

Manual Reset Samsung Gem

Multicore and GPU ProgrammingWindows 10MicrotimesPaula Deen s Air Fryer CookbookThreat ModelingComplete Guide to Digital Infrared PhotographyAndroid Security InternalsInfoWorldThe Ultimate Mac User BookHTML5 AdvertisingHow to Identify and Resolve Radio-tv Interference ProblemsThe Hacker Playbook 2Beginning Android 4 Games DevelopmentBiosensors and BiodetectionEmbedded AndroidSword Art Online Progressive 7 (light novel)Control Strategies for Advanced Driver Assistance Systems and Autonomous Driving FunctionsX-Ray Equipment Maintenance and Repairs Workbook for Radiographers and Radiological TechnologistsApple Confidential 2.0Bessie Needs Hearing AidsBlock Trace Analysis and Storage System OptimizationInfoWorldArduino: A Quick-Start GuidePC MagazineFileMaker Pro 13: The Missing ManualCell Phone Forensic ToolsThrough the Eye of the StormByteKali Linux RevealedWindows 10 Step by StepCreating Games in C++CSS Pocket ReferenceOpenGL InsightsDesigning Mobile Payment ExperiencesThe Linux Programming InterfacePopular ScienceGame Engine Architecture, Third EditionBuilding Smarter Planet Solutions with MQTT and IBM WebSphere MQ TelemetrySamsung Galaxy Tab 10.1 For DummiesPoC or GTFO

Multicore and GPU Programming

Cameras can capture what the eye can't perceive: the presence of infrared light. And shooting infrared (IR) with a digital camera makes it easier than ever to create distinctively dreamlike, high-contrast black-and-white pictures. Using a wealth of stunning images, this thorough resource explores the technical and creative possibilities of this unique and increasingly popular medium. Get tips on focus and exposure; IR filters; and having a camera converted to shoot specifically in infrared. Follow instructions for processing and printing the photos--including toner effects and faux color. One glance through this guide and it's clear why infrared pictures are fun to take and beautiful to look at.

Windows 10

The only security book to be chosen as a Dr. Dobbs Jolt Award Finalist since Bruce Schneier's Secrets and Lies and Applied Cryptography! Adam Shostack is responsible for security development lifecycle threat modeling at Microsoft and is one of a handful of threat modeling experts in the world. Now, he is sharing his considerable expertise into this unique book. With pages of specific actionable advice, he details how to build better security into the design of systems, software, or services from the outset. You'll explore various threat modeling approaches, find out how to test your designs against threats, and learn effective ways to address threats that have been validated at Microsoft and other top companies. Systems security managers, you'll find tools and a framework for structured thinking about what can go wrong. Software developers, you'll

appreciate the jargon-free and accessible introduction to this essential skill. Security professionals, you'll learn to discern changing threats and discover the easiest ways to adopt a structured approach to threat modeling. Provides a unique how-to for security and software developers who need to design secure products and systems and test their designs Explains how to threat model and explores various threat modeling approaches, such as asset-centric, attacker-centric and software-centric Provides effective approaches and techniques that have been proven at Microsoft and elsewhere Offers actionable how-to advice not tied to any specific software, operating system, or programming language Authored by a Microsoft professional who is one of the most prominent threat modeling experts in the world As more software is delivered on the Internet or operates on Internet-connected devices, the design of secure software is absolutely critical. Make sure you're ready with Threat Modeling: Designing for Security.

Microtimes

This highly anticipated print collection gathers articles published in the much-loved International Journal of Proof-of-Concept or Get The Fuck Out. PoC|GTFO follows in the tradition of Phrack and Uninformed by publishing on the subjects of offensive security research, reverse engineering, and file format internals. Until now, the journal has only been available online or printed and distributed for free at hacker conferences worldwide. Consistent with the journal's quirky, biblical style, this book comes with all the trimmings: a leatherette cover, ribbon bookmark, bible paper, and gilt-edged pages. The book features more than 80 technical essays from numerous famous hackers, authors of classics like "Reliable Code Execution on a Tamagotchi," "ELFs are Dorky, Elves are Cool," "Burning a Phone," "Forget Not the Humble Timing Attack," and "A Sermon on Hacker Privilege." Twenty-four full-color pages by Ange Albertini illustrate many of the clever tricks described in the text.

Paula Deen s Air Fryer Cookbook

The quick way to learn Windows 10 This is learning made easy. Get more done quickly with Windows 10. Jump in wherever you need answers--brisk lessons and colorful screenshots show you exactly what to do, step by step. Discover fun and functional Windows 10 features! Work with the new, improved Start menu and Start screen Learn about different sign-in methods Put the Cortana personal assistant to work for you Manage your online reading list and annotate articles with the new browser, Microsoft Edge Help safeguard your computer, your information, and your privacy Manage connections to networks, devices, and storage resources

Threat Modeling

Beginning Android 4 Games Development offers everything you need to join the ranks of successful Android game

developers. You'll start with game design fundamentals and programming basics, and then progress toward creating your own basic game engine and playable game that works on Android 4.0 and earlier devices. This will give you everything you need to branch out and write your own Android games. The potential user base and the wide array of available high-performance devices makes Android an attractive target for aspiring game developers. Do you have an awesome idea for the next break-through mobile gaming title? Beginning Android 4 Games Development will help you kick-start your project. The book will guide you through the process of making several example games for the Android platform, and involves a wide range of topics: The fundamentals of Android game development targeting Android 1.5-4.0+ devices The Android platform basics to apply those fundamentals in the context of making a game The design of 2D and 3D games and their successful implementation on the Android platform

Complete Guide to Digital Infrared Photography

Android Security Internals

Do you love video games? Ever wondered if you could create one of your own, with all the bells and whistles? It's not as complicated as you'd think, and you don't need to be a math whiz or a programming genius to do it. In fact, everything you need to create your first game, "Invasion of the Slugwroths," is included in this book and CD-ROM. Author David Conger starts at square one, introducing the tools of the trade and all the basic concepts for getting started programming with C++, the language that powers most current commercial games. Plus, he's put a wealth of top-notch (and free) tools on the CD-ROM, including the Dev-C++ compiler, linker, and debugger--and his own LlamaWorks2D game engine. Step-by-step instructions and ample illustrations take you through game program structure, integrating sound and music into games, floating-point math, C++ arrays, and much more. Using the sample programs and the source code to run them, you can follow along as you learn. Bio: David Conger has been programming professionally for over 23 years. Along with countless custom business applications, he has written several PC and online games. Conger also worked on graphics firmware for military aircraft, and taught computer science at the university level for four years. Conger has written numerous books on C, C++, and other computer-related topics. He lives in western Washington State and has also published a collection of Indian folk tales.

InfoWorld

Now that consumer purchases with mobile phones are on the rise, how do you design a payment app that's safe, easy to use, and compelling? With this practical book, interaction and product designer Skip Allums provides UX best practices and

recommendations to help you create familiar, friendly, and trustworthy experiences. Consumers want mobile transactions to be as fast and reliable as cash or bank cards. This book shows designers, developers, and product managers—from startups to financial institutions—how to design mobile payments that not only safeguard identity and financial data, but also provide value-added features that exceed customer expectations. Learn about the major mobile payment frameworks: NFC, cloud, and closed loop Examine the pros and cons of Google Wallet, Isis, Square, PayPal, and other payment apps Provide walkthroughs, demos, and easy registration to quickly gain a new user's trust Design efficient point-of-sale interactions, using NFC, QR, barcodes, or geolocation Add peripheral services such as points, coupons and offers, and money management

The Ultimate Mac User Book

This book describes different methods that are relevant to the development and testing of control algorithms for advanced driver assistance systems (ADAS) and automated driving functions (ADF). These control algorithms need to respond safely, reliably and optimally in varying operating conditions. Also, vehicles have to comply with safety and emission legislation. The text describes how such control algorithms can be developed, tested and verified for use in real-world driving situations. Owing to the complex interaction of vehicles with the environment and different traffic participants, an almost infinite number of possible scenarios and situations that need to be considered may exist. The book explains new methods to address this complexity, with reference to human interaction modelling, various theoretical approaches to the definition of real-world scenarios, and with practically-oriented examples and contributions, to ensure efficient development and testing of ADAS and ADF. Control Strategies for Advanced Driver Assistance Systems and Autonomous Driving Functions is a collection of articles by international experts in the field representing theoretical and application-based points of view. As such, the methods and examples demonstrated in the book will be a valuable source of information for academic and industrial researchers, as well as for automotive companies and suppliers.

HTML5 Advertising

Multicore and GPU Programming offers broad coverage of the key parallel computing skillsets: multicore CPU programming and manycore "massively parallel" computing. Using threads, OpenMP, MPI, and CUDA, it teaches the design and development of software capable of taking advantage of today's computing platforms incorporating CPU and GPU hardware and explains how to transition from sequential programming to a parallel computing paradigm. Presenting material refined over more than a decade of teaching parallel computing, author Gerassimos Barlas minimizes the challenge with multiple examples, extensive case studies, and full source code. Using this book, you can develop programs that run over distributed memory machines using MPI, create multi-threaded applications with either libraries or directives, write

optimized applications that balance the workload between available computing resources, and profile and debug programs targeting multicore machines. Comprehensive coverage of all major multicore programming tools, including threads, OpenMP, MPI, and CUDA Demonstrates parallel programming design patterns and examples of how different tools and paradigms can be integrated for superior performance Particular focus on the emerging area of divisible load theory and its impact on load balancing and distributed systems Download source code, examples, and instructor support materials on the book's companion website

How to Identify and Resolve Radio-tv Interference Problems

The Hacker Playbook 2

You don't need a technical background to build powerful databases with FileMaker Pro 13. This crystal-clear guide covers all new FileMaker Pro 13 features, such as its improved layout tools and enhanced mobile support. Whether you're running a business, printing a catalog, or planning a wedding, you'll learn how to customize your database to run on a PC, Mac, Web browser, or iOS device. The important stuff you need to know: Get started. Tour FileMaker Pro's features and create your first database in minutes. Access data anywhere. Use FileMaker Go on your iPad or iPhone—or share data on the Web. Dive into relational data. Solve problems quickly by connecting and combining data tables. Create professional documents. Publish reports, invoices, catalogs, and other documents with ease. Harness processing power. Use calculations and scripts to crunch numbers, search text, and automate tasks. Add visual power and clarity. Create colorful charts to illustrate and summarize your data. Share your database on a secure server. Add the high-level features of FileMaker Pro Advanced and FileMaker Pro Server.

Beginning Android 4 Games Development

Biosensors and Biodetection

In this new and improved third edition of the highly popular Game Engine Architecture, Jason Gregory draws on his nearly two decades of experience at Midway, Electronic Arts and Naughty Dog to present both the theory and practice of game engine software development. In this book, the broad range of technologies and techniques used by AAA game studios are each explained in detail, and their roles within a real industrial-strength game engine are illustrated. New to the Third Edition This third edition offers the same comprehensive coverage of game engine architecture provided by previous

editions, along with updated coverage of: computer and CPU hardware and memory caches, compiler optimizations, C++ language standardization, the IEEE-754 floating-point representation, 2D user interfaces, plus an entirely new chapter on hardware parallelism and concurrent programming. This book is intended to serve as an introductory text, but it also offers the experienced game programmer a useful perspective on aspects of game development technology with which they may not have deep experience. As always, copious references and citations are provided in this edition, making it an excellent jumping off point for those who wish to dig deeper into any particular aspect of the game development process. Key Features Covers both the theory and practice of game engine software development Examples are grounded in specific technologies, but discussion extends beyond any particular engine or API. Includes all mathematical background needed. Comprehensive text for beginners and also has content for senior engineers.

Embedded Android

Arduino is an open-source platform that makes DIY electronics projects easier than ever. Gone are the days when you had to learn electronics theory and arcane programming languages before you could even get an LED to blink. Now, with this new edition of the bestselling *Arduino: A Quick-Start Guide*, readers with no electronics experience can create their first gadgets quickly. This book is up-to-date for the new Arduino Zero board, with step-by-step instructions for building a universal remote, a motion-sensing game controller, and many other fun, useful projects. This Quick-Start Guide is packed with fun, useful devices to create, with step-by-step instructions and photos throughout. You'll learn how to connect your Arduino to the Internet and program both client and server applications. You'll build projects such as your own motion-sensing game controller with a three-axis accelerometer, create a universal remote with an Arduino and a few cheap parts, build your own burglar alarm that emails you whenever someone's moving in your living room, build binary dice, and learn how to solder. In one of several new projects in this edition, you'll create your own video game console that you can connect to your TV set. This book is completely updated for the new Arduino Zero board and the latest advances in supporting software and tools for the Arduino. Sidebars throughout the book point you to exciting real-world projects using the Arduino, exercises extend your skills, and "What If It Doesn't Work" sections help you troubleshoot common problems. With this book, beginners can quickly join the worldwide community of hobbyists and professionals who use the Arduino to prototype and develop fun, useful inventions. What You Need: This is the full list of all parts you'd need for all projects in the book; some of these are provided as part of various kits that are available on the web, or you can purchase individually. Sources include adafruit.com, makershed.com, radioshack.com, sparkfun.com, and mouser.com. Please note we do not support or endorse any of these vendors, but we list them here as a convenience for you. Arduino Zero (or Uno or Duemilanove or Diecimila) board USB cable Half-size breadboard Pack of LEDs (at least 3, 10 or more is a good idea) Pack of 100 ohm, 10k ohm, and 1k ohm resistors Four pushbuttons Breadboard jumper wire / connector wire Parallax Ping))) sensor Passive Infrared sensor An infrared LED A 5V servo motor Analog Devices TMP36 temperature sensor ADXL335

accelerometer breakout board 6 pin 0.1" standard header (might be included with the ADXL335) Nintendo Nunchuk Controller Arduino Ethernet shield Arduino Proto shield and a tiny breadboard (optional but recommended) Piezo speaker/buzzer (optional) Tilt sensor (optional) A 25-30 Watts soldering iron with a tip (preferably 1/16") A soldering stand and a sponge A standard 60/40 solder (rosin-core) spool for electronics work

Sword Art Online Progressive 7 (light novel)

Control Strategies for Advanced Driver Assistance Systems and Autonomous Driving Functions

Embedded Android is for Developers wanting to create embedded systems based on Android and for those wanting to port Android to new hardware, or creating a custom development environment. Hackers and moders will also find this an indispensable guide to how Android works.

X-Ray Equipment Maintenance and Repairs Workbook for Radiographers and Radiological Technologists

Chronicles the best and the worst of Apple Computer's remarkable story.

Apple Confidential 2.0

Did you child just get hearing aids?Is your child feeling self-conscience about their hearing loss?Bessie Needs Hearing Aids" is a children's book that will help children with hearing loss understand the process, and that they are not alone. Written and illustrated by a teenage girl who went through this process, so it will resonate with children just learning of hearing issues, or coping with wearing hearing aids. The book received numerous accolades so it was decided to make it available to all, in order to possibly help other children with hearing loss.When a child goes through the process of getting hearing aids, it is scary for them and difficult for a parent to explain. This is a story of Bessie, the bunny, who was so excited to start school only to have the kids get frustrated that she was not hearing them properly. Bessie visits the audiologist and learns about hearing aids and the happy results of getting hear aids.

Bessie Needs Hearing Aids

Web advertising is changing. What was once a predominantly Flash-based medium is making the switch to HTML5, with the benefit of a plug-in free environment giving a larger audience for ads, and better integration with the page they are featured on. We live in a time where marketers, designers, and developers are confused as to what they can and can't do on different devices, browsers, and operating systems. What better way to finally make sense of it all, than by stepping through the entire campaign process on your own terms? HTML5 Advertising will educate you on the whole digital advertising process from start to finish, and help you take advantage of new HTML5 features such as canvas, CSS3 animations, DOM events, audio and video, and offline storage. You'll also learn how to get around discrepancies in browser support with JavaScript and polyfills. You will be provided with tips and tricks to better optimize content across screens and make the most successful campaign with the lightest footprint possible, which is especially important when deploying to mobile devices. This book: Takes you through the advertising campaign process with HTML5 from design to delivery Provides in-depth knowledge into the digital advertising landscape and the HTML5 specification Communicates tips and tricks coming from Flash and ActionScript to HTML5, CSS3 and JavaScript. HTML5 Advertising equips you with the knowledge to attack cutting-edge, rich media projects with confidence and scale, while also learning the essentials to communicate to internal and external clients. HTML5 is here whether you like it or not, so why not jump in early and head down the path of building the future.

Block Trace Analysis and Storage System Optimization

An introduction to the tablet computer covers such topics as personalizing settings, voice commands, social networking, sharing and printing photos, and video chatting.

InfoWorld

Understand the fundamental factors of data storage system performance and master an essential analytical skill using block trace via applications such as MATLAB and Python tools. You will increase your productivity and learn the best techniques for doing specific tasks (such as analyzing the IO pattern in a quantitative way, identifying the storage system bottleneck, and designing the cache policy). In the new era of IoT, big data, and cloud systems, better performance and higher density of storage systems has become crucial. To increase data storage density, new techniques have evolved and hybrid and parallel access techniques—together with specially designed IO scheduling and data migration algorithms—are being deployed to develop high-performance data storage solutions. Among the various storage system performance analysis techniques, IO event trace analysis (block-level trace analysis particularly) is one of the most common approaches for system optimization and design. However, the task of completing a systematic survey is challenging and very few works on this topic exist. Block Trace Analysis and Storage System Optimization brings together theoretical analysis (such as IO

qualitative properties and quantitative metrics) and practical tools (such as trace parsing, analysis, and results reporting perspectives). The book provides content on block-level trace analysis techniques, and includes case studies to illustrate how these techniques and tools can be applied in real applications (such as SSHD, RAID, Hadoop, and Ceph systems). What You'll Learn Understand the fundamental factors of data storage system performance Master an essential analytical skill using block trace via various applications Distinguish how the IO pattern differs in the block level from the file level Know how the sequential HDFS request becomes "fragmented" in final storage devices Perform trace analysis tasks with a tool based on the MATLAB and Python platforms Who This Book Is For IT professionals interested in storage system performance optimization: network administrators, data storage managers, data storage engineers, storage network engineers, systems engineers

Arduino: A Quick-Start Guide

An inspirational story of a man who overcame obstacles and challenges to achieve his dreams. In an accident in 1980, Limbie, a healthy young man, was reduced to a quadriplegic. Read through his fears, sorrow, hope and courage in this heart-open honest book.

PC Magazine

The X-ray equipment maintenance and repairs workbook is intended to help and guide staff working with, and responsible for, radiographic equipment and installations in remote institutions where the necessary technical support is not available, to perform routine maintenance and minor repairs of equipment to avoid break downs. The book can be used for self study and as a checklist for routine maintenance procedures.

FileMaker Pro 13: The Missing Manual

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Cell Phone Forensic Tools

The Linux Programming Interface (TLPI) is the definitive guide to the Linux and UNIX programming interface—the interface employed by nearly every application that runs on a Linux or UNIX system. In this authoritative work, Linux programming expert Michael Kerrisk provides detailed descriptions of the system calls and library functions that you need in order to

master the craft of system programming, and accompanies his explanations with clear, complete example programs. You'll find descriptions of over 500 system calls and library functions, and more than 200 example programs, 88 tables, and 115 diagrams. You'll learn how to:

- Read and write files efficiently
- Use signals, clocks, and timers
- Create processes and execute programs
- Write secure programs
- Write multithreaded programs using POSIX threads
- Build and use shared libraries
- Perform interprocess communication using pipes, message queues, shared memory, and semaphores
- Write network applications with the sockets API

While The Linux Programming Interface covers a wealth of Linux-specific features, including epoll, inotify, and the /proc file system, its emphasis on UNIX standards (POSIX.1-2001/SUSv3 and POSIX.1-2008/SUSv4) makes it equally valuable to programmers working on other UNIX platforms. The Linux Programming Interface is the most comprehensive single-volume work on the Linux and UNIX programming interface, and a book that's destined to become a new classic.

Through the Eye of the Storm

Whether you're a veteran or an absolute n00b, this is the best place to start with Kali Linux, the security professional's platform of choice, and a truly industrial-grade, and world-class operating system distribution-mature, secure, and enterprise-ready.

Byte

When you're working with CSS and need a quick answer, CSS Pocket Reference delivers. This handy, concise book provides all of the essential information you need to implement CSS on the fly. Ideal for intermediate to advanced web designers and developers, the 4th edition is revised and updated for CSS3, the latest version of the Cascading Style Sheet specification. Along with a complete alphabetical reference to CSS3 selectors and properties, you'll also find a short introduction to the key concepts of CSS. Based on Cascading Style Sheets: The Definitive Guide, this reference is an easy-to-use cheatsheet of the CSS specifications you need for any task at hand. This book helps you: Quickly find and adapt the style elements you need Learn how CSS3 features complement and extend your CSS practices Discover new value types and new CSS selectors Implement drop shadows, multiple backgrounds, rounded corners, and border images Get new information about transforms and transitions

Kali Linux Revealed

This report informs law enforcement, incident response team members, & forensic examiners about the capabilities of present day forensic software tools that have the ability to acquire information from cell phones operating over CDMA (Code

Division Multiple access), TDMA (Time Division Multiple Access), GSM (Global System for Mobile communications) networks & running various operating systems, including Symbian, Research in Motion (RIM), Palm OS, Pocket PC, & Linux. An overview of each tool describes the functional range & facilities for acquiring & analyzing evidence contained on cell phones & PDA phones. Generic scenarios were devised to mirror situations that arise during a forensic exam. of these devices & their assoc. media. III.

Windows 10 Step by Step

Creating Games in C++

CSS Pocket Reference

MQ Telemetry Transport (MQTT) is a messaging protocol that is lightweight enough to be supported by the smallest devices, yet robust enough to ensure that important messages get to their destinations every time. With MQTT devices such as smart energy meters, cars, trains, satellite receivers, and personal health care devices can communicate with each other and with other systems or applications. This IBM® Redbooks® publication introduces MQTT and takes a scenario-based approach to demonstrate its capabilities. It provides a quick guide to getting started and then shows how to grow to an enterprise scale MQTT server using IBM WebSphere® MQ Telemetry. Scenarios demonstrate how to integrate MQTT with other IBM products, including WebSphere Message Broker. This book also provides typical usage patterns and guidance on scaling a solution. The intended audience for this book ranges from new users of MQTT and telemetry to those readers who are looking for in-depth knowledge and advanced topics.

OpenGL Insights

Get Real-World Insight from Experienced Professionals in the OpenGL Community With OpenGL, OpenGL ES, and WebGL, real-time rendering is becoming available everywhere, from AAA games to mobile phones to web pages. Assembling contributions from experienced developers, vendors, researchers, and educators, OpenGL Insights presents real-world techniques for intermediate and advanced OpenGL, OpenGL ES, and WebGL developers. Go Beyond the Basics The book thoroughly covers a range of topics, including OpenGL 4.2 and recent extensions. It explains how to optimize for mobile devices, explores the design of WebGL libraries, and discusses OpenGL in the classroom. The contributors also examine asynchronous buffer and texture transfers, performance state tracking, and programmable vertex pulling. Sharpen Your

Skills Focusing on current and emerging techniques for the OpenGL family of APIs, this book demonstrates the breadth and depth of OpenGL. Readers will gain practical skills to solve problems related to performance, rendering, profiling, framework design, and more.

Designing Mobile Payment Experiences

Biosensors combine biological recognition elements and signal conversion elements into a biodetection system. They have been developed for a wide variety of biodetection applications, offering the advantages of increased speed and ease of use compared to traditional detection methods. In *Biosensors and Biodetection: Methods and Protocols*, leading experts describe the major technologies in the field in extensive technical detail, allowing readers both to understand the technology and to construct similar devices. Volume 2: *Electrochemical and Mechanical Detectors, Lateral Flow and Ligands for Biosensors* focuses on direct measurement sensors, indirect methods, ligands, and related technologies, including methods involving electrochemical detectors, recognition ligands, antibodies, aptamers, and peptides, amongst many other subjects. Written in the highly successful *Methods in Molecular Biology*™ series format, chapters include brief introductions to the topics, lists of the necessary materials, step-by-step, readily reproducible protocols, and Notes sections, which highlight tips on troubleshooting and avoiding known pitfalls. Comprehensive and up-to-date, *Biosensors and Biodetection: Methods and Protocols* is an ideal, user-friendly guide to this vital, versatile technology and a perfect tool for those who wish to further the field.

The Linux Programming Interface

There are more than one billion Android devices in use today, each one a potential target. Unfortunately, many fundamental Android security features have been little more than a black box to all but the most elite security professionals—until now. In *Android Security Internals*, top Android security expert Nikolay Elenkov takes us under the hood of the Android security system. Elenkov describes Android security architecture from the bottom up, delving into the implementation of major security-related components and subsystems, like Binder IPC, permissions, cryptographic providers, and device administration. You'll learn: -How Android permissions are declared, used, and enforced -How Android manages application packages and employs code signing to verify their authenticity -How Android implements the Java Cryptography Architecture (JCA) and Java Secure Socket Extension (JSSE) frameworks -About Android's credential storage system and APIs, which let applications store cryptographic keys securely -About the online account management framework and how Google accounts integrate with Android -About the implementation of verified boot, disk encryption, lockscreen, and other device security features -How Android's bootloader and recovery OS are used to perform full system updates, and how to obtain root access With its unprecedented level of depth and detail, *Android Security Internals* is a must-have for any

security-minded Android developer.

Popular Science

Game Engine Architecture, Third Edition

Just as a professional athlete doesn't show up without a solid game plan, ethical hackers, IT professionals, and security researchers should not be unprepared, either. The Hacker Playbook provides them their own game plans. Written by a longtime security professional and CEO of Secure Planet, LLC, this step-by-step guide to the "game" of penetration hacking features hands-on examples and helpful advice from the top of the field. Through a series of football-style "plays," this straightforward guide gets to the root of many of the roadblocks people may face while penetration testing—including attacking different types of networks, pivoting through security controls, privilege escalation, and evading antivirus software. From "Pregame" research to "The Drive" and "The Lateral Pass," the practical plays listed can be read in order or referenced as needed. Either way, the valuable advice within will put you in the mindset of a penetration tester of a Fortune 500 company, regardless of your career or level of experience. This second version of The Hacker Playbook takes all the best "plays" from the original book and incorporates the latest attacks, tools, and lessons learned. Double the content compared to its predecessor, this guide further outlines building a lab, walks through test cases for attacks, and provides more customized code. Whether you're downing energy drinks while desperately looking for an exploit, or preparing for an exciting new job in IT security, this guide is an essential part of any ethical hacker's library—so there's no reason not to get in the game.

Building Smarter Planet Solutions with MQTT and IBM WebSphere MQ Telemetry

Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

Samsung Galaxy Tab 10.1 For Dummies

Master a Mac without jargon and complications. Once you go Mac, you never go back. And if you have this book, you'll be more than happy to never go back. In The Ultimate Mac User Book, we've made a bold attempt to unveil an ideal Mac setup that works for anyone. Whether you're switching from Windows or want to upgrade your knowledge of macOS, this is for

you Here's what you'll learn from the book: - The anatomy of Mac's interface. How to set up your new Mac for years of use. - Basic and advanced shortcuts for all jobs on Mac. - Alternatives to popular Windows apps. - Ready-to-use workflows for writers, designers, developers, students, as well as people of any profession who want to hit new productivity milestones on Mac. - 20 hacks every seasoned Mac user should be using (but only a few actually do) in the bonus chapter. Reliable and intuitive, Macs still require a certain level of tech fluency. The family of Apple's Macintosh operating systems is very versatile, with tons of features and enhancements built on top of each other. Navigating through all of them can be complicated. Especially if you're a new user. Especially if you have no time to figure out how things work — you just want them to work. Hope we'll solve the problem for you with this book.

PoC or GTFO

"Microsoft's last Windows version, the April 2018 Update, is a glorious Santa sack full of new features and refinements. What's still not included, though, is a single page of printed instructions. Fortunately, David Pogue is back to help you make sense of it all--with humor, authority, and 500 illustrations."--Page 4 of cover.

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