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2022-08-20

ERNESTO WALLS

Hands-On Penetration Testing with Kali NetHunter Springer Science & Business Media

1-Heat, Ventilation and Damper Control Trends2-Energy and Power Management, Distributed Control Trends3-Control Technology, Microelectronics and Nanotechnology4-Advance HVAC Control, Information Technology and Open Systems5-PC-based Control, Software and Bus Trends6-Artificial Intelligence, Fuzzy Logic and Control7-Computer Networks and Security8-Systems and Device Networks9-Building automation, Wireless Technology and the InternetIndex

Freedom in the World 2011

Binh Nguyen
This comprehensive resource contains a detailed methodology for assessing, analyzing and optimizing End-to-End Service Performance under different cellular technologies (GPRS, EDGE, WCDMA and CDMA2000). It includes guidelines for analyzing numerous different services, including FTP, WEB streaming and POC, including examples of analysis and troubleshooting from a user point-of-view. Focuses on the end-user perspective, with a detailed analysis of the main sources of service performance degradation and a comprehensive description of mobile data services Includes a detailed presentation of generic key performance indicators (KPIs) which can be re-defined to comply with each particular network Provides service performance benchmarking for different technologies from real networks Explores a new approach to service management known as customer experience management, including the reasons why it is overcoming traditional service management and its impact on revenues and customer satisfaction Illustrates all points throughout using real world examples gleaned from cutting-edge research This book draws together findings from authoritative sources that will appeal to cellular network operators and vendors. The theory-based, practical approach will be of interest to postgraduate students and telecommunication and consulting companies working in the field of cellular technologies.

Mobile Messaging Technologies and Services "O'Reilly Media, Inc."

Highly regarded as the book on the air interface of 3G cellular systems WCDMA for UMTS has again been fully revised and updated. The third edition now covers the key features of 3GPP Release 6 ensuring it remains the leading principal resource in this constantly progressing area. By providing a deep understanding of the WCDMA air interface, the practical approach of this third edition will continue to appeal to operators, network and terminal manufacturers, service providers, university students and frequency regulators. Explains the key parts of the 3GPP/WCDMA standard Presents network dimensioning, coverage and capacity of WCDMA Introduces TDD and discusses its differences from FDD Key third edition updates include: Covers the main 3GPP Release 6 updates Further enhances High Speed Downlink Packet Access (HSDPA) chapter with a number of new simulation results Explains High Speed Uplink Packet Access (HSUPA) study item Introduces the new services including their performance analysis : Push-to-Talk over Cellular (PoC), streaming, See What I See (SWIS) and multiplayer games Presents a number of new WCDMA field measurement results: capacity, end-to-end performance and handovers Includes completely updated antenna beamforming and multiuser detection sections featuring new simulation results Introduces TD-SCDMA and compares it to Release TDD

Computer Networks

John Wiley & Sons
"Where this book is exceptional is that the reader will not just learn how LTE works but why it works" Adrian Scrase, ETSI Vice-President, International Partnership Projects Following on the success of the first edition, this book is fully updated, covering the latest additions to LTE and the key features of LTE-Advanced. This book builds on the success of its predecessor, offering the same comprehensive system-level understanding built on explanations of the underlying theory, now expanded to include complete coverage of Release 9 and the developing specifications for LTE-Advanced. The book is a collaborative effort of more than 40 key experts representing over 20 companies actively participating in the development of LTE, as well as academia. The book highlights practical implications, illustrates the expected performance, and draws comparisons with the well-known WCDMA/HSPA standards. The authors not only pay special attention to the physical layer, giving an insight into the fundamental concepts of OFDMA-FDMA and MIMO, but also cover the higher protocol layers and system architecture to enable the reader to gain an overall understanding of the system. Key New Features: Comprehensively updated with

the latest changes of the LTE Release 8 specifications, including improved coverage of Radio Resource Management RF aspects and performance requirements Provides detailed coverage of the new LTE Release 9 features, including: eMBMS, dual-layer beamforming, user equipment positioning, home eNodeBs / femtocells and pico cells and self-optimizing networks Evaluates the LTE system performance Introduces LTE-Advanced, explaining its context and motivation, as well as the key new features including: carrier aggregation, relaying, high-order MIMO, and Cooperative Multi-Point transmission (CoMP). Includes an accompanying website containing a complete list of acronyms related to LTE and LTE-Advanced, with a brief description of each (http://www.wiley.com/go/nesia_theumts) This book is an invaluable reference for all research and development engineers involved in implementation of LTE or LTE-Advanced, as well as graduate and PhD students in wireless communications. Network operators, service providers and R&D managers will also find this book insightful.

Freedom in the World 2005

"O'Reilly Media, Inc."
This document is designed to be a resource for those Linux users wishing to seek clarification on Linux/UNIX/POSIX related terms and jargon. At approximately 24000 definitions and two thousand pages it is one of the largest Linux related dictionaries currently available. Due to the rapid rate at which new terms are being created it has been decided that this will be an active project. We welcome input into the content of this document. At this moment in time half yearly updates are being envisaged. Please note that if you wish to find a 'Computer Dictionary' then see the 'Computer Dictionary Project' at <http://computerdictionary.tsf.org.za/> Searchable databases exist at locations such as:

<http://www.swpearl.com/eng/scripts/dictionary/> (SWP) Sun Wah-PearL Linux Training and Development Centre is a centre of the Hong Kong Polytechnic University, established in 2000. Presently SWP is delivering professional grade Linux and related Open Source Software (OSS) technology training and consultant service in Hong Kong. SWP has an ambitious aim to promote the use of Linux and related Open Source Software (OSS) and Standards. The vendor independent positioning of SWP has been very well perceived by the market. Throughout the last couple of years, SWP becomes the Top Leading OSS training and service provider in Hong Kong. <http://www.geona.com/dictionary?b=Geona>, operated by Gold Vision Communications, is a new powerful search engine and internet directory, delivering quick and relevant results on almost any topic or subject you can imagine. The term "Geona" is an Italian and Hebrew name, meaning wisdom, exaltation, pride or majesty. We use our own database of spidered web sites and the Open Directory database, the same database which powers the core directory services for the Web's largest and most popular search engines and portals. Geona is spidering all domains listed in the non-adult part of the Open Directory and millions of additional sites of general interest to maintain a fulltext index of highly relevant web sites. <http://www.linuxdig.com/documents/dictionary.php> LINUXDIG.COM, "Yours News and Resource Site", LinuxDig.com was started in May 2001 as a hobby site with the original intention of getting the RFC's online and becoming an Open Source software link/download site. But since that time the site has evolved to become a RFC distribution site, linux news site and a locally written technology news site (with bad grammar :) with focus on Linux while also containing articles about anything and everything we find interesting in the computer world. LinuxDig.Com contains about 20,000 documents and this number is growing everyday!

<http://linux.about.com/library/glossary/blglossary.htm> Each month more than 20 million people visit About.com. Whether it be home repair and decorating ideas, recipes, movie trailers, or car buying tips, our Guides offer practical advice and solutions for every day life. Wherever you land on the new About.com, you'll find other content that is relevant to your interests. If you're looking for "How To" advice on planning to re-finish your deck, we'll also show you the tools you need to get the job done. If you've been to About before, we'll show you the latest updates, so you don't see the same thing twice. No matter where you are on About.com, or how you got here, you'll always find content that is relevant to your needs. Should you wish to possess your own localised searchable version please make use of the available "dict", <http://www.dict.org/> version at the Linux Documentation Project home page, <http://www.tldp.org/> The author has decided to leave it up to readers to determine how to install and run it on their specific systems. An alternative form of the dictionary is available at:

<http://elibrary.fultus.com/covers/technical/linux/guides/Linux-Dicti>

onary/cover.html Fultus Corporation helps writers and companies to publish, promote, market, and sell books and eBooks. Fultus combines traditional self-publishing practices with modern technology to produce paperback and hardcover print-on-demand (POD) books and electronic books (eBooks). Fultus publishes works (fiction, non-fiction, science fiction, mystery, ...) by both published and unpublished authors. We enable you to self-publish easily and cost-effectively, creating your book as a print-ready paperback or hardcover POD book or as an electronic book (eBook) in multiple eBook's formats. You retain all rights to your work. We provide distribution to bookstores worldwide. And all at a fraction of the cost of traditional publishing. We also offer corporate publishing solutions that enable businesses to produce and deliver manuals and documentation more efficiently and economically. Our use of electronic delivery and print-on-demand technologies reduces printed inventory and saves time. Please inform the author as to whether you would like to create a database or an alternative form of the dictionary so that he can include you in this list. Also note that the author considers breaches of copyright to be extremely serious. He will pursue all claims to the fullest extent of the law.

HVAC Control in the New Millennium

John Wiley & Sons
Computer Networks: A Systems Approach, Fifth Edition, explores the key principles of computer networking, with examples drawn from the real world of network and protocol design. Using the Internet as the primary example, this best-selling and classic textbook explains various protocols and networking technologies. The systems-oriented approach encourages students to think about how individual network components fit into a larger, complex system of interactions. This book has a completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, network security, and network applications such as e-mail and the Web, IP telephony and video streaming, and peer-to-peer file sharing. There is now increased focus on application layer issues where innovative and exciting research and design is currently the center of attention. Other topics include network design and architecture; the ways users can connect to a network; the concepts of switching, routing, and internetworking; end-to-end protocols; congestion control and resource allocation; and end-to-end data. Each chapter includes a problem statement, which introduces issues to be examined; shaded sidebars that elaborate on a topic or introduce a related advanced topic; What's Next? discussions that deal with emerging issues in research, the commercial world, or society; and exercises. This book is written for graduate or upper-division undergraduate classes in computer networking. It will also be useful for industry professionals retraining for network-related assignments, as well as for network practitioners seeking to understand the workings of network protocols and the big picture of networking. Completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, security, and applications Increased focus on application layer issues where innovative and exciting research and design is currently the center of attention Free downloadable network simulation software and lab experiments manual available

Zero Configuration Networking

Springer Science & Business Media
The rapid advances and industry demands for networked delivery of information and pictures through computer networks and cable television has created a need for new techniques and standards for the packaging and delivery of digital information. Multimedia Communications presents the latest information from industry and academic experts on all standards, methods and protocols. Internet protocols for wireless communications, transcoding of Internet multimedia for universal access, ATM and ISDN chapters, videoconferencing standards, speech and audio coding standards, multi-casting and image compression techniques are included. Latest Internet protocols for wireless communications Transcoding of Internet multimedia for universal access ATM and ISDN chapters Videoconferencing standards Speech and audio coding standards Multi-casting Latest image compression techniques

Computer Networks

Elsevier
Master the techniques needed to build great, efficient embedded devices on Linux About This Book Discover how to build and configure reliable embedded Linux devices This book has been updated to include Linux 4.9 and Yocto Project 2.2 (Morty) This comprehensive guide covers the remote update of devices in the field and power management Who This Book Is For If you are an engineer who wishes to understand and use Linux in embedded

devices, this book is for you. It is also for Linux developers and system programmers who are familiar with embedded systems and want to learn and program the best in class devices. It is appropriate for students studying embedded techniques, for developers implementing embedded Linux devices, and engineers supporting existing Linux devices. What You Will Learn Evaluate the Board Support Packages offered by most manufacturers of a system on chip or embedded module Use Buildroot and the Yocto Project to create embedded Linux systems quickly and efficiently Update IoT devices in the field without compromising security Reduce the power budget of devices to make batteries last longer Interact with the hardware without having to write kernel device drivers Debug devices remotely using GDB, and see how to measure the performance of the systems using powerful tools such as `perf`, `strace`, and `valgrind` Find out how to configure Linux as a real-time operating system In Detail Embedded Linux runs many of the devices we use every day, from smart TVs to WiFi routers, test equipment to industrial controllers - all of them have Linux at their heart. Linux is a core technology in the implementation of the inter-connected world of the Internet of Things. The comprehensive guide shows you the technologies and techniques required to build Linux into embedded systems. You will begin by learning about the fundamental elements that underpin all embedded Linux projects: the toolchain, the bootloader, the kernel, and the root filesystem. You'll see how to create each of these elements from scratch, and how to automate the process using Buildroot and the Yocto Project. Moving on, you'll find out how to implement an effective storage strategy for flash memory chips, and how to install updates to the device remotely once it is deployed. You'll also get to know the key aspects of writing code for embedded Linux, such as how to access hardware from applications, the implications of writing multi-threaded code, and techniques to manage memory in an efficient way. The final chapters show you how to debug your code, both in applications and in the Linux kernel, and how to profile the system so that you can look out for performance bottlenecks. By the end of the book, you will have a complete overview of the steps required to create a successful embedded Linux system. Style and approach This book is an easy-to-follow and pragmatic guide with in-depth analysis of the implementation of embedded devices. It follows the life cycle of a project from inception through to completion, at each stage giving both the theory that underlies the topic and practical step-by-step walkthroughs of an example implementation.

Juniper Networks Warrior John Wiley & Sons

GSM, GPRS and EDGE Performance - Second Edition provides a complete overview of the entire GSM system. GSM (Global System for Mobile Communications) is the digital transmission technique widely adopted in Europe and supported in North America. It features comprehensive descriptions of GSM's main evolutionary milestones - GPRS, (General Packet Radio Services) is a packet-based wireless communication service that promises data rates from 56 up to 114 Kbps and continuous connection to the Internet for mobile phone and computer users. AMR and EDGE (Enhanced Data GSM Environment), and such developments have now positioned GERAN (GSM/EDGE Radio Access Network) as a full 3G radio standard. The radio network performance and capabilities of GSM, GPRS, AMR and EDGE solutions are studied in-depth by using revealing simulations and field trials. Cellular operators must now roll out new 3G technologies capable of delivering wireless Internet based multimedia services in a competitive and cost-effective way and this volume, divided into three parts, helps to explain how: 1. Provides an introduction to the complete evolution of GSM towards a radio access network that efficiently supports UMTS services (GERAN). 2. Features a comprehensive study of system performance with simulations and field trials. Covers all the major features such as basic GSM, GPRS, EDGE and AMR and the full capability of the GERAN radio interface for 3G service support is envisaged. 3. Discusses different 3G radio technologies and the position of GERAN within such technologies. Featuring fully revised and updated chapters throughout, the second edition contains 90 pages of new material and features the following new sections, enabling this reference to remain as a leading text in the area: Expanded material on GPRS Includes IMS architecture (Rel'5) and GERAN (Rel'6) features Presents field trial results for AMR and narrowband Provides EGPRS deployment guidelines Features a new chapter on Service Performance An invaluable reference for Engineering Professionals, Research and Development Engineers, Business Development Managers, Technical Managers and Technical Specialists working for cellular operators

LTE - The UMTS Long Term Evolution John Wiley & Sons Modern computing is no longer about devices but is all about providing services, a natural progression that both consumers and enterprises are eager to embrace. As it can deliver those services, efficiently and with quality, at compelling price levels, cloud computing is with us to stay. Ubiquitously and quite definitively, cloud computing is answering the demand for sophisticated, flexible services Cloud Computing: Technologies and Strategies of the Ubiquitous Data Center looks at cloud computing from an IT manager's perspective. It answers basic as well as strategic questions from both a business and a technical perspective so

that you can confidently engage both IT and financial assets in making your organization techno- savvy, efficient, and competitive. Any answers about the future of computing are definitely in the cloud The first section of the book offers up a history of the computing roots that have evolved into cloud computing. It looks at how IT has been traditionally serving needs and how cloud computing improves and expands on these services, so you can strategize about how a cloud might provide solutions to specific IT questions or answer business needs. Next, the book shows how to begin the process of determining which organizational needs would best be served and improved by cloud computing. Presenting specific cases as examples, the book walks you through issues that your organization might likely encounter. Written clearly and succinctly, it -- Introduces you to the concepts behind different types of clouds, including those used for storage, those that improve processor and application delivery, and those that mix any and all of these services Covers typical concerns you will hear with regard to such issues as security, application integration, and structural limitations Looks at the future of the cloud, from developments on the horizon to those still in the planning stage By the book's conclusion, you will have a solid basis on which to initiate strategic discussions about deploying clouds in your organization. You will understand how cloud computing can affordably solve real problems. You will know which strategies to use and you will learn of the pitfalls to avoid when taking your data center to the clouds. Throughout this book are the answers you need to the many questions from the most basic to the more advanced surrounding cloud computing and its place in your enterprise. What exactly is cloud computing? How are clouds different than virtualization? Should my organization use a cloud (or multiple clouds)? Can clouds and virtualization play significant roles in my organization at the same time? Covering the basics of virtualization and clusters and the more advanced strategic considerations of security and return on investment, this book will be your guide to IT's present and future in the cloud, a resource that you will continually turn to. Coming soon! For more information, Professional Cloud Computing, at www.professionalcloudcomputing.com, will help you find information to delve more deeply into the discussion in any of a number of directions.

TCP / IP For Dummies "O'Reilly Media, Inc."

THE TELECOMMUNICATIONS HANDBOOK THE TELECOMMUNICATIONS HANDBOOK ENGINEERING GUIDELINES FOR FIXED, MOBILE AND SATELLITE SYSTEMS Taking a practical approach, The Telecommunications Handbook examines the principles and details of all the major and modern telecommunications systems currently available to industry and to end-users. It gives essential information about usage, architectures, functioning, planning, construction, measurements and optimization. The structure of the book is modular, giving both overall descriptions of the architectures and functionality of typical use cases, as well as deeper and practical guidelines for telecom professionals. The focus of the book is on current and future networks, and the most up-to-date functionalities of each network are described in sufficient detail for deployment purposes. The contents include an introduction to each technology, its evolution path, feasibility and utilization, solution and network architecture, and technical functioning of the systems (signaling, coding, different modes for channel delivery and security of core and radio system). The planning of the core and radio networks (system-specific field test measurement guidelines, hands-on network planning advices and suggestions for parameter adjustments) and future systems are also described. With contributions from specialists in both industry and academia, the book bridges the gap between communications in the academic context and the practical knowledge and skills needed to work in the telecommunications industry.

Alcatel-Lucent Service Routing Architect (SRA) Self-Study Guide Packt Publishing Ltd

Packed with the latest information on TCP/IP standards and protocols TCP/IP is a hot topic, because it's the glue that holds the Internet and the Web together, and network administrators need to stay on top of the latest developments. TCP/IP For Dummies, 6th Edition, is both an introduction to the basics for beginners as well as the perfect go-to resource for TCP/IP veterans. The book includes the latest on Web protocols and new hardware, plus very timely information on how TCP/IP secures connectivity for blogging, vlogging, photoblogging, and social networking. Step-by-step instructions show you how to install and set up TCP/IP on clients and servers; build security with encryption, authentication, digital certificates, and signatures; handle new voice and mobile technologies, and much more. Transmission Control Protocol / Internet Protocol (TCP/IP) is the de facto standard transmission medium worldwide for computer-to-computer communications; intranets, private internets, and the Internet are all built on TCP/IP The book shows you how to install and configure TCP/IP and its applications on clients and servers; explains intranets, extranets, and virtual private networks (VPNs); provides step-by-step information on building and enforcing security; and covers all the newest protocols You'll learn how to use encryption, authentication, digital certificates, and signatures to set up a secure Internet credit card transaction Find practical security tips,

a Quick Start Security Guide, and still more in this practical guide. **Freedom in the World 2004** John Wiley & Sons

A wearable robot is a mechatronic system that is designed around the shape and function of the human body, with segments and joints corresponding to those of the person it is externally coupled with. Teleoperation and power amplification were the first applications, but after recent technological advances the range of application fields has widened. Increasing recognition from the scientific community means that this technology is now employed in telemanipulation, man-amplification, neuromotor control research and rehabilitation, and to assist with impaired human motor control. Logical in structure and original in its global orientation, this volume gives a full overview of wearable robotics, providing the reader with a complete understanding of the key applications and technologies suitable for its development. The main topics are demonstrated through two detailed case studies; one on a lower limb active orthosis for a human leg, and one on a wearable robot that suppresses upper limb tremor. These examples highlight the difficulties and potentialities in this area of technology, illustrating how design decisions should be made based on these. As well as discussing the cognitive interaction between human and robot, this comprehensive text also covers: the mechanics of the wearable robot and it's biomechanical interaction with the user, including state-of-the-art technologies that enable sensory and motor interaction between human (biological) and wearable artificial (mechatronic) systems; the basis for bioinspiration and biomimetism, general rules for the development of biologically-inspired designs, and how these could serve recursively as biological models to explain biological systems; the study on the development of networks for wearable robotics. Wearable Robotics: Biomechatronic Exoskeletons will appeal to lecturers, senior undergraduate students, postgraduates and other researchers of medical, electrical and bio engineering who are interested in the area of assistive robotics. Active system developers in this sector of the engineering industry will also find it an informative and welcome resource.

Alcatel-Lucent Scalable IP Networks Self-Study Guide Artech House

Freedom in the World contains both comparative ratings and written narratives and is now the standard reference work for measuring the progress and decline in political rights and civil liberties on a global basis.

Electrical Engineering Regulations Packt Publishing Ltd

Software developers need to worry about security as never before. They need clear guidance on safe coding practices, and that's exactly what this book delivers. The book does not delve deep into theory, or rant about the politics of security. Instead, it clearly and simply lays out the most common threats that programmers need to defend against. It then shows programmers how to make their defense. The book takes a broad focus, ranging over SQL injection, worms and buffer overflows, password security, and more. It sets programmers on the path towards successfully defending against the entire gamut of security threats that they might face.

Mastering Embedded Linux Programming Elsevier

Handbook of Open Source Tools introduces a comprehensive collection of advanced open source tools useful in developing software applications. The book contains information on more than 200 open-source tools which include software construction utilities for compilers, virtual-machines, database, graphics, high-performance computing, OpenGL, geometry, algebra, graph theory, GUIs and more. Special highlights for software construction utilities and application libraries are included. Each tool is covered in the context of a real like application development setting. This unique handbook presents a comprehensive discussion of advanced tools, a valuable asset used by most application developers and programmers; includes a special focus on Mathematical Open Source Software not available in most Open Source Software books, and introduces several tools (eg ACL2, CLIPS, CUDA, and COIN) which are not known outside of select groups, but are very powerful. Handbook of Open Source Tools is designed for application developers and programmers working with Open Source Tools. Advanced-level students concentrating on Engineering, Mathematics and Computer Science will find this reference a valuable asset as well. **802.11 Wireless Networks: The Definitive Guide** McGraw Hill Professional

The 3rd edition of this highly successful text builds on the achievement of the first two editions to provide comprehensive coverage of IMS. It continues to explore the concepts, architecture, protocols and functionalities of IMS while providing a wealth of new and updated information. It is written in a manner that allows readers to choose the level of knowledge and understanding they need to gain about the IMS. With 35% new material, The IMS, IP Multimedia Concepts and Services, 3rd Edition has been completely revised to include updated chapters as well as totally new chapters on IMS multimedia telephony and IMS voice call continuity. Additional new material includes IMS transit, IMS local numbering, emergency sessions, identification of communication services in IMS, new authentication model for fixed access, NAT traversal and globally routable user agents URI.

Detailed descriptions of protocol behaviour are provided on a level that can be used for implementation and testing. Key features of the 3rd edition: Two new chapters on IMS multimedia telephony service and IMSVoice Call Continuity Updated information on Third Generation Partnership Project(3GPP) Release 7 level, including architecture, reference points and concepts Substantially extended coverage on IMS detailed procedures Completely rewritten and extended chapters on IMSservices
Handbook of Open Source Tools Pearson Education India
A crucial step during the design and engineering of communication systems is the estimation of their performance and behavior; especially for mathematically complex or highly dynamic systems network simulation is particularly useful. This book focuses on tools, modeling principles and state-of-the-art models for discrete-event based network simulations, the standard method applied today in academia and industry for performance evaluation of new network designs and

architectures. The focus of the tools part is on two distinct simulation engines: OmNet++ and ns-3, while it also deals with issues like parallelization, software integration and hardware simulations. The parts dealing with modeling and models for network simulations are split into a wireless section and a section dealing with higher layers. The wireless section covers all essential modeling principles for dealing with physical layer, link layer and wireless channel behavior. In addition, detailed models for prominent wireless systems like IEEE 802.11 and IEEE 802.16 are presented. In the part on higher layers, classical modeling approaches for the network layer, the transport layer and the application layer are presented in addition to modeling approaches for peer-to-peer networks and topologies of networks. The modeling parts are accompanied with catalogues of model implementations for a large set of different simulation engines. The book is aimed at master students and PhD students of

computer science and electrical engineering as well as at researchers and practitioners from academia and industry that are dealing with network simulation at any layer of the protocol stack.

Exploring Zynq Mpsoc John Wiley & Sons

Discusses the foundations of game design and each stage of the development process, and provides interviews with industry experts, case studies, and advice on getting into the gaming industry.

Ultimate Game Design: Building Game Worlds Elsevier
This book provides a solid overview of mobile phone programming for readers in both academia and industry. Coverage includes all commercial realizations of the Symbian, Windows Mobile and Linux platforms. The text introduces each programming language (JAVA, Python, C/C++) and offers a set of development environments "step by step," to help familiarize developers with limitations, pitfalls, and challenges.