

## Professional Windows Embedded Compact 7 Author Samuel Phung Sep 2011

Students who are beginning studies in technology need a strong foundation in the basics before moving on to more advanced technology courses and certification programs. The Microsoft Technology Associate (MTA) is a new and innovative certification track designed to provide a pathway for future success in technology courses and careers. The MTA program curriculum helps instructors teach and validate fundamental technology concepts and provides students with a foundation for their careers as well as the confidence they need to succeed in advanced studies. Through the use of MOAC MTA titles you can help ensure your students future success in and out of the classroom. This text covers fundamental skills in such areas as Programming and an understanding of general software development, web, desktop, and database applications.

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

\* \* Paul Yao is acclaimed as the best writer on the .NET Compact Framework (CF) \* Practical, code-rich tutorial for experienced programmers wishing to transfer their skills to smart devices \* Covers topics not found in other books, such as controls, data handling, graphics, and ActiveSync \* Microsoft is pushing the Compact Framework very heavily.

Get a head start deploying Windows 10--with tips and best practices from experts in the field. This guide shows you how to deploy Windows 10 in an automated way without impacting end

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users by leveraging System Center Configuration Manager, which is the most used product to deploy Microsoft operating systems in the industry today.

bull; bull;The .NET Compact Framework (CF) brings the power of .NET to mobile devices, yet there is very little information on how to use it effectively bull;The number of developers using the .NET CF over the next few years is anticipated to increase greatly bull;Covers related important topics such as SQL Server 2000 Windows CE edition

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and

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the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields,

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properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Presents the basics for designing mobile applications for wireless-capable devices using .NET Compact Framework 2.0, SQL Server 2005, and Microsoft Windows Mobile 5.0.

When it comes to network security, many users and administrators are running scared, and justifiably so. The sophistication of attacks against computer systems increases with each new Internet worm. What's the worst an attacker can do to you? You'd better find out, right? That's what Security Warrior teaches you.

Based on the principle that the only way to defend yourself is to understand your attacker in depth, Security Warrior reveals how your systems can be attacked. Covering everything from reverse engineering to SQL attacks, and including topics like social engineering, antifoensics, and common attacks against UNIX and Windows systems, this book teaches you to know your enemy and how to be prepared to do battle. Security Warrior places particular emphasis on reverse engineering. RE is a fundamental skill for the administrator, who must be aware of all kinds of malware that can be installed on his machines -- trojaned binaries,

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"spyware" that looks innocuous but that sends private data back to its creator, and more. This is the only book to discuss reverse engineering for Linux or Windows CE. It's also the only book that shows you how SQL injection works, enabling you to inspect your database and web applications for vulnerability. Security Warrior is the most comprehensive and up-to-date book covering the art of computer war: attacks against computer systems and their defenses. It's often scary, and never comforting. If you're on the front lines, defending your site against attackers, you need this book. On your shelf--and in your hands.

Windows Embedded' is a kin of operating systems as of Microsoft developed aimed at employ in implanted setups. Microsoft produces accessible 4 dissimilar classes of operating systems for implanted implements earmarking a ample trade, varying as of small-footprint, real-time implements to point of sale (POS) implements like kiosks. Windows Embedded working systems are accessible to OEM configuration designers, whoever create it accessible to finish consumers preloaded with the equipment. There has never been a Windows Embedded Guide like this. It contains 81 answers, much more than you can imagine; comprehensive answers and extensive details and references, with insights that have never before been offered in print. Get the information you need--fast! This

all-embracing guide offers a thorough view of key knowledge and detailed insight. This Guide introduces what you want to know about Windows Embedded. A quick look inside of some of the subjects covered: Comparison of Microsoft Windows versions - Windows Embedded Compact, Windows XP Embedded, Windows Embedded CE 6.0 - New features, Microsoft Certified Professional - Microsoft Certified Technology Specialist (MCTS), List of Sega arcade system boards - RingEdge specifications, Microsoft Windows CE, Windows Embedded - Windows Embedded Standard, Ford Sync, Fit-PC - Software, Windows 7 editions - Derivatives, MS Windows, List of operating systems - Other embedded, Windows Phone 7 - Core, Odyssey Software (Mobile Device Management) - Technology, Windows Embedded Automotive - History, Windows Embedded - Windows Embedded Automotive, Windows Embedded - History, Windows (operating system), Qt (toolkit) - Platforms, Magneti Marelli, Windows 7 - Editions and market focus, FAT12 - exFAT, List of Microsoft Windows versions - Device versions, Microsoft Product Divisions - Windows Embedded, Windows XP Embedded - Windows Embedded for Point of Service, and much more... Tiffany details how to make SQL Server data available to mobile employees. He walks readers through the process of building a four-tier mobile synchronization architecture designed to scale to thousands of users. (Computer Books)

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C is the programming language of choice when speed and reliability are required. It is used for many low-level tasks, such as device drivers and operating-system programming. For example, much of Windows and Linux is based on C programming. The updated 4th edition of Beginning C builds on the strengths of its predecessors to offer an essential guide for anyone who wants to learn C or desires a 'brush-up' in this compact, fundamental language. This classic from author, lecturer and respected academic Ivor Horton is the essential guide for anyone looking to learn the C language from the ground up.

bull; Both a tutorial and reference for experienced programmers, with coverage of material not found in any other books. bull; More programmers work on the Pocket PC than on any other mobile platform. bull; Author is a practicing professional who realistically covers what the reader needs to know.

How to build low-cost, royalty-free embedded solutions with eCos, covers eCos architecture, installation, configuration, coding, debugging, bootstrapping, porting, and more, includes open source tools on CD-ROM for a complete embedded software development environment with eCos as the core.

Windows Embedded Compact 7 is the natural choice for developing sophisticated, small-footprint devices for both consumers and the enterprise. For this latest version, a number of significant enhancements have been made, most

notably the ability to run multi-core processors and address more than the 512 MB of memory constraint in previous versions. Using familiar developer tools, Pro Windows Embedded Compact 7 will take you on a deep-dive into device driver development. You'll learn how to set up your working environment, the tools that you'll need and how to think about developing for small devices before quickly putting theory into practice and developing your own first driver from the ground up. As you delve deeper into the details of driver development, you'll learn how to master hardware details, deal with I/O and interrupts, work with networks, and test and debug your drivers ready for deployment—all in the company of an author who's been working with Windows CE for more than a decade. Packed with code samples, Pro Windows Embedded Compact 7 contains everything you'll need to start developing for small footprint devices with confidence.

UNDERSTANDING OPERATING SYSTEMS provides a basic understanding of operating systems theory, a comparison of the major operating systems in use, and a description of the technical and operational tradeoffs inherent in each. The effective two-part organization covers the theory of operating systems, their historical roots, and their conceptual basis (which does not change substantially), culminating with how these theories are applied in the specifics of five operating systems (which evolve constantly). The authors explain this technical subject in a not-so-technical manner, providing enough detail to illustrate the complexities of stand-alone and networked operating systems. UNDERSTANDING OPERATING SYSTEMS is written in a

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clear, conversational style with concrete examples and illustrations that readers easily grasp. Help drive the next wave of smart, connected devices. Guided by two experts on Windows Embedded CE, you'll examine the core architecture, tools, and techniques that streamline the development process—and help get your ideas to market faster. Discover how to: Install the development environment and toolset Apply the device-planning practices that help optimize development time and resources Exploit the unified build system, including batch file and console utilities Use—or create—board support packages for hardware-specific code Dig into driver infrastructure, classes, and development processes Design and configure a custom run-time image Test and verify devices with the Windows Embedded CE Test Kit Create an SDK to extend your application to third-party developers

Learn to program an array of customized devices and solutions As a compact, highly efficient, scalable operating system, Windows Embedded Compact 7 (WEC7) is one of the best options for developing a new generation of network-enabled, media-rich, and service-oriented devices. This in-depth resource takes you through the benefits and capabilities of WEC7 so that you can start using this performance development platform today. Divided into several major sections, the book begins with an introduction and then moves on to coverage of OS design, application development, advanced application development, how to deploy WEC7 devices, and more. Examines the benefits of Windows Embedded Compact 7 (WEC7) Reviews the various elements of OS design, including configuring and building a customized OS runtime image, using debugging and remote tools, and more Explains how to develop native code applications with Visual Studio 2010, develop database applications with SQL server compact, and use the application deployment option Discusses how to deploy a WEC device, use the

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boot loader, launch WEC using BIOSLoader, and deploy a WEC power toy If you're interested in learning more about embedded development or you're seeking a higher performance development platform, then this is the book for you.

This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Introducing Microsoft Power BI enables you to evaluate when and how to use Power BI. Get inspired to improve business processes in your company by leveraging the available analytical and collaborative features of this environment. Be sure to watch for the publication of Alberto Ferrari and Marco Russo's upcoming retail book, *Analyzing Data with Power BI and Power Pivot for Excel* (ISBN 9781509302765). Go to the book's page at the Microsoft Press Store here for more details:<http://aka.ms/analyzingdata/details>. Learn more about Power BI at <https://powerbi.microsoft.com/>.

The Microsoft .NET Micro Framework is a small and efficient .NET runtime environment used to run managed code on devices that are too small and resource constrained for Windows CE and the Compact Framework. *Expert .NET Micro Framework* will teach you everything you need to know in order to use the .NET Micro Framework to create effective embedded applications. It begins with the basics of accessing hardware and networking before delving deep into the less well-known areas such as cryptography and globalization, and how to use

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technologies such as wireless communication that are not directly supported by the .NET Micro Framework. This book is a must if you want to get as much as possible out of the .NET Micro Framework to write powerful embedded applications. Expert .NET Micro Framework also describes how to use resources, and write globalized and multilingual embedded applications. You will learn how to effectively use binary serialization to store data permanently in flash memory or exchange data with a PDA or PC. Topics like cryptography and encrypted data exchange with a .NET or Compact Framework application are covered. What you'll learn Describes and compares wireless communication technologies and how to use them even if they are not directly supported by the .NET Micro Framework Describes the whole class library and features of the .NET Micro Framework, illustrated by working examples Demonstrates how to access hardware components with managed drivers and write applications with a graphical user interface Includes a detailed description of how to effectively extend or write hardware emulators using undocumented features of the configuration engine and emulator components Who this book is for This book is for anyone with an interest in creating embedded systems. Primarily, it is written for the benefit of .NET developers with a background in C#, but it will equally appeal to hardware developers with a background in Assembler, C, or C++ who will be impressed by the benefits that managed code can bring to their devices.

Microsoft's Windows Presentation Foundation (WPF) provides you with a development framework for building high-quality user experiences for the Windows operating system. It blends together rich content from a wide range of sources and allows you unparalleled access to the processing power of your Windows computer. Pro WPF 4.5 in C# provides a thorough, authoritative guide to how WPF really works. Packed with no-nonsense examples and practical

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advice you'll learn everything you need to know in order to use WPF in a professional setting. The book begins by building a firm foundation of elementary concepts, using your existing C# skills as a frame of reference, before moving on to discuss advanced concepts and demonstrate them in a hands-on way that emphasizes the time and effort savings that can be gained.

bull; The Compact Framework brings familiar .NET development to mobile devices.  
bull; This technology enables millions of Microsoft programmers to develop Windows CE applications. bull; Written by two Microsoft Compact Framework team members. Dive deeper into Windows 7—with new content and new resources on CD! The Deluxe Edition of the ultimate, in-depth reference to Windows 7 has been fully updated for SP1 and Internet Explorer 9, and features 300+ pages of additional coverage and advanced topics. It's now packed with even more timesaving solutions, troubleshooting tips, and workarounds from the experts—and includes a fully searchable eBook and other online resources. Topics include installation, configuration, and setup; network connections and troubleshooting; remote access; managing programs; controlling user access and accounts; advanced file management; working with Internet Explorer 9; managing security features and issues; using Windows Live Essentials 2011; performance monitoring and tuning; backups and maintenance; sharing networked resources; hardware and device drivers. For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook.

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“We finally have the definitive treatise on PyTorch! It covers the basics and abstractions in great detail. I hope this book becomes your extended reference document.” —Soumith Chintala, co-creator of PyTorch

Key Features Written by PyTorch’s creator and key contributors

- Develop deep learning models in a familiar Pythonic way
- Use PyTorch to build an image classifier for cancer detection
- Diagnose problems with your neural network and improve training with data augmentation

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About The Book Every other day we hear about new ways to put deep learning to good use: improved medical imaging, accurate credit card fraud detection, long range weather forecasting, and more. PyTorch puts these superpowers in your hands. Instantly familiar to anyone who knows Python data tools like NumPy and Scikit-learn, PyTorch simplifies deep learning without sacrificing advanced features. It’s great for building quick models, and it scales smoothly from laptop to enterprise. Deep Learning with PyTorch teaches you to create deep learning and neural network systems with PyTorch. This practical book gets you to work right away building a tumor image classifier from scratch. After covering the basics, you’ll learn best practices for the entire deep learning pipeline, tackling advanced projects as your PyTorch skills become more sophisticated. All code samples are easy to explore in downloadable Jupyter notebooks.

What You Will Learn

- Understanding deep learning data structures such as tensors and neural networks
- Best practices for the PyTorch

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Tensor API, loading data in Python, and visualizing results Implementing modules and loss functions Utilizing pretrained models from PyTorch Hub Methods for training networks with limited inputs Sifting through unreliable results to diagnose and fix problems in your neural network Improve your results with augmented data, better model architecture, and fine tuning This Book Is Written For For Python programmers with an interest in machine learning. No experience with PyTorch or other deep learning frameworks is required. About The Authors Eli Stevens has worked in Silicon Valley for the past 15 years as a software engineer, and the past 7 years as Chief Technical Officer of a startup making medical device software. Luca Antiga is co-founder and CEO of an AI engineering company located in Bergamo, Italy, and a regular contributor to PyTorch. Thomas Viehmann is a Machine Learning and PyTorch speciality trainer and consultant based in Munich, Germany and a PyTorch core developer. Table of Contents PART 1 - CORE PYTORCH 1 Introducing deep learning and the PyTorch Library 2 Pretrained networks 3 It starts with a tensor 4 Real-world data representation using tensors 5 The mechanics of learning 6 Using a neural network to fit the data 7 Telling birds from airplanes: Learning from images 8 Using convolutions to generalize PART 2 - LEARNING FROM IMAGES IN THE REAL WORLD: EARLY DETECTION OF LUNG CANCER 9 Using PyTorch to fight cancer 10 Combining data sources into a unified dataset 11 Training a classification model to detect suspected tumors 12 Improving training with metrics and augmentation 13 Using segmentation to find

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suspected nodules 14 End-to-end nodule analysis, and where to go next PART 3 - DEPLOYMENT 15 Deploying to production

When an IT security configuration checklist (e.g., hardening or lockdown guide) is applied to a system in combination with trained system administrators and a sound and effective security program, a substantial reduction in vulnerability exposure can be achieved. This guide will assist personnel responsible for the administration and security of Windows XP systems. It contains information that can be used to secure local Windows XP workstations, mobile computers, and telecommuter systems more effectively in a variety of environments, including small office, home office and managed enterprise environments. The guidance should only be applied throughout an enterprise by trained and experienced system administrators. Illustrations.

This is the eagerly-anticipated revision to one of the seminal books in the field of software architecture which clearly defines and explains the topic.

Windows 7 may be faster and more stable than Vista, but it's a far cry from problem-free. David A. Karp comes to the rescue with the latest in his popular Windows Annoyances series. This thorough guide gives you the tools you need to fix the troublesome parts of this operating system, plus the solutions, hacks, and timesaving tips to make the most of your PC. Streamline Windows Explorer, improve the Search tool, eliminate the Green Ribbon of Death, and tame User Account Control prompts Explore powerful Registry tips and tools, and use them to customize every aspect of

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Windows and solve its shortcomings Squeeze more performance from your hardware with solutions for your hard disk, laptop battery, CPU, printers, and more Stop crashes, deal with stubborn hardware and drivers, fix video playback issues, and troubleshoot Windows when it won't start Protect your stuff with permissions, encryption, and shadow copies Secure and speed up your wireless network, fix networking woes, make Bluetooth functional, and improve your Web experience Get nearly all of the goodies in 7 Ultimate, no matter which edition you have "Blunt, honest, and awesome." --Aaron Junod, Manager, Integration Systems at Evolution Benefits "This could be the best [money] you've ever spent." --Jon Jacobi, PC World "To use Windows is to be annoyed -- and this book is the best way to solve any annoyance you come across. It's the most comprehensive and entertaining guide you can get for turning Windows into an operating system that's a pleasure to use." --Preston Gralla, author of Windows Vista in a Nutshell, and Computerworld contributing editor

With more than 250 ready-to-use recipes, this solutions-oriented introduction to the Windows PowerShell scripting environment and language provides administrators with the tools to be productive immediately.

"Raymond Chen is the original raconteur of Windows." --Scott Hanselman, ComputerZen.com "Raymond has been at Microsoft for many years and has seen many nuances of Windows that others could only ever hope to get a glimpse of. With this book, Raymond shares his knowledge, experience, and anecdotal stories, allowing

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all of us to get a better understanding of the operating system that affects millions of people every day. This book has something for everyone, is a casual read, and I highly recommend it!" --Jeffrey Richter, Author/Consultant, Cofounder of Wintellect "Very interesting read. Raymond tells the inside story of why Windows is the way it is." --Eric Gunnerson, Program Manager, Microsoft Corporation "Absolutely essential reading for understanding the history of Windows, its intricacies and quirks, and why they came about." --Matt Pietrek, MSDN Magazine's Under the Hood Columnist "Raymond Chen has become something of a legend in the software industry, and in this book you'll discover why. From his high-level reminiscences on the design of the Windows Start button to his low-level discussions of GlobalAlloc that only your inner-geek could love, The Old New Thing is a captivating collection of anecdotes that will help you to truly appreciate the difficulty inherent in designing and writing quality software." --Stephen Toub, Technical Editor, MSDN Magazine Why does Windows work the way it does? Why is Shut Down on the Start menu? (And why is there a Start button, anyway?) How can I tap into the dialog loop? Why does the GetWindowText function behave so strangely? Why are registry files called "hives"? Many of Windows' quirks have perfectly logical explanations, rooted in history. Understand them, and you'll be more productive and a lot less frustrated. Raymond Chen--who's spent more than a decade on Microsoft's Windows development team--reveals the "hidden Windows" you need to know. Chen's engaging style, deep insight, and thoughtful humor have made him one

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of the world's premier technology bloggers. Here he brings together behind-the-scenes explanations, invaluable technical advice, and illuminating anecdotes that bring Windows to life--and help you make the most of it. A few of the things you'll find inside: What vending machines can teach you about effective user interfaces A deeper understanding of window and dialog management Why performance optimization can be so counterintuitive A peek at the underbelly of COM objects and the Visual C++ compiler Key details about backwards compatibility--what Windows does and why Windows program security holes most developers don't know about How to make your program a better Windows citizen

"If you're interested in developing for this burgeoning platform, there is no one better able to get you up-to-speed." –From the Foreword by Rob Tiffany, mobility architect, Microsoft Completely revised and updated for .NET Compact Framework 2.0 and 3.5, Visual Studio 2008, and Windows Mobile Smart Phones, Programming .NET Compact Framework 3.5, Second Edition, teaches you how to write highly effective applications for handheld wireless devices with small screens, limited memory, and finite battery life. This book is the definitive tutorial and reference for the .NET Compact Framework and Windows Mobile. If you're interested in developing for this burgeoning platform, there is no one better able to get you up to speed than industry veterans, master programmers, and teachers Paul Yao and David Durant. With this book you will learn how to Use each of the ten API sets available for Windows Mobile; when to use each; and, especially,

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when to use Win32 and the .NET Compact Framework 2.0 and 3.5 Write programs that make the most of a Windows Mobile device's limited battery life Efficiently invoke Win32 APIs from the .NET Compact Framework Write exceptional, data-driven applications using data binding and .NET controls Manage device data with the object store, file I/O, and the registry Work with databases using ADO.NET and LINQ Synchronize mobile data with remote databases and the remote API Make a mobile device work with the Windows Communication Foundation (WCF) Create graphical output on Windows Mobile devices If you want to learn Windows Mobile development but only have limited experience with the .NET Framework, this is the only book you need.

"Get the definitive guide to programming Windows Embedded CE--now in its fourth edition and updated for version 6.0. This practical reference focuses on the core operating system and includes extensive sample applications in Microsoft® Visual C++"--Resource description page.

A car PC or carputer is a car tricked-out with electronics for playing radio, music and DVD movies, connecting to the Internet, navigating and tracking with satellite, taking photos, and any electronic gadget a person wants in a car. All these devices are managed and controlled through a single screen or interface. The only place car PC enthusiasts can go for advice, tips and tools is a handful of hard-to-find Web sites--until now. Car PC Hacks is your guide into the car PC revolution. Packing MP3 players,

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handheld devices, computers and video-on-demand systems gives you a pile too heavy to carry. But add a car and put them together, you've got a powerful and mobile multimedia center requiring no lifting. The next time you give kids a lift, you won't hear, "Are we there yet?" Instead, expect "We're there already?" as they won't want to leave the car while playing video games from multiple consoles. Car PC Hacks is the first book available to introduce and entrench you into this hot new market. You can count on the book because it hails from O'Reilly, a trusted resource for technical books. Expect innovation, useful tools, and fun experiments that you've come to expect from O'Reilly's Hacks Series. Maybe you've hacked computers and gadgets, and now you're ready to take it to your car. If hacking is new and you would like to mix cars and computers, this book gets you started with its introduction to the basics of car electrical systems. Even when you're unclear on the difference between amps and watts, expect a clear explanation along with real-life examples to get on track. Whether you're venturing into car PC for the first time or an experienced hobbyist, hop in the book for a joy ride.

Today's market for mobile apps goes beyond the iPhone to include BlackBerry, Nokia, Windows Phone, and smartphones powered by Android, webOS, and other platforms. If you're an experienced web developer, this book shows you how to build a standard app core that you can extend to work with specific devices. You'll learn the particulars and pitfalls of building mobile apps with HTML, CSS, and other standard web tools. You'll

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also explore platform variations, finicky mobile browsers, Ajax design patterns for mobile, and much more. Before you know it, you'll be able to create mashups using Web 2.0 APIs in apps for the App Store, App World, OVI Store, Android Market, and other online retailers. Learn how to use your existing web skills to move into mobile development Discover key differences in mobile app design and navigation, including touch devices Use HTML, CSS, JavaScript, and Ajax to create effective user interfaces in the mobile environment Learn about technologies such as HTML5, XHTML MP, and WebKit extensions Understand variations of platforms such as Symbian, BlackBerry, webOS, Bada, Android, and iOS for iPhone and iPad Bypass the browser to create offline apps and widgets using web technologies

Real-world configurations and supporting materials enable you to deploy Nagios and integrate other tools on a step-by-step basis Simplifies deployment and installation by providing examples of real-world monitoring situations and explains how to configure, architect, and deploy EM solutions to address these situations Shows how to create your own Nagios plug-ins, to monitor devices for which Nagios doesn't provide plug-ins

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