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USB Complete: The Developer's Guide, Fifth Edition Jan Axelson, 2015-03-01 Developers who design and program USB devices have a new resource in the fifth edition of USB Complete The Developer's Guide This edition adds an introduction to USB 3.1 and SuperSpeedPlus bus which offers a 2x increase in bus speed over USB 3.0's SuperSpeed For designs that don't require USB 3.1's capabilities the book also covers USB 2.0 technology and applications USB Complete Fifth Edition bridges the gap between the technical specifications and the real world of design and programming Author Jan Axelson distills the fundamentals of the protocols and guides developers in choosing device hardware deciding whether to target a USB class driver or another host driver and writing device firmware and host applications Example code in Visual C shows how to detect and access USB devices and how to program and communicate with vendor defined devices that use the human interface device HID class driver and Microsoft's WinUSB driver Also covered are how to use bus power including new advanced power delivery capabilities wireless communications for USB devices and developing embedded hosts including dual role USB On The Go devices Programmers and hardware designers can rely on USB Complete's Fifth Edition to help get projects up and running quickly Students and hobbyists will learn how to use the interface built into every PC Instructors will find inspiration and guidance for class projects

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 then 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

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 Android app developer or consultant responsible for evaluating Android security you will find this guide is essential to your toolbox A crack team of leading Android security researchers explain Android security risks security design and architecture rooting fuzz testing and vulnerability analysis Covers Android application building blocks and security as well as debugging and auditing Android apps Prepares mobile device administrators security researchers Android app developers and security consultants to defend Android systems against attack Android Hacker s Handbook is the first comprehensive resource for IT professionals charged with smartphone security

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

[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

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.

[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 is the first volume in Randall Hyde's Write Great Code series, diving 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.

[Unboxing Android USB](#) Rajaram Regupathy, 2014-05-17. Unboxing Android USB focuses on apps that use USB. This book covers everything starting from simple tasks like managing media with USB to complex tasks like Android ADB and developing applications which exploit the potential of the USB framework. With use cases that help developers build real world apps in real time, utilizing the advanced features of the USB framework. Unboxing Android USB tries to cover every single aspect of the app development cycle in totality. Unboxing Android USB helps you learn newly introduced Android Open Accessory protocol with unique examples such as using USB Keyboard with Android device without USB host mode enabled and switching from MTP to MSC. The book is organized based on the USB functions, with each chapter explaining different USB classes available in Android. The functionalities are explained by starting from the USB specification, followed by block diagrams that explain different blocks available in that USB class, followed by a sequence diagram that elucidates flow of control and data. Each chapter has a unique sample Android application that uses the particular USB function.

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

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

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 practice to 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

Counterterrorism and Cybersecurity Newton Lee,2015-04-07 From 9 11 to Charlie Hebdo along with Sony pocalypse 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

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

[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 *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 *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

Embedded Systems Santanu Chattopadhyay, **Cinderella's Stick** Yannis Tzitzikas, Yannis Marketakis, 2018-11-29 This book explains the main problems related to digital preservation using examples based on a modern version of the well known Cinderella fairy tale Digital preservation is the endeavor to protect digital material against loss corruption hardware software technology changes and changes in the knowledge of the community the structure of the book is modular with each chapter consisting of two parts the episode and the technical background The episodes narrate the story in chronological order exactly as in a fairy tale In addition to the story itself each episode is related to one or more digital preservation problems which are discussed in the technical background section of the chapter To reveal a more general and abstract formulation of these problems the notion of pattern is used Each pattern has a name a summary of the problem a narrative describing an attempt to solve the problem an explanation of what could have been done to avoid or alleviate this problem some lessons learned and lastly links to related patterns discussed in other chapters The book is intended for anyone wanting to understand the problems related to digital preservation even if they lack the technical background It explains the technical details at an introductory level provides references to the main approaches or solutions currently available for tackling related problems and is rounded out by questions and exercises appropriate for computer engineers and scientists In addition the book's website maintained by the authors presents the contents of Cinderella's real USB stick and includes links to various tools and updates

Elements of Multimedia Sreeparna Banerjee, 2019-04-30 Elements of Multimedia presents a systematic introduction and integrated overview of the state of the art innovations that make Multimedia a rapidly evolving technology in the digital domain This book is also an invaluable resource for applied researchers Some of the salient features of the book include Overview of recent additions to multimedia like New Media Digital Media Social Media and Mobile Media This book provides a starting point for researchers wishing to pursue research in Multimedia Discussions on advances in Web Technology particularly Web 2.0 as well as Multimedia Applications Detailed descriptions on different Multimedia elements like text graphics images audio video and animation Introduction to the concepts of data compression Various aspects of multimedia presentations Multimedia storage hardware Databases for Multimedia data storage and indexing schemes for accessing Multimedia data Multimedia communications and networking issues Each chapter ends with a review of the topics covered and a set of review

questions to enable the student to go back to the chapter and recapitulate the subject matter. Answers to the Multiple Choice Questions MCQ are provided at the end of the book. Solutions of problems are also provided.

Design for Embedded Image Processing on FPGAs Donald G. Bailey, 2023-08-14

Design for Embedded Image Processing on FPGAs Bridge the gap between software and hardware with this foundational design reference. Field programmable gate arrays (FPGAs) are integrated circuits designed so that configuration can take place. Circuits of this kind play an integral role in processing images with FPGAs increasingly embedded in digital cameras and other devices that produce visual data outputs for subsequent realization and compression. These uses of FPGAs require specific design processes designed to mediate smoothly between hardware and processing algorithm. *Design for Embedded Image Processing on FPGAs* provides a comprehensive overview of these processes and their applications in embedded image processing. Beginning with an overview of image processing and its core principles, this book discusses specific design and computation techniques with a smooth progression from the foundations of the field to its advanced principles. Readers of the second edition of *Design for Embedded Image Processing on FPGAs* will also find Detailed discussion of image processing techniques including point operations, histogram operations, linear transformations and more. New chapters covering Deep Learning algorithms and Image and Video Coding. Example applications throughout to ground principles and demonstrate techniques. *Design for Embedded Image Processing on FPGAs* is ideal for engineers and academics working in the field of Image Processing as well as graduate students studying Embedded Systems Engineering, Image Processing, Digital Design and related fields.

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