Windows Phone Toolkit



Windows Phone Toolkit In Depth 3rd Edition

Henry Lee, Eugene Chuvyrov

Windows Phone Toolkit In Depth 3rd Edition:

Encyclopedia of Information Science and Technology, Third Edition Khosrow-Pour, D.B.A., Mehdi, 2014-07-31 This 10 volume compilation of authoritative research based articles contributed by thousands of researchers and experts from all over the world emphasized modern issues and the presentation of potential opportunities prospective solutions and future directions in the field of information science and technology Provided by publisher Beginning Windows Phone App Development Henry Lee, Eugene Chuvyrov, 2012-06-10 Microsoft's Windows Phone 7 handsets have injected a new vibrancy into the smartphone marketplace and provided bold new opportunities for the Microsoft development community Take advantage of these opportunities with Beginning Windows Phone App Development written specifically to help you learn the skills you ll need to develop rich functional apps for the Windows Phone 7 platform Authors Henry Lee and Eugene Chuvyrov cover the very latest developments in the field including the extended APIs offered in the new Mango platform update so you ll have timely accurate information at your fingertips Beginning Windows Phone App Development starts with the basics walking you through the process of downloading and setting up the right development tools including Visual Studio Expression Blend Silverlight SDK and Windows Phone SDK It then takes you step by step though the development process as you build and deploy a working application complete with a sophisticated user interface Finally you ll receive step by step instructions on packaging and selling your applications through the Windows Phone Marketplace Digital Forensics André Årnes, 2017-05-18 The definitive text for students of digital forensics as well as professionals looking to deepen their understanding of an increasingly critical field Written by faculty members and associates of the world renowned Norwegian Information Security Laboratory NisLab at the Norwegian University of Science and Technology NTNU this textbook takes a scientific approach to digital forensics ideally suited for university courses in digital forensics and information security Each chapter was written by an accomplished expert in his or her field many of them with extensive experience in law enforcement and industry The author team comprises experts in digital forensics cybercrime law information security and related areas Digital forensics is a key competency in meeting the growing risks of cybercrime as well as for criminal investigation generally Considering the astonishing pace at which new information technology and new ways of exploiting information technology is brought on line researchers and practitioners regularly face new technical challenges forcing them to continuously upgrade their investigatory skills Designed to prepare the next generation to rise to those challenges the material contained in Digital Forensics has been tested and refined by use in both graduate and undergraduate programs and subjected to formal evaluations for more than ten years Encompasses all aspects of the field including methodological scientific technical and legal matters Based on the latest research it provides novel insights for students including an informed look at the future of digital forensics Includes test questions from actual exam sets multiple choice questions suitable for online use and numerous visuals illustrations and case example images Features real word examples and

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Distributed Computing Jim Farley, 1998-01-01 Distributed computing and Java go together naturally As the first language designed from the bottom up with networking in mind Java makes it very easy for computers to cooperate Even the simplest applet running in a browser is a distributed application if you think about it The client running the browser downloads and executes code that is delivered by some other system But even this simple applet wouldn't be possible without Java's guarantees of portability and security the applet can run on any platform and can t sabotage its host Of course when we think of distributed computing we usually think of applications more complex than a client and server communicating with the same protocol We usually think in terms of programs that make remote procedure calls access remote databases and collaborate with others to produce a single result Java Distributed Computing discusses how to design and write such applications It covers Java's RMI Remote Method Invocation facility and CORBA but it doesn't stop there it tells you how to design your own protocols to build message passing systems and discusses how to use Java's security facilities how to write multithreaded servers and more It pays special attention to distributed data systems collaboration and applications that have high bandwidth requirements In the future distributed computing can only become more important Java Distributed Computing provides a broad introduction to the problems you ll face and the solutions you ll find as you write distributed computing applications Topics covered in Java Distributed Computing Introduction to Distributed Computing Networking Basics Distributed Objects Overview of CORBA and RMI Threads Security Message Passing Systems Distributed Data Systems Databases Bandwidth Limited Applications Collaborative Systems Java Threads Scott Oaks, Henry Wong, 1999 Windows 8 and Windows Phone 8 Game Development Adam Dawes, 2013-08-19 Threads Computer programs Creating fun sophisticated games for Windows devices large or small has never been easier With masses of example code and fully working games for you to download and run straight away Windows 8 and Windows Phone 8 Game Development is your ideal first step into modern games development This book gives you everything you need to realize your dreams and produce fantastic games that will run on all Windows 8 devices from desktops to tablets to phones You can code once and run everywhere The ubiquity of Windows 8 devices makes this opportunity to good to miss The Windows 8 and Windows Phone 8 platforms have huge potential for gaming New form factors such as the Surface tablet coupled with improved processors and higher screen resolutions combine to make Windows 8 the best Windows version yet for independent games development It s never been easier to create a fantastic game package it up and deploy it straight to the Windows Store with its audience of millions This book will show you how **Practical Mobile Forensics,** Heather Mahalik, Satish Bommisetty, Oleg Skulkin, Rohit Tamma, 2018-01-23 Investigate analyze and report iOS Android and Windows devices Key Features Get hands on experience in performing simple to complex mobile forensics techniques Retrieve and analyze data stored not only on mobile devices but also through the cloud and other connected mediums A practical guide to leveraging the power of mobile forensics on popular mobile platforms with lots of tips tricks and caveats Book Description Covering up to date mobile

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