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iPad & iPhone Administrator's Guide Enterprise Deployment Strategies and Security Solutions McGraw Hill Professional Securely deploy iPads and iPhones on corporate networks Seamlessly integrate iPads and iPhones into your company's IT systems using the detailed instructions contained in this practical book. iPad & iPhone Administrator's Guide shows you how to use iPads and iPhones as business devices and manage them tightly with Apple's enterprise tools. Learn how to connect iPads and iPhones to your organization's wireless network and mail servers, equip users with the apps they need to be productive at work and outside it, and provide access to essential data without compromising security. Plan your deployment and choose suitable iPads and iPhones Activate iPhones quickly using iTunes' activation-only mode Set up iPads and iPhones automatically using iPhone Configuration Utility Set up Wi-Fi and VPN connections manually or with configuration profiles Connect iPads and iPhones to Microsoft Exchange and other mail servers Choose the best third-party apps, install them, and keep them updated Install custom enterprise apps using provisioning profiles Load and transfer documents via File Sharing and third-party tools Give iPad and iPhone users remote access to your network Manage Windows or Mac OS X servers from your iPad or iPhone Secure iPads and iPhones with strong passcodes--and wipe their contents remotely if they're stolen Troubleshoot hardware and software problems **The Rough Guide to the IPad** Dorling Kindersley Ltd Looks at the features and functions of the iPad, covering such topics as Web surfing, email, the eBook library, managing contacts, using the Calendar App, and accessing the App Store. **The Unauthorized Guide to IPhone, IPad, and IPod Repair A DIY Guide to Extending the Life of Your IDevices!** Pearson Education Offers detailed, illustrated instructions for repairing Apple handheld electronic devices, covering the replacement of components, fixing software failures, and making repairs and changes not intended by

the manufacturer. **EMarketing The Essential Guide to Online Marketing** Orange Groove Books **Creating Powerful Brands** Routledge This book summarises the latest thinking and best practice in the domain of branding All new real marketing campaigns show how branding theories are implemented in practice Brought right up to date with a clear European and UK focus **Law School Insider The Comprehensive 21st Century Guide to Success in Admissions, Classes, Law Review, Bar Exams and Job Searches, for Prospective Students and Their Loved Ones** Lion Group One book answers every important question facedby today?s new law students and their families: Law School Insider is an easy-to-read, step-by-steplaw school guide taking readers through every stage of the law school experience from applyingto graduating and beyond. Includes special sections tailored to the diverse concerns of modern female and male law students. **Pitch Perfect The Art of Promoting Your App on the Web** Addison-Wesley The Must-Have Promotion Guide for Every App and Hardware Developer! Developing your product took lots of hard work over months, nights, and weekends filled with blood, sweat, and tears. Don't abandon it now. Shower your app with the quality promotion it deserves! Erica Sadun and Steve Sande help you earn strong app reviews that can transform sales from lackluster to blockbuster. As leading tech bloggers, they know exactly what reviewers are looking for. Now, they deliver simple step-by-step advice to position your product, build key relationships, and sell your story. Packed with real case studies from their overflowing inboxes, they reveal where developers can go wrong and when they've gotten it right. Great tech promotion doesn't need to cost a lot. You can do it yourself, even if you've never marketed anything before. It just takes a little time, thought, and the skills you learn in this book. • Peek behind the curtain to learn how web review sites really work • Get your product into shape and ready for your marketing push • Craft great pitches that sell your excitement and explain your product's key features and appeal • Lead reviewers "by the hand" with simple, succinct language • Avoid common mistakes that kill your chances for a review • Create the essential PR support material your product needs • Respond productively to both good and negative coverage • Keep bloggers in the loop about what you'll be doing next Includes exclusive worksheets and checklists for: • Profiling potential customers • Evaluating competitors • Estimating market size • Writing and checking your pitch • Tracking and targeting bloggers **Best iPad Apps The Guide for Discriminating Downloaders** "O'Reilly Media, Inc." What really wows iPad fans is when their touchscreen does what's impossible on other gadgets: the finger-painting app that turns a cross-country flight into a moving art class, the mini music studio (two-dozen instruments strong, each with motion-induced warble effects), and the portable fireworks display that you sculpt by swiping. Problem is, with tens of thousands of apps available for your iPad, who knows what to download? You can try to sort through a gazillion customer reviews with a mix of 5- and 1-star ratings, but that's a head-hurting time-waster. The stakes are getting higher, too: instead of freebies and 99-cent trinkets, the price of iPad apps is steadily creeping up and beyond their iPhone predecessors. Best iPad Apps guides you to the hidden treasures in the App Store's crowded aisles. Author Peter Meyers stress-tested thousands of options to put together this irresistible, page-turner of a catalog. Inside these pages, you'll find apps as magical as the iPad itself. Flip through the book for app

suggestions, or head directly to one of several categories we've loaded up with "best of" selections to help you: Get work done Manipulate photos Make movies Create comics Browse the Web better Take notes Outline ideas Track your health Explore the world No matter how you use your iPad, Best iPad Apps will help you find the real gems among the rubble -- so you make the most of your glossy gadget. **My IPad 2** Que Publishing Provides information on the features of the iPad 2 with step-by-step instructions covering such topics as connecting to a wi-fi and 3G network, downloading apps, creating documents and spreadsheets, building and displaying presentations, using email, andwatching movies. **Aggadeh Chronicles Book 2: Dragon** William D. Richards, LLC **Inside Out & Back Again** Univ. of Queensland Press Through a series of poems, a young girl chronicles the life-changing year of 1975, when she, her mother, and her brothers leave Vietnam and resettle in Alabama. **The Handbook of Technology and Second Language Teaching and Learning** John Wiley & Sons The Handbook of Technology and Second Language Teaching and Learning presents a comprehensive exploration of the impact of technology on the field of second language learning. The rapidly evolving language-technology interface has propelled dramatic changes in, and increased opportunities for, second language teaching and learning. Its influence has been felt no less keenly in the approaches and methods of assessing learners' language and researching language teaching and learning. Contributions from a team of international scholars make up the Handbook consisting of four parts: language teaching and learning through technology; the technology-pedagogy interface; technology for L2 assessment; and research and development of technology for language learning. It considers how technology assists in all areas of language development, the emergence of pedagogy at the intersection of language and technology, technology in language assessment, and major research issues in research and development of technologies for language learning. It covers all aspects of language including grammar, vocabulary, reading, writing, listening, speaking, pragmatics, and intercultural learning, as well as new pedagogical and assessment approaches, and new ways of conceiving and conducting research and development. The Handbook of Technology and Second Language Teaching and Learning demonstrates the extensive, multifaceted implications of technology for language teachers, learners, materials-developers, and researchers. **Peopleware Productive Projects and Teams** Addison-Wesley Few books in computing have had as profound an influence on software management as Peopleware . The unique insight of this longtime best seller is that the major issues of software development are human, not technical. They're not easy issues; but solve them, and you'll maximize your chances of success. "Peopleware has long been one of my two favorite books on software engineering. Its underlying strength is its base of immense real experience, much of it quantified. Many, many varied projects have been reflected on and distilled; but what we are given is not just lifeless distillate, but vivid examples from which we share the authors' inductions. Their premise is right: most software project problems are sociological, not technological. The insights on team jelling and work environment have changed my thinking and teaching. The third edition adds strength to strength." — Frederick P. Brooks, Jr., Kenan Professor of Computer Science, University of North Carolina at Chapel Hill, Author of The Mythical Man-Month and The Design of

Design "Peopleware is the one book that everyone who runs a software team needs to read and reread once a year. In the quarter century since the first edition appeared, it has become more important, not less, to think about the social and human issues in software develop¿ment. This is the only way we're going to make more humane, productive workplaces. Buy it, read it, and keep a stock on hand in the office supply closet." —Joel Spolsky, Co-founder, Stack Overflow "When a book about a field as volatile as software design and use extends to a third edition, you can be sure that the authors write of deep principle, of the fundamental causes for what we readers experience, and not of the surface that everyone recognizes. And to bring people, actual human beings, into the mix! How excellent. How rare. The authors have made this third edition, with its additions, entirely terrific." —Lee Devin and Rob Austin, Co-authors of The Soul of Design and Artful Making For this third edition, the authors have added six new chapters and updated the text throughout, bringing it in line with today's development environments and challenges. For example, the book now discusses pathologies of leadership that hadn't previously been judged to be pathological; an evolving culture of meetings; hybrid teams made up of people from seemingly incompatible generations; and a growing awareness that some of our most common tools are more like anchors than propellers. Anyone who needs to manage a software project or software organization will find invaluable advice throughout the book. **Internet After Hours** Premier Press Covers getting around in the Internet; downloading files, games, and electronic magazines; electronic mail; and bulletin board services and networks **Shelly Cashman Series Custom Edition iPod & iTunes For Dummies** John Wiley & Sons Whether you're completely new to iPod and iTunes or you'd like to discover advanced techniques for playing, managing, browsing, buying, and storing music and other files, iPod & iTunes For Dummies, 6th Edition can help you! The iPod and iTunes have revolutionized how we enjoy music, and this bestselling guide has been updated to keep you current. Here's how to use the newest iPods, set up iTunes on your Mac or PC, purchase music and movies, rip CDs, organize your media library, make the most of digital sound, and so much more! The latest iPods are much more than just digital music players. Now, surf the Web, rent movies, buy songs and directly download them, send and receive e-mails, store photos, play slideshows, watch videos, and play games. You'll find information about all iPod models and how to set up iTunes so you can start enjoying your iPod right away. You'll learn how to: Learn how to use the iPod displays and scrolling wheels Install iTunes and load your music Keep your library organized so you can search, browse, and sort Create playlists and burn CDs Use your iPod as a hard drive Share content legally Synchronize your e-mail, contacts, and bookmarks Complete with lists of ten common problems and solutions, and eleven tips for the equalizer, iPod & iTunes for Dummies, 6th Edition includes bonus chapters about early iPod models, creating content for iPod, tips for working with MusicMatch, using your iPod for backup and restore, and 14 web sources for additional information. **Twelve Years a Slave** Prabhat Prakashan "Having been born a freeman, and for more than thirty years enjoyed the blessings of liberty in a free State—and having at the end of that time been kidnapped and sold into Slavery, where I remained, until happily rescued in the month of January, 1853, after a bondage of twelve years—it has been suggested that an account of my life and fortunes would not be

uninteresting to the public." -an excerpt **Inside Apple How America's Most Admired--and Secretive--Company Really Works** Hachette UK Inside Apple reveals the secret systems, tactics and leadership strategies that allowed Steve Jobs and his company to churn out hit after hit and inspire a cult-like following for its products. If Apple is Silicon Valley's answer to Willy Wonka's Chocolate Factory, then author Adam Lashinsky provides readers with a golden ticket to step inside. In this primer on leadership and innovation, the author will introduce readers to concepts like the "DRI" (Apple's practice of assigning a Directly Responsible Individual to every task) and the Top 100 (an annual ritual in which 100 up-and-coming executives are tapped a la Skull & Bones for a secret retreat with company founder Steve Jobs). Based on numerous interviews, the book offers exclusive new information about how Apple innovates, deals with its suppliers and is handling the transition into the Post Jobs Era. Lashinsky, a Senior Editor at Large for Fortune, knows the subject cold: In a 2008 cover story for the magazine entitled The Genius Behind Steve: Could Operations Whiz Tim Cook Run The Company Someday he predicted that Tim Cook, then an unknown, would eventually succeed Steve Jobs as CEO. While Inside Apple is ostensibly a deep dive into one, unique company (and its ecosystem of suppliers, investors, employees and competitors), the lessons about Jobs, leadership, product design and marketing are universal. They should appeal to anyone hoping to bring some of that Apple magic to their own company, career, or creative endeavor. **The Perfect Thing How the iPod Shuffles Commerce, Culture, and Coolness** Simon and Schuster On October 23, 2001, Apple Computer, a company known for its chic, cutting-edge technology -- if not necessarily for its dominant market share -- launched a product with an enticing promise: You can carry an entire music collection in your pocket. It was called the iPod. What happened next exceeded the company's wildest dreams. Over 50 million people have inserted the device's distinctive white buds into their ears, and the iPod has become a global obsession. The Perfect Thing is the definitive account, from design and marketing to startling impact, of Apple's iPod, the signature device of our young century. Besides being one of the most successful consumer products in decades, the iPod has changed our behavior and even our society. It has transformed Apple from a computer company into a consumer electronics giant. It has remolded the music business, altering not only the means of distribution but even the ways in which people enjoy and think about music. Its ubiquity and its universally acknowledged coolness have made it a symbol for the digital age itself, with commentators remarking on "the iPod generation." Now the iPod is beginning to transform the broadcast industry, too, as podcasting becomes a way to access radio and television programming. Meanwhile millions of Podheads obsess about their gizmo, reveling in the personal soundtrack it offers them, basking in the social cachet it lends them, even wondering whether the device itself has its own musical preferences. Steven Levy, the chief technology correspondent for Newsweek magazine and a longtime Apple watcher, is the ideal writer to tell the iPod's tale. He has had access to all the key players in the iPod story, including Steve Jobs, Apple's charismatic cofounder and CEO, whom Levy has known for over twenty years. Detailing for the first time the complete story of the creation of the iPod, Levy explains why Apple succeeded brilliantly with its version of the MP3 player when other companies didn't get it right, and how Jobs was able to convince the bosses at

the big record labels to license their music for Apple's groundbreaking iTunes Store. (We even learn why the iPod is white.) Besides his inside view of Apple, Levy draws on his experiences covering Napster and attending Supreme Court arguments on copyright (as well as his own travels on the iPod's click wheel) to address all of the fascinating issues -- technical, legal, social, and musical -- that the iPod raises. Borrowing one of the definitive qualities of the iPod itself, The Perfect Thing shuffles the book format. Each chapter of this book was written to stand on its own, a deeply researched, wittily observed take on a different aspect of the iPod. The sequence of the chapters in the book has been shuffled in different copies, with only the opening and concluding sections excepted. "Shuffle" is a hallmark of the digital age -- and The Perfect Thing, via sharp, insightful reporting, is the perfect guide to the deceptively diminutive gadget embodying our era. **Nature Mage** New Generation Publishing Gaspi is an ordinary boy, living in the mountain village of Aemon's Reach, but life, for Gaspi, is forever changed the day magic erupts in him. He discovers he has a powerful gift - he is a Nature Mage, able to control natural forces and creatures and bend them to his will. It is a rare gift, and no-one has been born with it in centuries, but Gaspi's powers also have a dark side, and without training they will kill him. He is forced to leave his home and travel to the distant city of Helioport, where the Archmages of the College of Collective Magicks will teach him how to use his powers. Accompanied by his guardian and his best friends, Gaspi sets off on the long journey to Helioport. The journey is fraught with danger, and Gaspi and his friends discover that there are demonic creatures abroad, intent on finding and killing anyone with magical ability. As Gaspi begins his magical studies, a shadow hangs over him and over the city of magicians. Gaspi's story of a demonic attack is not an isolated incident.As these stories increase, Hephistole, the Chancellor of the college, is growing increasingly certain that someone or something is directing the demonic forces, but who, and to what end? As things unfold, Gaspi finds himself in the middle of dark and terrible times, and can only hope that his powerful gift will develop in time to make a difference when the time comes. **Shelly Cashman Series Discovering Computers & Microsoft Office 365 & Office 2016: A Fundamental Combined Approach** Cengage Learning DISCOVERING COMPUTERS & MICROSOFT OFFICE 365 & OFFICE 2016: A FUNDAMENTAL COMBINED APPROACH combines strong computer concepts from the best-selling DISCOVERING COMPUTERS with proven step-by-step instruction on Microsoft Office365 and Office 2016 in one convenient book. This single resource delivers the best of Shelly Cashman Series -- the acclaimed Series that has effectively introduced computer skills to millions of learners. This book encourages critical thought, personalization, and experimentation with the latest Microsoft Office 2016 software. Updated and revised computer concepts content throughout this edition reflect the evolving needs of those learning computing today with an exclusive focus on the skills needed to be successful in college and careers beyond. Enhancements ensure this edition delivers today's most effective introduction to Microsoft Office 365 and Office 2016. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. **Management by Design Applying Design Principles to the Work Experience** John Wiley & Sons A revealing look at work environments that lead to greater loyalty and an increase in productivity Exploring the premise that the best

way to attract and retain people, and their knowledge, will come from designing environments that turn today's increasingly virtual workplace into an attractive place for people to spend their time, Management by Design: Applying Design Principles to the Work Experience shows how the principles of design can be successfully applies to the work experience, making it a rewarding and productive. Reveals why the application of design to the workplace experience can improve the employee/employer relationship Why increased morale and employee loyalty start with a great work environment Explains why it is more important than ever to manage work experiences, especially with the projected work shortages in the coming decades Other titles by Rasmus: Listening to the Future: Why It's Everybody's Business This innovative book helps managers and executives connect the dots between employee retention, positive brand expression, and lasting stories that reflect well on an organization. **Gender and the South China Miracle Two Worlds of Factory Women** Univ of California Press "An excellent comparative ethnography of gender and factory work in South China."—Ruth Milkman, author of Farewell to the Factory **Study Guide for Shelly/Vermaat S Discovering Computers 2011: Complete** Cengage Learning Study more effectively and improve your performance at exam time with this comprehensive guide. Written to work hand-in hand with DISCOVERING COMPUTERS 2011: COMPLETE, 1st Edition, this user-friendly guide includes a wide variety of learning tools to help you master the key concepts of the course. **Radio Frequency and Microwave Electronics Illustrated** Prentice Hall Foreword by Dr. Asad Madni, C. Eng., Fellow IEEE, Fellow IEE Learn the fundamentals of RF and microwave electronics visually, using many thoroughly tested, practical examples RF and microwave technology are essential throughout industry and to a world of new applications-in wireless communications, in Direct Broadcast TV, in Global Positioning System (GPS), in healthcare, medical and many other sciences. Whether you're seeking to strengthen your skills or enter the field for the first time, Radio Frequency and Microwave Electronics Illustrated is the fastest way to master every key measurement, electronic, and design principle you need to be effective. Dr. Matthew Radmanesh uses easy mathematics and a highly graphical approach with scores of examples to bring about a total comprehension of the subject. Along the way, he clearly introduces everything from wave propagation to impedance matching in transmission line circuits, microwave linear amplifiers to hard-core nonlinear active circuit design in Microwave Integrated Circuits (MICs). Coverage includes: A scientific framework for learning RF and microwaves easily and effectively Fundamental RF and microwave concepts and their applications The characterization of two-port networks at RF and microwaves using S-parameters Use of the Smith Chart to simplify analysis of complex design problems Key design considerations for microwave amplifiers: stability, gain, and noise Workable considerations in the design of practical active circuits: amplifiers, oscillators, frequency converters, control circuits RF and Microwave Integrated Circuits (MICs) Novel use of "live math" in circuit analysis and design Dr. Radmanesh has drawn upon his many years of practical experience in the microwave industry and educational arena to introduce an exceptionally wide range of practical concepts and design methodology and techniques in the most comprehensible fashion. Applications include small-signal, narrow-band, low noise, broadband and multistage transistor amplifiers; large signal/high power

amplifiers; microwave transistor oscillators, negative-resistance circuits, microwave mixers, rectifiers and detectors, switches, phase shifters and attenuators. The book is intended to provide a workable knowledge and intuitive understanding of RF and microwave electronic circuit design. Radio Frequency and Microwave Electronics Illustrated includes a comprehensive glossary, plus appendices covering key symbols, physical constants, mathematical identities/formulas, classical laws of electricity and magnetism, Computer-Aided-Design (CAD) examples and more. About the Web Site The accompanying web site has an "E-Book" containing actual design examples and methodology from the text, in Microsoft Excel environment, where files can easily be manipulated with fresh data for a new design. **Pro Puppet** Apress Pro Puppet is an in-depth guide to installing, using, and developing the popular configuration management tool Puppet. The book is a comprehensive follow-up to the previous title Pulling Strings with Puppet. Puppet provides a way to automate everything from user management to server configuration. You'll learn how to create Puppet recipes, extend Puppet, and use Facter to gather configuration data from your servers. Puppet is a must-have tool for system administrators, and Pro Puppet will teach you how to maximize its capabilities and customize it for your environment. Install and configure Puppet to immediately start automating tasks and create reporting solutions Learn insider tricks and techniques to better manage your infrastructure Become a Puppet expert! **Discovering Computers ©2018: Digital Technology, Data, and Devices** Cengage Learning Learn to maximize the use of mobile devices, make the most of online tools for collaboration and communication, and fully utilize the web and cloud with the latest edition of DISCOVERING COMPUTERS 2018. Clearly see how technology skills can assist in both gaining employment and advancing a career. This edition highlights web development, how to create a strong web presence, and take full advantage of the latest Windows 10. Content addresses today's most timely issues with coverage of contemporary technology developments and interesting in-text discussions. The authors provide helpful suggestions within a proven learning structure and offer meaning practice to reinforce skills. Self-assessments open each module and equip readers to focus study efforts and master more skills in less time. DISCOVERING COMPUTERS presents the key content needed for success using an approach that ensures understanding. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. **Beginning iPhone 3 Development Exploring the iPhone SDK** Apress Are you a programmer looking for a new challenge? Does the thought of building your very own iPhone app make your heart race and your pulse quicken? If so, Beginning iPhone 3 Development: Exploring the iPhone SDK is just the book for you. Updated and revised for iPhone SDK 3, many of the discussions in the original book have been clarified to make some of the more complex topics easier to understand. In addition, all of the projects have been rebuilt from scratch using the SDK 3 templates. For the latest version of this book for Swift, see Beginning iPhone Development with Swift, ISBN 978-1-4842-0410-8. For the latest version of this book for Objective-C, see Beginning iPhone Development: Exploring the iOS SDK, ISBN 978-1-4842-0200-5. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, this book offers a complete soup-to-nuts course in iPhone and iPod touch programming. The

book starts with the basics, walking you through the process of downloading and installing Apple's free iPhone SDK, and then stepping you though the creation of your first simple iPhone application. From there, you'll learn to integrate all the interface elements iPhone users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll see how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using SQLite, iPhone's built-in database management system. In addition, you'll also learn about Core Data, an important persistence mechanism that has just been added with SDK 3. And there's much more! You'll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support (pinches and swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages. You can discover more about this book, download source code, and find support forums at the book's companion site, at www.iphonedevbook.com. The iPhone 3 update to the best-selling and most recommended book for iPhone developers Packed full of tricks, techniques, and enthusiasm for the new SDK from a developer perspective The most complete, useful, and up-to-date guide to all things having to do with Apple's iPhone SDK **Appointment with F.E.A.R.** Laurel Leaf Chance and the reader's decisions will determine whether the Silver Crusader can capture the Titanium Cyborg and save Titan City. **EPUB Straight to the Point** Start building ePub books NOW with this guide from bestselling HTML author Elizabeth Castro. Author Elizabeth Castro has sold more than three quarters of a million books on HTML. **Penpal** 1000Vultures **HTML, XHTML, and CSS, Sixth Edition Visual QuickStart Guide** Pearson Education Need to learn HTML fast? This best-selling reference's visual format and step-by-step, task-based instructions will have you up and running with HTML in no time. In this completely updated edition of our best-selling guide to HTML, Web expert and best-selling author Elizabeth Castro uses crystal-clear instructions and friendly prose to introduce you to all of today's HTML and XHTML essentials. You'll learn how to design, structure, and format your Web site. You'll create and use images, links, styles, lists, tables, frames, and forms, and you'll add sound and movies to your site. Finally, you will test and debug your site, and publish it to the Web. Along the way, you'll find extensive coverage of CSS techniques, current browsers (Opera, Safari, Firefox), creating pages for the mobile Web, and more. Visual QuickStart Guide--the quick and easy way to learn! Easy visual approach uses pictures to guide you through HTML and show you what to do. Concise steps and explanations get you up and running in no time. Page for page, the best content and value around. Companion Web site at www.cookwood.com/html offers examples, a lively question-and-answer area, updates, and more. **The Ethics of Cybersecurity** Springer Nature This open access book provides the first comprehensive collection of papers that provide an integrative view on cybersecurity. It discusses theories, problems and solutions on the relevant ethical issues involved. This work is sorely needed in a world where cybersecurity has become indispensable to protect trust and confidence in the digital infrastructure whilst respecting fundamental values like equality, fairness, freedom, or privacy. The book has a strong practical focus as it includes

case studies outlining ethical issues in cybersecurity and presenting guidelines and other measures to tackle those issues. It is thus not only relevant for academics but also for practitioners in cybersecurity such as providers of security software, governmental CERTs or Chief Security Officers in companies. **Open Business Models How To Thrive In The New Innovation Landscape** Harvard Business Press In his landmark book Open Innovation, Henry Chesbrough demonstrated that because useful knowledge is no longer concentrated in a few large organizations, business leaders must adopt a new, "open" model of innovation. Using this model, companies look outside their boundaries for ideas and intellectual property (IP) they can bring in, as well as license their unutilized home-grown IP to other organizations. In Open Business Models, Chesbrough takes readers to the next step—explaining how to make money in an open innovation landscape. He provides a diagnostic instrument enabling you to assess your company's current business model, and explains how to overcome common barriers to creating a more open model. He also offers compelling examples of companies that have developed such models—including Procter & Gamble, IBM, and Air Products. In addition, Chesbrough introduces a new set of players—"innovation intermediaries"—who facilitate companies' access to external technologies. He explores the impact of stronger IP protection on intermediate markets for innovation, and profiles firms (such as Intellectual Ventures and Qualcomm) that center their business model on innovation and IP. This vital resource provides a much-needed road map to connect innovation with IP management, so companies can create and capture value from ideas and technologies—wherever in the world they are found. **The Very Hungry Caterpillar and Friends My Very First Annual** Puffin The Very Hungry Caterpillar and Friends: My Very First Anual by Eric Carle is a must-have for every Very Hungry Caterpillar fan.Count, colour and sticker in this very busy big book celebrating The Very hungry Caterpillar and his friends. Complete the Hungry Caterpillar's own story with giant stickers, count your way to the zoo with a host of animals and colour them in, and as an extra special treat read the story of the Very Lonely Firefly and help him shine with lots of glittery stickers. This is an enchanting first annual for two - to - five-year-olds with lots of activities and classic stories for hours of holiday entertainment.Eric Carle is an internationally bestselling and award-winning author and illustrator of books for very young children. He was born in New York, but spent his early life in Germany. He returned to the States in his early twenties and worked as a graphic designer and an art director before he began creating children's books. He lives in Massachusetts with his wife, Barbara.www.eric-carle.com **Java Programming: From The Ground Up** McGraw-Hill Education Java Programming, From The Ground Up, with its flexible organization, teaches Java in a way that is refreshing, fun, interesting and still has all the appropriate programming pieces for students to learn. The motivation behind this writing is to bring a logical, readable, entertaining approach to keep your students involved. Each chapter has a Bigger Picture section at the end of the chapter to provide a variety of interesting related topics in computer science. The writing style is conversational and not overly technical so it addresses programming concepts appropriately. Because of the flexibile organization of the text, it can be used for a one or two semester introductory Java programming class, as well as using Java as a second language. The text contains a large variety of carefully designed exercises that

are more effective than the competition. **The Groomer** Independently Published Andrew McCarthy grows concerned for his family after he catches a young man, Zachary Denton, photographing his daughter, Grace McCarthy, and other children at a park. To his dismay, Zachary talks his way out of trouble when he's confronted by the police. He hopes that's the end of it. Then he finds Zachary at a diner and then at a grocery store. He knows their encounters aren't coincidences. And just as Andrew prepares to defend his family, Grace vanishes. As the police search stalls and the leads dry up, Andrew decides to take matters into his own hands. He starts by searching for sex offenders in the area and researching enhanced interrogation techniques... He convinces himself he'll do anything to rescue his daughter, unaware of the pure evil he'll face in his journey. He's willing to hurt-to torture-anyone to save his family. Jon Athan, the author of Into the Wolves' Den and The Abuse of Ashley Collins, delves into the underworld of internet predators in this disturbing horror novel. Are your children safe? WARNING: This book contains graphic content. Reader discretion is advised. **Basic Facts about Trademarks Tales for Great Grandchildren Folk Tales from India and Nepal** This luxury book serves as an excellent introduction to Indian and Nepalese folklore **Invisible Engines How Software Platforms Drive Innovation and Transform Industries** MIT Press Harnessing the power of software platforms: what executives and entrepreneurs must know about how to use this technology to transform industries and how to develop the strategies that will create value and drive profits. Software platforms are the invisible engines that have created, touched, or transformed nearly every major industry for the past quarter century. They power everything from mobile phones and automobile navigation systems to search engines and web portals. They have been the source of enormous value to consumers and helped some entrepreneurs build great fortunes. And they are likely to drive change that will dwarf the business and technology revolution we have seen to this point. Invisible Engines examines the business dynamics and strategies used by firms that recognize the transformative power unleashed by this new revolution—a revolution that will change both new and old industries. The authors argue that in order to understand the successes of software platforms, we must first understand their role as a technological meeting ground where application developers and end users converge. Apple, Microsoft, and Google, for example, charge developers little or nothing for using their platforms and make most of their money from end users; Sony PlayStation and other game consoles, by contrast, subsidize users and make more money from developers, who pay royalties for access to the code they need to write games. More applications attract more users, and more users attract more applications. And more applications and more users lead to more profits. Invisible Engines explores this story through the lens of the companies that have mastered this platform-balancing act. It offers detailed studies of the personal computer, video game console, personal digital assistant, smart mobile phone, and digital media software platform industries, focusing on the business decisions made by industry players to drive profits and stay a step ahead of the competition. Shorter discussions of Internet-based software platforms provide an important glimpse into a future in which the way we buy, pay, watch, listen, learn, and communicate will change forever. An electronic version of this book is available under a Creative Commons license.