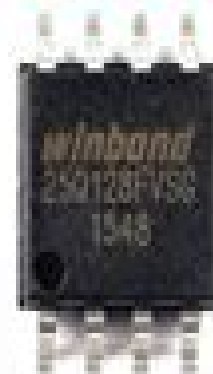


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Usb Complete Programmers Guide

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Serial Port Complete: The Developer's Guide, Second Edition Jan Axelson, 2007-12-01 When PCs and peripherals began showing up with USB ports in the late 1990s many predicted that legacy serial COM ports would soon be obsolete The predictions were wrong While most standard peripherals now use USB serial ports are the interface of choice for devices that require simple programming long cables operation in harsh environments or basic networking capabilities Serial ports are more versatile than ever due to developments such as USB virtual COM ports the NET SerialPort class enhanced microcontroller USARTs and new wireless interfaces Serial Port Complete Second Edition is a completely revised and updated guide to programming and interfacing to COM ports USB virtual COM ports and serial ports in embedded systems Author Jan Axelson shows how to Access COM ports using the SerialPort class in Microsoft's NET Framework Program embedded systems for serial port communications Design and program USB devices accessed as virtual COM ports Upgrade RS 232 designs to USB with no changes to host software or device firmware Design circuits for electrically harsh environments Create serial networks of embedded systems and PCs Use serial ports in wireless links Example code is provided for PCs and embedded systems in both Basic and C C The author maintains a website with articles program code and other links of interest to developers of serial port applications janaxelson.com

USB Embedded Hosts Jan Axelson, 2011-11-01 Developers who want to access USB devices from their embedded systems will find a helpful resource in USB Embedded Hosts The Developer's Guide This new book from the author of USB Complete shows how small systems can take advantage of the same wealth of USB devices available to conventional PCs The book begins with a review of USB host communication protocols Readers then learn which USB host requirements are

relaxed for embedded systems and what new requirements some embedded systems must meet To help in selecting a development platform the book explores available hardware and software for USB host communications in small systems The heart of the book focuses on communicating with USB devices The topics with example code include USB drives keyboards virtual serial ports network bridges mics speakers video cameras and printers plus devices that don't fit defined USB classes Also discussed are systems that support both USB host and device functions The example code is written for the BeagleBoard xM open development board using a distribution of Linux targeted to small systems Also covered is how to use Linux commands and utilities to learn about monitor and debug communications with USB devices Embedded Linux Craig Hollabaugh, 2002 A guide to using Linux on embedded platforms for interfacing to the real world Embedded Linux is one of the first books available that teaches readers development and implementation of interfacing applications on an Embedded Linux platform *Write Great Code, Volume 1, 2nd Edition* Randall Hyde, 2020-07-31 Understanding the Machine the first volume in the landmark Write Great Code series by Randall Hyde explains the underlying mechanics of how a computer works This the first volume in Randall Hyde's Write Great Code series dives into machine organization without the extra overhead of learning assembly language programming Written for high level language programmers Understanding the Machine fills in the low level details of machine organization that are often left out of computer science and engineering courses Learn How the machine represents numbers strings and high level data structures so you'll know the inherent cost of using them How to organize your data so the machine can access it efficiently How the CPU operates so you can write code that works the way the machine does How I/O devices operate so you can maximize your application's performance when accessing those devices How to best use the memory hierarchy to produce the fastest possible programs Great code is efficient code But before you can write truly efficient code you must understand how computer systems execute programs and how abstractions in programming languages map to the machine's low level hardware After all compilers don't write the best machine code programmers do This book gives you the foundation upon which all great software is built NEW IN THIS EDITION COVERAGE OF Programming languages like Swift and Java Code generation on modern 64 bit CPUs ARM processors on mobile phones and tablets Newer peripheral devices Larger memory systems and large scale SSDs *Android Hacker's Handbook* Joshua J. Drake, Zach Lanier, Collin Mulliner, Pau Oliva Fora, Stephen A. Ridley, Georg Wicherski, 2014-03-26 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

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Automated Biometrics David Zhang, 2000-05-31 Biometrics based authentication and identification are emerging as the most reliable method to authenticate and identify individuals Biometrics requires that the person to be identified be physically present at the point of identification and relies on something which you are or you do to provide better security increased efficiency and improved accuracy Automated biometrics deals with physiological or behavioral characteristics such as fingerprints signature palmprint iris hand voice and face that can be used to authenticate a person's identity or establish an identity from a database With rapid progress in electronic and Internet commerce there is also a growing need to authenticate the identity of a person for secure transaction processing Designing an automated biometrics system to handle large population identification accuracy and reliability of authentication are challenging tasks Currently there are over ten different biometrics systems that are either widely used or under development Some automated biometrics such as fingerprint identification and speaker verification have received considerable attention over the past 25 years and some issues like face recognition and iris based authentication have been studied extensively resulting in successful development of biometrics systems in commercial applications However very few books are exclusively devoted to such issues of automated biometrics Automated Biometrics Technologies and Systems systematically introduces the technologies and systems and explores how to design the corresponding systems with in depth discussion The issues addressed in this book are highly relevant to many fundamental concerns of both researchers and practitioners of automated biometrics in computer and system security

Real World Instrumentation with Python John M. Hughes, 2010-11-15 Learn how to develop your own applications to monitor or control instrumentation hardware Whether you need to acquire data from a device or automate its functions this practical book shows you how to use Python's rapid development capabilities to build interfaces that include everything from software to wiring You get step by step instructions clear examples and hands on tips for interfacing a PC to a variety of devices Use the book's hardware survey to identify the interface type for your particular device and then follow detailed examples to develop an interface with Python and C Organized by interface type data processing activities and user interface implementations this book is for anyone who works with instrumentation robotics data acquisition or process control Understand how to define the scope of an application and determine the algorithms necessary and why it's important Learn how to use industry standard interfaces such as RS 232 RS 485 and GPIB Create low level extension modules in C to interface Python with a variety of hardware and test instruments

Explore the console curses TkInter and wxPython for graphical and text based user interfaces Use open source software tools and libraries to reduce costs and avoid implementing functionality from scratch

Mobile Terminal Receiver Design

Sajal Kumar Das,2017-05-01 MOBILE TERMINAL RECEIVER DESIGN MOBILE TERMINAL RECEIVER DESIGN LTE and LTE Advanced IndiaThis all in one guide addresses the challenges of designing innovative mobile handset solutions that offer smaller size low power consumption low cost and tremendous flexibility with improved data rates and higher performance Readers are introduced to mobile phone system architecture and its basic building blocks different air interface standards and operating principles before progressing to hardware anatomy software and protocols and circuits for legacy and next generation smart phones including various research areas in 4G and 5G systems Mobile Terminal Receiver Design explains basic working principles system architecture and specification detailsof legacy and possible next generation mobile systems from principle to practiceto product covers in detail RF transmitter and receiver blocks digital baseband processingblocks receiver and transmitter signal processing protocol stack AGC AFC ATC power supply clocking features important topics like connectivity and application modules with differentdesign solutions for tradeoff exploration discusses multi RAT design requirements key design attributes such as low powerconsumption slim form factors seamless I RAT handover sensitivity and selectivity It will help software hardware and radio frequency design engineers to understand the evolution of radio access technologies and to design competitive and innovative mobile solutions and devices Graduates postgraduate students and researchers in mobile telecommunications disciplines will also find this book a handy reference

Learn Blackberry

Games Development Carol Hamer,Andrew Davison,2010-04-29 BlackBerry smart phones aren t just for business In fact throw away that boring spreadsheet tear up that yearly budget report the BlackBerry is a lean mean game playing machine Carol Hamer and Andrew Davison expert software game developers show you how to leverage the BlackBerry Java™ Development Environment based on Java ME to design and create fun sophisticated game applications from role playing to dueling with light sabers The BlackBerry not as clumsy or as random as a blaster an elegant device for a more civilized age In this book Carol and Andrew give you the professional techniques you need to use music 2D and 3D graphics maps and game design patterns to build peer to peer games role playing games and more for the BlackBerry

The Essentials of

Computer Organization and Architecture Linda Null,Julia Lobur,2014-02-17 In its fourth edition this book focuses on real world examples and practical applications and encourages students to develop a big picture understanding of how essential organization and architecture concepts are applied in the computing world In addition to direct correlation with the ACM IEEE CS2013 guidelines for computer organization and architecture the text exposes readers to the inner workings of a modern digital computer through an integrated presentation of fundamental concepts and principles It includes the most up to the minute data and resources available and reflects current technologies including tablets and cloud computing All new exercises expanded discussions and feature boxes in every chapter implement even more real world applications and current

data and many chapters include all new examples *Digital Forensics for Handheld Devices* Eamon P. Doherty, 2012-08-17 Approximately 80 percent of the world's population now owns a cell phone which can hold evidence or contain logs about communications concerning a crime. Cameras, PDAs and GPS devices can also contain information related to corporate policy infractions and crimes. Aimed to prepare investigators in the public and private sectors, *Digital Forensics for Handheld Devices* examines both the theoretical and practical aspects of investigating handheld digital devices. This book touches on all areas of mobile device forensics including topics from the legal, technical, academic and social aspects of the discipline. It provides guidance on how to seize data, examine it and prepare it as evidence for court. This includes the use of chain of custody forms for seized evidence and Faraday Bags for digital devices to prevent further connectivity and tampering of evidence. Emphasizing the policies required in the work environment, the author provides readers with a clear understanding of the differences between a corporate investigation and a criminal investigation. The book also offers best practices for establishing an incident response policy and seizing data from company or privately owned digital devices. Provides guidance in establishing dedicated examinations free of viruses, spyware and connections to other devices that could taint evidence. Supplies guidance on determining protocols for complicated crime scenes with external media and devices that may have connected with the handheld device. Considering important privacy issues and the Fourth Amendment, this book facilitates an understanding of how to use digital forensic tools to investigate the complete range of available digital devices including flash drives, cell phones, PDAs, digital cameras and netbooks. It includes examples of commercially available digital forensic tools and ends with a discussion of the education and certifications required for various careers in mobile device forensics.

Counterterrorism and Cybersecurity Newton Lee, 2015-04-07 From 9/11 to Charlie Hebdo along with Sony, apocalypse and DARPA's \$2 million Cyber Grand Challenge, this book examines counterterrorism and cyber security history, strategies and technologies from a thought provoking approach that encompasses personal experiences, investigative journalism, historical and current events, ideas from thought leaders and the make-believe of Hollywood such as 24, Homeland and The Americans. President Barack Obama also said in his 2015 State of the Union address, "We are making sure our government integrates intelligence to combat cyber threats just as we have done to combat terrorism." In this new edition, there are seven completely new chapters including three new contributed chapters by healthcare chief information security officer Ray Balut and Jean C. Stanford, DEF CON speaker Philip Polstra and security engineer and Black Hat speaker Darren Manners, as well as new commentaries by communications expert Andy Marken and DEF CON speaker Emily Peed. The book offers practical advice for businesses, governments and individuals to better secure the world and protect cyberspace. **Embedded Computing and Mechatronics with the PIC32 Microcontroller** Kevin Lynch, Nicholas Marchuk, Matthew Elwin, 2015-12-08 For the first time in a single reference, this book provides the beginner with a coherent and logical introduction to the hardware and software of the PIC32, bringing together key material from the PIC32 Reference Manual, Data Sheets, XC32 C Compiler User's

Guide Assembler and Linker Guide MIPS32 CPU manuals and Harmony documentation This book also trains you to use the Microchip documentation allowing better life long learning of the PIC32 The philosophy is to get you started quickly but to emphasize fundamentals and to eliminate magic steps that prevent a deep understanding of how the software you write connects to the hardware Applications focus on mechatronics microcontroller controlled electromechanical systems incorporating sensors and actuators To support a learn by doing approach you can follow the examples throughout the book using the sample code and your PIC32 development board The exercises at the end of each chapter help you put your new skills to practice Coverage includes A practical introduction to the C programming language Getting up and running quickly with the PIC32 An exploration of the hardware architecture of the PIC32 and differences among PIC32 families Fundamentals of embedded computing with the PIC32 including the build process time and memory efficient programming and interrupts A peripheral reference with extensive sample code covering digital input and output counter timers PWM analog input input capture watchdog timer and communication by the parallel master port SPI I2C CAN USB and UART An introduction to the Microchip Harmony programming framework Essential topics in mechatronics including interfacing sensors to the PIC32 digital signal processing theory of operation and control of brushed DC motors motor sizing and gearing and other actuators such as stepper motors RC servos and brushless DC motors For more information on the book and to download free sample code please visit <http://www.nu32.org> Extensive freely downloadable sample code for the NU32 development board incorporating the PIC32MX795F512H microcontroller Free online instructional videos to support many of the chapters

Kinect for Windows SDK Programming Guide Abhijit Jana, 2012-01-01 This book is a practical tutorial that explains all the features of Kinect SDK by creating sample applications throughout the book It includes a detailed discussion of APIs with step by step explanation of development of a real world sample application The purpose of this book is to explain how to develop applications using the Kinect for Windows SDK If you are a beginner and looking to start developing applications using the Kinect for Windows SDK and if you want to build motion sensing speech recognizing applications with Kinect this book is for you This book uses C and WPF Windows P

Enabling Manufacturing Competitiveness and Economic Sustainability Hoda A. ElMaraghy, 2011-09-29 The changing manufacturing environment requires more responsive and adaptable manufacturing systems The theme of the 4th International Conference on Changeable Agile Reconfigurable and Virtual production CARV2011 is Enabling Manufacturing Competitiveness and Economic Sustainability Leading edge research and best implementation practices and experiences which address these important issues and challenges are presented The proceedings include advances in manufacturing systems design planning evaluation control and evolving paradigms such as mass customization personalization changeability re configurability and flexibility New and important concepts such as the dynamic product families and platforms co evolution of products and systems and methods for enhancing manufacturing systems economic sustainability and prolonging their life to produce more than one product

generation are treated Enablers of change in manufacturing systems production volume and capability scalability and managing the volatility of markets competition among global enterprises and the increasing complexity of products manufacturing systems and management strategies are discussed Industry challenges and future directions for research and development needed to help both practitioners and academicians are presented *Cybercrime and Information Technology* Alex Alexandrou, 2021-10-27 Cybercrime and Information Technology Theory and Practice The Computer Network Infrastructure and Computer Security Cybersecurity Laws Internet of Things IoT and Mobile Devices is an introductory text addressing current technology trends and security issues While many books on the market cover investigations forensic recovery and presentation of evidence and others explain computer and network security this book explores both explaining the essential principles governing computers wireless and mobile devices the Internet of Things cloud systems and their significant vulnerabilities Only with this knowledge can students truly appreciate the security challenges and opportunities for cybercrime that cannot be uncovered investigated and adjudicated unless they are understood The legal portion of the book is an overview of the legal system in the United States including cyberlaw standards and regulations affecting cybercrime This section includes cases in progress that are shaping and developing legal precedents As is often the case new technologies require new statutes and regulations something the law is often slow to move on given the current speed in which technology advances Key Features Provides a strong foundation of cybercrime knowledge along with the core concepts of networking computer security Internet of Things IoTs and mobile devices Addresses legal statutes and precedents fundamental to understanding investigative and forensic issues relative to evidence collection and preservation Identifies the new security challenges of emerging technologies including mobile devices cloud computing Software as a Service SaaS VMware and the Internet of Things Strengthens student understanding of the fundamentals of computer and network security concepts that are often glossed over in many textbooks and includes the study of cybercrime as critical forward looking cybersecurity challenges Cybercrime and Information Technology is a welcome addition to the literature particularly for those professors seeking a more hands on forward looking approach to technology and trends Coverage is applicable to all forensic science courses in computer science and forensic programs particularly those housed in criminal justice departments emphasizing digital evidence and investigation processes The textbook is appropriate for courses in the Computer Forensics and Criminal Justice curriculum and is relevant to those studying Security Administration Public Administrations Police Studies Business Administration Computer Science and Information Systems A Test Bank and chapter PowerPoint slides are available to qualified professors for use in classroom instruction **Computer Engineering and Networking** W. Eric Wong, Tingshao Zhu, 2014-02-03 This book aims to examine innovation in the fields of computer engineering and networking The book covers important emerging topics in computer engineering and networking and it will help researchers and engineers improve their knowledge of state of art in related areas The book presents papers from The

Proceedings of the 2013 International Conference on Computer Engineering and Network CENet2013 which was held on 20 21 July in Shanghai China *Gaze Interaction and Applications of Eye Tracking: Advances in Assistive Technologies* Majaranta, Päivi, 2011-10-31 Recent advances in eye tracking technology will allow for a proliferation of new applications Improvements in interactive methods using eye movement and gaze control could result in faster and more efficient human computer interfaces benefitting users with and without disabilities Gaze Interaction and Applications of Eye Tracking Advances in Assistive Technologies focuses on interactive communication and control tools based on gaze tracking including eye typing computer control and gaming with special attention to assistive technologies For researchers and practitioners interested in the applied use of gaze tracking the book offers instructions for building a basic eye tracker from off the shelf components gives practical hints on building interactive applications presents smooth and efficient interaction techniques and summarizes the results of effective research on cutting edge gaze interaction applications New Perspectives in Information Systems and Technologies, Volume 2 Álvaro Rocha, Ana Maria Correia, Felix . B Tan, Karl . A Stroetmann, 2014-03-19 This book contains a selection of articles from The 2014 World Conference on Information Systems and Technologies WorldCIST 14 held between the 15th and 18th of April in Funchal Madeira Portugal a global forum for researchers and practitioners to present and discuss recent results and innovations current trends professional experiences and challenges of modern Information Systems and Technologies research technological development and applications The main topics covered are Information and Knowledge Management Organizational Models and Information Systems Intelligent and Decision Support Systems Software Systems Architectures Applications and Tools Computer Networks Mobility and Pervasive Systems Radar Technologies Human Computer Interaction Health Informatics and Information Technologies in Education

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