehensive guide to discovering and preventing attacks on the Android OS As the Android operating system continues to increase its share of the smartphone market, smartphone hacking remains a growing threat. Written by experts who rank among the world's foremost Android security researchers, this book presents vulnerability discovery, analysis, and exploitation tools for the good guys. Following a detailed explanation of how the Android OS works and its overall security architecture, the authors examine how vulnerabilities can be discovered and exploits developed for various system components, preparing you to defend against them. If you are a mobile device administrator, security researcher, Android app developer, or consultant responsible for evaluating Android security, you will find this guide is essential to your toolbox. A crack team of leading Android security researchers explain Android security risks, security design and architecture, rooting, fuzz testing, and vulnerability analysis Covers Android application building blocks and security as well as debugging and auditing Android apps Prepares mobile device administrators, security researchers, Android app developers, and security consultants to defend Android systems against attack Android Hacker's Handbook is the first

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comprehensive resource for IT professionals charged with smartphone security.

The number of Android devices running on Intel processors has increased since Intel and Google announced, in late 2011, that they would be working together to optimize future versions of Android for Intel Atom processors. Today, Intel processors can be found in Android smartphones and tablets made by some of the top manufacturers of Android devices, such as Samsung, Lenovo, and Asus. The increase in Android devices featuring Intel processors has created a demand for Android applications optimized for Intel Architecture: Android Application Development for the Intel® Platform is the perfect introduction for software engineers and mobile app developers. Through well-designed app samples, code samples and case studies, the book teaches Android application development based on the Intel platform—including for smartphones, tablets, and embedded devices—covering performance tuning, debugging and optimization. This book is jointly developed for individual learning by Intel Software College and China Shanghai JiaoTong University.

An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-physical systems. The most visible use of computers and software is processing information for human consumption. The

vast majority of computers in use, however, are much less visible. They run the engine, brakes, seatbelts, airbag, and audio system in your car. They digitally encode your voice and construct a radio signal to send it from your cell phone to a base station. They command robots on a factory floor, power generation in a power plant, processes in a chemical plant, and traffic lights in a city. These less visible computers are called embedded systems, and the software they run is called embedded software. The principal challenges in designing and analyzing embedded systems stem from their interaction with physical processes. This book takes a cyber-physical approach to embedded systems, introducing the engineering concepts underlying embedded systems as a technology and as a subject of study. The focus is on modeling, design, and analysis of cyber-physical systems, which integrate computation, networking, and physical processes. The second edition offers two new chapters, several new exercises, and other improvements. The book can be used as a textbook at the advanced undergraduate or introductory graduate level and as a professional reference for practicing engineers and computer scientists. Readers should have some familiarity with machine structures, computer programming, basic discrete mathematics and algorithms, and signals and systems.

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This textbook offers a superb introduction to theoretical and practical soil mechanics. Special attention is given to the risks of failure in civil engineering, and themes covered include stresses in soils, groundwater flow, consolidation, testing of soils, and stability of slopes. Readers will learn the major principles and methods of soil mechanics, and the most important methods of determining soil parameters both in the laboratory and in situ. The basic principles of applied mechanics, that are frequently used, are offered in the appendices. The author's considerable experience of teaching soil mechanics is evident in the many features of the book: it is packed with supportive color illustrations, helpful examples and references. Exercises with answers enable students to self-test their understanding and encourage them to explore further through additional online material. Numerous simple computer programs are provided online as Electronic Supplementary Material. As a soil mechanics textbook, this volume is ideally suited to supporting undergraduate civil engineering students. "I am really delighted that your book is now published. When I "discovered" your course a few years ago, I was elated to have finally found a book that immediately resonated with me. Your approach to teaching soil mechanics is precise, rigorous, clear, concise, or in other words "crisp." My colleagues who share the teaching of Soil Mechanics 1 and 2

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(each course is taught every semester) at the UMN have also adopted your book.” Emmanuel

Detournay Professor at Dept. of Civil, Environmental, and Geo-Engineering, University of Minnesota, USA

Android on x86: an Introduction to Optimizing for Intel® Architecture serves two main purposes. First, it makes the case for adapting your applications onto Intel’s x86 architecture, including discussions of the business potential, the changing landscape of the Android marketplace, and the unique challenges and opportunities that arise from x86 devices. The fundamental idea is that extending your applications to support x86 or creating new ones is not difficult, but it is imperative to know all of the technicalities. This book is dedicated to providing you with an awareness of these nuances and an understanding of how to tackle them. Second, and most importantly, this book provides a one-stop detailed resource for best practices and procedures associated with the installation issues, hardware optimization issues, software requirements, programming tasks, and performance optimizations that emerge when developers consider the x86 Android devices. Optimization discussions dive into native code, hardware acceleration, and advanced profiling of multimedia applications. The authors have collected this information so that you can use the book as a guide for the specific requirements of each application project. This book is not dedicated

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solely to code, instead it is filled with the information you need in order to take advantage of x86 architecture. It will guide you through installing the Android SDK for Intel Architecture, help you understand the differences and similarities between processor architectures available in Android devices, teach you to create and port applications, debug existing x86 applications, offer solutions for NDK and C++ optimizations, and introduce the Intel Hardware Accelerated Execution Manager. This book provides the most useful information to help you get the job done quickly while utilizing best practices.

Revised edition of first part of: Android wireless application development / Shane Conder, Lauren Darcey. c2010.

There are many Android programming guides that give you the basics. This book goes beyond simple apps into many areas of Android development that you simply will not find in competing books. Whether you want to add home screen app widgets to your arsenal, or create more complex maps, integrate multimedia features like the camera, integrate tightly with other applications, or integrate scripting languages, this book has you covered. Moreover, this book has over 50 pages of Honeycomb-specific material, from dynamic fragments, to integrating navigation into the action bar, to creating list-based app widgets. It also has a chapter on using NFC, the wireless technology behind Google Wallet and

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related services. This book is one in

CommonsWare's growing series of Android related titles, including "The Busy Coder's Guide to Android Development," "Android Programming Tutorials," and the upcoming "Tuning Android Applications."

Table of Contents
WebView, Inside and Out
Crafting Your Own Views
More Fun With ListViews
Creating Drawables
Home Screen App Widgets
Interactive Maps
Creating Custom Dialogs and Preferences
Advanced Fragments and the Action Bar
Animating Widgets
Using the Camera
Playing Media
Handling System Events
Advanced Service Patterns
Using System Settings and Services
Content Provider Theory
Content Provider Implementation
Patterns The Contacts ContentProvider
Searching with SearchManager
Introspection and Integration
Tapjacking
Working with SMS
More on the Manifest
Device Configuration
Push Notifications with C2DM
NFC
The Role of Scripting Languages
The Scripting Layer for Android
JVM Scripting Languages
Reusable Components
Testing
Production
Augmented reality (AR) offers a live direct or indirect view of a physical, real-world environment, where the elements and surroundings are augmented by computer-generated sensory input such as graphics and GPS data. It makes a game more real. Your social media app puts you where want to be or go. Pro Android Augmented Reality walks you through the foundations of building an augmented reality

application. From using various software and Android hardware sensors, such as an accelerometer or a magnetometer (compass), you'll learn the building blocks of augmented reality for both marker- and location-based apps. Case studies are included in this one-of-a-kind book, which pairs nicely with other Android development books. After reading Pro Android Augmented Reality, you'll be able to build augmented reality rich media apps or integrate all the best augmented reality into your favorite Android smartphone and/or tablet.

Build Android apps using the popular and efficient Android Studio 3 suite of tools, an integrated development environment (IDE) with which Android developers can now use the Kotlin programming language. With this book, you'll learn the latest and most productive tools in the Android tools ecosystem, ensuring quick Android app development and minimal effort on your part. Along the way, you'll use Android Studio to develop apps tier by tier through practical examples. These examples cover core Android topics such as Activities, Intents, BroadcastReceiver, Services and AsyncTask.

Then, you'll learn how to publish your apps and sell them online and in the Google Play store. What You'll Learn Use Android Studio 3 to quickly and confidently build your first Android apps Build an Android user interface using activities and layouts, event handling, images, menus and the action bar

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Incorporate new elements including fragments Learn how data is persisted Use Kotlin to build apps Who This Book Is For Those who may be new to Android Studio 3 or Android Studio in general. You may or may not be new to Android development in general. Some prior experience with Java is also recommended.

Om hvordan mikroprocessorer fungerer, med undersøgelse af de nyeste mikroprocessorer fra Intel, IBM og Motorola.

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