

Building The Web Of Things With Examples In Nodejs And Raspberry Pi

Eventually, you will definitely discover a other experience and achievement by spending more cash. yet when? attain you understand that you require to get those every needs following having significantly cash? Why dont you try to get something basic in the beginning? Thats something that will guide you to comprehend even more all but the globe, experience, some places, taking into account history, amusement, and a lot more?

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Internet of Things - Vlasios Tsiatsis 2018-11-16

Internet of Things: Technologies and Applications for a New Age of Intelligence outlines the background and overall vision for the Internet of Things (IoT) and Cyber-Physical Systems (CPS), as well as associated emerging technologies. Key technologies are described including device communication and interactions, connectivity of devices to cloud-based infrastructures, distributed and edge computing, data collection, and methods to derive information and knowledge from connected devices and systems using artificial intelligence and machine learning. Also included are system architectures and ways to integrate these with enterprise architectures, and considerations on potential business impacts and regulatory requirements. Presents a comprehensive overview of the end-to-end system requirements for successful IoT solutions Provides a robust framework for analyzing the technology and market requirements for a broad variety of IoT solutions Covers in-depth security solutions for IoT systems Includes a detailed set of use cases that give examples of real-world implementation

[Designing Web Navigation](#) - James Kalbach 2007-08-28

Thoroughly rewritten for today's web environment, this bestselling book offers a fresh look at a fundamental topic of web site development:

navigation design. Amid all the changes to the Web in the past decade, and all the hype about Web 2.0 and various "rich" interactive technologies, the basic problems of creating a good web navigation system remain. Designing Web Navigation demonstrates that good navigation is not about technology-it's about the ways people find information, and how you guide them. Ideal for beginning to intermediate web designers, managers, other non-designers, and web development pros looking for another perspective, Designing Web Navigation offers basic design principles, development techniques and practical advice, with real-world examples and essential concepts seamlessly folded in. How does your web site serve your business objectives? How does it meet a user's needs? You'll learn that navigation design touches most other aspects of web site development. This book: Provides the foundations of web navigation and offers a framework for navigation design Paints a broad picture of web navigation and basic human information behavior Demonstrates how navigation reflects brand and affects site credibility Helps you understand the problem you're trying to solve before you set out to design Thoroughly reviews the mechanisms and different types of navigation Explores "information scent" and "information shape" Explains "persuasive" architecture and

other design concepts Covers special contexts, such as navigation design for web applications Includes an entire chapter on tagging While Designing Web Navigation focuses on creating navigation systems for large, information-rich sites serving a business purpose, the principles and techniques in the book also apply to small sites. Well researched and cited, this book serves as an excellent reference on the topic, as well as a superb teaching guide. Each chapter ends with suggested reading and a set of questions that offer exercises for experiencing the concepts in action.

Designing the Internet of Things - Adrian McEwen 2013-11-07

Take your idea from concept to production with this unique guide Whether it's called physical computing, ubiquitous computing, or the Internet of Things, it's a hot topic in technology: how to channel your inner Steve Jobs and successfully combine hardware, embedded software, web services, electronics, and cool design to create cutting-edge devices that are fun, interactive, and practical. If you'd like to create the next must-have product, this unique book is the perfect place to start. Both a creative and practical primer, it explores the platforms you can use to develop hardware or software, discusses design concepts that will make your products eye-catching and appealing, and shows you ways to scale up from a single prototype to mass production. Helps software engineers, web designers, product designers, and electronics engineers start designing products using the Internet-of-Things approach Explains how to combine sensors, servos, robotics, Arduino chips, and more with various networks or the Internet, to create interactive, cutting-edge devices Provides an overview of the necessary steps to take your idea from concept through production If you'd like to design for the future, Designing the Internet of Things is a great place to start.

Natural Ventilation for Infection Control in Health-care Settings - Y. Chartier 2009

This guideline defines ventilation and then natural ventilation. It explores the design requirements for natural ventilation in the context of infection control, describing the basic principles of design, construction, operation and maintenance for an effective natural ventilation system to control

infection in health-care settings.

Rethinking the Internet of Things - Francis daCosta 2013-12-30
Apress is proud to announce that Rethinking the Internet of Things was a 2014 Jolt Award Finalist, the highest honor for a programming book. And the amazing part is that there is no code in the book. Over the next decade, most devices connected to the Internet will not be used by people in the familiar way that personal computers, tablets and smart phones are. Billions of interconnected devices will be monitoring the environment, transportation systems, factories, farms, forests, utilities, soil and weather conditions, oceans and resources. Many of these sensors and actuators will be networked into autonomous sets, with much of the information being exchanged machine-to-machine directly and without human involvement. Machine-to-machine communications are typically terse. Most sensors and actuators will report or act upon small pieces of information - "chirps". Burdening these devices with current network protocol stacks is inefficient, unnecessary and unduly increases their cost of ownership. This must change. The architecture of the Internet of Things must evolve now by incorporating simpler protocols toward at the edges of the network, or remain forever inefficient. Rethinking the Internet of Things describes reasons why we must rethink current approaches to the Internet of Things. Appropriate architectures that will coexist with existing networking protocols are described in detail. An architecture comprised of integrator functions, propagator nodes, and end devices, along with their interactions, is explored. What you'll learn Discusses the difference between the "normal" Internet and the Internet of Things. Describes a new architecture and its components in the "chirp" context. Explains the shortcomings of IP for IoT. Describes the anatomy of the IoT. Describes how to build a suitable network to maximize the amazing potential of the IoT. Who this book is for Thought leaders, executives, architectural, standards and development leaders in the evolving IoT industry. Corporations and organizations whose commercial products could be adapted simply to be functioning devices on the IOT while saving billions of dollars in unnecessary costs or proprietary designs. Those who wish to

capitalize on technology change and those interested in the Internet, its capabilities and the need to improve it. Table of ContentsForeword Preface Chapter Goal: The reader will understand the new demands and opportunities of the Internet of Things (IoT). The preface introduces the idea of a new, simplified architectural approach that draws on nature. Chapter 1: It's Different Out Here Chapter Goal: Reader should understand the difference between traditional Internet networking and the Internet of Things. What are the unique characteristics of the IoT that demand a new architecture? Why traditional architectures such as IP are a poor fit. Characteristics of an IoT-optimized architecture. Chapter 2: Anatomy of the Internet of Things Chapter Goal: Reader will understand the underlying principles of the emerging IoT architecture. Fundamental concepts are: the division of networking complexity among different devices; the make-up of the "Chirp" and how they are propagated; distinctions between transport and functional topologies; the concept of neighborhoods or zones of interest. Chapter 3: On the Edge Chapter Goal: Reader will learn the principles and characteristics of the End Devices in the IoT and how these will often differ from our present understanding of the Smartphone, tablet, and laptop. How the minimal networking needs of many IoT devices dictate elements of the architecture. Chapter 4: Building a Web of Things Chapter Goal: Reader will learn the characteristics and functionality of the Propagator node in the IoT Architecture. Some communications principles are introduced which will be more fully explored in Chapter 6. Chapter 5: Small Data, Big Data, and Human Interaction Chapter Goal: Reader will understand the role of Integrator functions in the IoT, the point in the IoT where humans interact to gain information from IoT data and to set parameters and control end devices. An explanation of zones of interest and neighborhoods, with a discussion of incorporating "small data" from chirps into big data analysis. Chapter 6: An Architecture for the Frontier Chapter Goal: Reader will gain an understanding of the challenges inherent in a communications architecture for the massive scale of the IoT. Exploiting the opportunities inherent in a machine-to-machine environment, a much simpler architecture is described in detail that

readily scales to the required scope. This chapter adds technical depth to ideas introduced in Chapters 3-5. Chapter 7: IoT Examples and Applications Chapter Goal: Reader will learn about current and emerging applications in the Internet of Things. Reference will be made to new applications enabled by the simpler architecture described in this book that are difficult or not possible with traditional networking protocols. Chapter 8: Blueprint to the Internet of Things Chapter Goal: Exploring the steps to IoT deployment. Standards based versus ad hoc approaches, call for industry cooperation and consortia. Intermediate incremental steps to broader adoption.

Funding a Revolution - National Research Council 1999-02-11

The past 50 years have witnessed a revolution in computing and related communications technologies. The contributions of industry and university researchers to this revolution are manifest; less widely recognized is the major role the federal government played in launching the computing revolution and sustaining its momentum. Funding a Revolution examines the history of computing since World War II to elucidate the federal government's role in funding computing research, supporting the education of computer scientists and engineers, and equipping university research labs. It reviews the economic rationale for government support of research, characterizes federal support for computing research, and summarizes key historical advances in which government-sponsored research played an important role. Funding a Revolution contains a series of case studies in relational databases, the Internet, theoretical computer science, artificial intelligence, and virtual reality that demonstrate the complex interactions among government, universities, and industry that have driven the field. It offers a series of lessons that identify factors contributing to the success of the nation's computing enterprise and the government's role within it.

Managing the Web of Things - Michael Sheng 2017-02-10

Managing the Web of Things: Linking the Real World to the Web presents a consolidated and holistic coverage of engineering, management, and analytics of the Internet of Things. The web has gone through many transformations, from traditional linking and sharing of

computers and documents (i.e., Web of Data), to the current connection of people (i.e., Web of People), and to the emerging connection of billions of physical objects (i.e., Web of Things). With increasing numbers of electronic devices and systems providing different services to people, Web of Things applications present numerous challenges to research institutions, companies, governments, international organizations, and others. This book compiles the newest developments and advances in the area of the Web of Things, ranging from modeling, searching, and data analytics, to software building, applications, and social impact. Its coverage will enable effective exploration, understanding, assessment, comparison, and the selection of WoT models, languages, techniques, platforms, and tools. Readers will gain an up-to-date understanding of the Web of Things systems that accelerates their research. Offers a comprehensive and systematic presentation of the methodologies, technologies, and applications that enable efficient and effective management of the Internet of Things Provides an in-depth analysis on the state-of-the-art Web of Things modeling and searching technologies, including how to collect, clean, and analyze data generated by the Web of Things Covers system design and software building principles, with discussions and explorations of social impact for the Web of Things through real-world applications Acts as an ideal reference or recommended text for graduate courses in cloud computing, service computing, and more

IoT Fundamentals - David Hanes 2017-05-30

Today, billions of devices are Internet-connected, IoT standards and protocols are stabilizing, and technical professionals must increasingly solve real problems with IoT technologies. Now, five leading Cisco IoT experts present the first comprehensive, practical reference for making IoT work. IoT Fundamentals brings together knowledge previously available only in white papers, standards documents, and other hard-to-find sources—or nowhere at all. The authors begin with a high-level overview of IoT and introduce key concepts needed to successfully design IoT solutions. Next, they walk through each key technology, protocol, and technical building block that combine into complete IoT

solutions. Building on these essentials, they present several detailed use cases, including manufacturing, energy, utilities, smart+connected cities, transportation, mining, and public safety. Whatever your role or existing infrastructure, you'll gain deep insight what IoT applications can do, and what it takes to deliver them. Fully covers the principles and components of next-generation wireless networks built with Cisco IOT solutions such as IEEE 802.11 (Wi-Fi), IEEE 802.15.4-2015 (Mesh), and LoRaWAN Brings together real-world tips, insights, and best practices for designing and implementing next-generation wireless networks Presents start-to-finish configuration examples for common deployment scenarios Reflects the extensive first-hand experience of Cisco experts

Building the Web of Things - Dominique Dom Guinard 2016-06-06
Summary A hands-on guide that will teach how to design and implement scalable, flexible, and open IoT solutions using web technologies. This book focuses on providing the right balance of theory, code samples, and practical examples to enable you to successfully connect all sorts of devices to the web and to expose their services and data over REST APIs. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Because the Internet of Things is still new, there is no universal application protocol. Fortunately, the IoT can take advantage of the web, where IoT protocols connect applications thanks to universal and open APIs. About the Book Building the Web of Things is a guide to using cutting-edge web technologies to build the IoT. This step-by-step book teaches you how to use web protocols to connect real-world devices to the web, including the Semantic and Social Webs. Along the way you'll gain vital concepts as you follow instructions for making Web of Things devices. By the end, you'll have the practical skills you need to implement your own web-connected products and services. What's Inside Introduction to IoT protocols and devices Connect electronic actuators and sensors (GPIO) to a Raspberry Pi Implement standard REST and Pub/Sub APIs with Node.js on embedded systems Learn about IoT protocols like MQTT and CoAP and integrate them to the Web of Things Use the Semantic Web (JSON-LD, RDFa, etc.) to discover and find Web Things Share Things via Social

Networks to create the Social Web of Things Build a web-based smart home with HTTP and WebSocket Compose physical mashups with EVERYTHING, Node-RED, and IFTTT About the Reader For both seasoned programmers and those with only basic programming skills. About the Authors Dominique Guinard and Vlad Trifa pioneered the Web of Things and cofounded EVERYTHING, a large-scale IoT cloud powering billions of Web Things. Table of Contents PART 1 BASICS OF THE IOT AND THE WOT From the Internet of Things to the Web of Things Hello, World Wide Web of Things Node.js for the Web of Things Getting started with embedded systems Building networks of Things PART 2 BUILDING THE WOT Access: Web APIs for Things Implementing Web Things Find: Describe and discover Web Things Share: Securing and sharing Web Things

Designing Data-Intensive Applications - Martin Kleppmann 2017-03-16 Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

Building Blocks for IoT Analytics - John Soldatos 2016-11-23

Internet-of-Things (IoT) Analytics are an integral element of most IoT applications, as it provides the means to extract knowledge, drive actuation services and optimize decision making. IoT analytics will be a major contributor to IoT business value in the coming years, as it will enable organizations to process and fully leverage large amounts of IoT data, which are nowadays largely underutilized. The Building Blocks of IoT Analytics is devoted to the presentation the main technology building blocks that comprise advanced IoT analytics systems. It introduces IoT analytics as a special case of BigData analytics and accordingly presents leading edge technologies that can be deployed in order to successfully confront the main challenges of IoT analytics applications. Special emphasis is paid in the presentation of technologies for IoT streaming and semantic interoperability across diverse IoT streams. Furthermore, the role of cloud computing and BigData technologies in IoT analytics are presented, along with practical tools for implementing, deploying and operating non-trivial IoT applications. Along with the main building blocks of IoT analytics systems and applications, the book presents a series of practical applications, which illustrate the use of these technologies in the scope of pragmatic applications. Technical topics discussed in the book include: Cloud Computing and BigData for IoT analytics Searching the Internet of Things Development Tools for IoT Analytics Applications IoT Analytics-as-a-Service Semantic Modelling and Reasoning for IoT Analytics IoT analytics for Smart Buildings IoT analytics for Smart Cities Operationalization of IoT analytics Ethical aspects of IoT analytics This book contains both research oriented and applied articles on IoT analytics, including several articles reflecting work undertaken in the scope of recent European Commission funded projects in the scope of the FP7 and H2020 programmes. These articles present results of these projects on IoT analytics platforms and applications. Even though several articles have been contributed by different authors, they are structured in a well thought order that facilitates the reader either to follow the evolution of the book or to focus on specific topics depending on his/her background and interest in IoT and IoT analytics technologies. The compilation of these articles in this edited volume has been largely

motivated by the close collaboration of the co-authors in the scope of working groups and IoT events organized by the Internet-of-Things Research Cluster (IERC), which is currently a part of EU's Alliance for Internet of Things Innovation (AIOTI).

The Second Media Age - Mark Poster 2018-03-08

This book examines the implications of new communication technologies in the light of the most recent work in social and cultural theory and argues that new developments in electronic media, such as the Internet and Virtual Reality, justify the designation of a "second media age".

Model and Data Engineering - Klaus-Dieter Schewe 2019-10-21

This book constitutes the refereed proceedings of the 9th International Conference on Model and Data Engineering, MEDI 2019, held in Toulouse, France, in October 2019. The 11 full papers and 7 short papers presented in this book were carefully reviewed and selected from 41 submissions. The papers cover broad research areas on both theoretical, systems and practical aspects. Some papers include mining complex databases, concurrent systems, machine learning, swarm optimization, query processing, semantic web, graph databases, formal methods, model-driven engineering, blockchain, cyber physical systems, IoT applications, and smart systems.

A Reference Guide to the Internet of Things - Greg Dunko 2017-03

This resource will help you make educated decisions for your IoT project, whether building from scratch or assembling ready to deploy components. Bridgera provides insight on what to consider throughout the entire process, from planning and design of each component to the deployment and monitoring of your IoT system. Our goal is to help you navigate the many options available when constructing an IoT system. We outline the advantages and disadvantages of the various technologies available to help you decide which options best suit your IoT project's needs.

Automate the Boring Stuff with Python, 2nd Edition - Al Sweigart 2019-11-12

The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to

write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send email responses and text notifications
- Fill out online forms

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

JavaScript & jQuery: The Missing Manual - David Sawyer McFarland 2014-09-18

JavaScript lets you supercharge your HTML with animation, interactivity, and visual effects—but many web designers find the language hard to learn. This easy-to-read guide not only covers JavaScript basics, but also shows you how to save time and effort with the jQuery and jQuery UI

libraries of prewritten JavaScript code. You'll build web pages that feel and act like desktop programs—with little or no programming. The important stuff you need to know: Pull back the curtain on JavaScript. Learn how to build a basic program with this language. Get up to speed on jQuery. Quickly assemble JavaScript programs that work well on multiple web browsers. Transform your user interface. Learn jQuery UI, the JavaScript library for interface features like design themes and controls. Make your pages interactive. Create JavaScript events that react to visitor actions. Use animations and effects. Build drop-down navigation menus, pop-ups, automated slideshows, and more. Collect data with web forms. Create easy-to-use forms that ensure more accurate visitor responses. Practice with living examples. Get step-by-step tutorials for web projects you can build yourself.

JavaScript on Things - Lyza Gardner 2018-02-22

Summary JavaScript on Things is your first step into the exciting and downright entertaining world of programming for small electronics. If you know enough JavaScript to hack a website together, you'll be making things go bleep, blink, and spin faster than you can say "nodebot." Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Are you ready to make things move? If you can build a web app, you can create robots, weather stations, and other funky gadgets! In this incredibly fun, project-based guide, JavaScript hardware hacker Lyza Danger Gardner takes you on an incredible journey from your first flashing LED through atmospheric sensors, motorized rovers, Bluetooth doorbells, and more. With JavaScript, some easy-to-get hardware, and a bit of creativity, you'll be beeping, spinning, and glowing in no time. About the Book JavaScript on Things introduces the exciting world of programming small electronics! You'll start building things immediately, beginning with basic blinking on Arduino. This fully illustrated, hands-on book surveys JavaScript toolkits like Johnny-Five along with platforms including Raspberry Pi, Tessel, and BeagleBone. As you build project after interesting project, you'll learn to wire in sensors, hook up motors, transmit data, and handle user input. So be warned: once you start, you

won't want to stop. What's Inside Controlling hardware with JavaScript Designing and assembling robots and gadgets A crash course in electronics Over a dozen hands-on projects! About the Reader Written for readers with intermediate JavaScript and Node.js skills. No experience with electronics required. About the Author Lyza Danger Gardner has been a web developer for over 20 years. She's part of the NodeBots community and a contributor to the Johnny-Five Node.js library. Table of Contents PART 1 - A JAVASCRIPTER'S INTRODUCTION TO HARDWARE Bringing JavaScript and hardware together Embarking on hardware with Arduino How to build circuits PART 2 - PROJECT BASICS: INPUT AND OUTPUT WITH JOHNNY-FIVE Sensors and input Output: making things happen Output: making things move PART 3 - MORE SOPHISTICATED PROJECTS Serial communication Projects without wires Building your own thing PART 4 - USING JAVASCRIPT WITH HARDWARE IN OTHER ENVIRONMENTS JavaScript and constrained hardware Building with Node.js and tiny computers In the cloud, in the browser, and beyond

NoSQL with MongoDB in 24 Hours, Sams Teach Yourself - Brad Dayley 2014-08-21

NoSQL database usage is growing at a stunning 50% per year, as organizations discover NoSQL's potential to address even the most challenging Big Data and real-time database problems. Every NoSQL database is different, but one is the most popular by far: MongoDB. Now, in just 24 lessons of one hour or less, you can learn how to leverage MongoDB's immense power. Each short, easy lesson builds on all that's come before, teaching NoSQL concepts and MongoDB techniques from the ground up. Sams Teach Yourself NoSQL with MongoDB in 24 Hours covers all this, and much more: Learning how NoSQL is different, when to use it, and when to use traditional RDBMSes instead Designing and implementing MongoDB databases of diverse types and sizes Storing and interacting with data via Java, PHP, Python, and Node.js/Mongoose Choosing the right NoSQL distribution model for your application Installing and configuring MongoDB Designing MongoDB data models, including collections, indexes, and GridFS Balancing consistency,

performance, and durability Leveraging the immense power of Map-Reduce Administering, monitoring, securing, backing up, and repairing MongoDB databases Mastering advanced techniques such as sharding and replication Optimizing performance

Flow Architectures - James Urquhart 2021-01-06

Software development today is embracing events and streaming data, which optimizes not only how technology interacts but also how businesses integrate with one another to meet customer needs. This phenomenon, called flow, consists of patterns and standards that determine which activity and related data is communicated between parties over the internet. This book explores critical implications of that evolution: What happens when events and data streams help you discover new activity sources to enhance existing businesses or drive new markets? What technologies and architectural patterns can position your company for opportunities enabled by flow? James Urquhart, global field CTO at VMware, guides enterprise architects, software developers, and product managers through the process. Learn the benefits of flow dynamics when businesses, governments, and other institutions integrate via events and data streams Understand the value chain for flow integration through Wardley mapping visualization and promise theory modeling Walk through basic concepts behind today's event-driven systems marketplace Learn how today's integration patterns will influence the real-time events flow in the future Explore why companies should architect and build software today to take advantage of flow in coming years

Getting Started with the Internet of Things - Cuno Pfister 2011-05-24

This hands-on introductory guide will quickly show how to program embedded devices using the .NET Micro Framework and the Netduino Plus board, and then connect these devices to the Internet using Pachube, a cloud platform for sharing real-time sensor data.

Atomic Habits - James Clear 2018-10-16

The #1 New York Times bestseller. Over 4 million copies sold! Tiny Changes, Remarkable Results No matter your goals, Atomic Habits offers a proven framework for improving--every day. James Clear, one of the

world's leading experts on habit formation, reveals practical strategies that will teach you exactly how to form good habits, break bad ones, and master the tiny behaviors that lead to remarkable results. If you're having trouble changing your habits, the problem isn't you. The problem is your system. Bad habits repeat themselves again and again not because you don't want to change, but because you have the wrong system for change. You do not rise to the level of your goals. You fall to the level of your systems. Here, you'll get a proven system that can take you to new heights. Clear is known for his ability to distill complex topics into simple behaviors that can be easily applied to daily life and work. Here, he draws on the most proven ideas from biology, psychology, and neuroscience to create an easy-to-understand guide for making good habits inevitable and bad habits impossible. Along the way, readers will be inspired and entertained with true stories from Olympic gold medalists, award-winning artists, business leaders, life-saving physicians, and star comedians who have used the science of small habits to master their craft and vault to the top of their field. Learn how to: make time for new habits (even when life gets crazy); overcome a lack of motivation and willpower; design your environment to make success easier; get back on track when you fall off course; ...and much more. Atomic Habits will reshape the way you think about progress and success, and give you the tools and strategies you need to transform your habits--whether you are a team looking to win a championship, an organization hoping to redefine an industry, or simply an individual who wishes to quit smoking, lose weight, reduce stress, or achieve any other goal.

Learning Web Design - Jennifer Robbins 2018-05-11

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill

levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

Enabling Things to Talk - Alessandro Bassi 2013-10-28

The Internet of Things (IoT) is an emerging network superstructure that will connect physical resources and actual users. It will support an ecosystem of smart applications and services bringing hyper-connectivity to our society by using augmented and rich interfaces. Whereas in the beginning IoT referred to the advent of barcodes and Radio Frequency Identification (RFID), which helped to automate inventory, tracking and basic identification, today IoT is characterized by a dynamic trend toward connecting smart sensors, objects, devices, data and applications. The next step will be "cognitive IoT," facilitating object and data re-use across application domains and leveraging hyper-connectivity, interoperability solutions and semantically enriched information distribution. The Architectural Reference Model (ARM), presented in this book by the members of the IoT-A project team driving this harmonization effort, makes it possible to connect vertically closed systems, architectures and application areas so as to create open interoperable systems and integrated environments and platforms. It constitutes a foundation from which software companies can capitalize on the benefits of developing consumer-oriented platforms including hardware, software and services. The material is structured in two parts. Part A introduces the general concepts developed for and applied in the ARM. It is aimed at end users who want to use IoT technologies,

managers interested in understanding the opportunities generated by these novel technologies, and system architects who are interested in an overview of the underlying basic models. It also includes several case studies to illustrate how the ARM has been used in real-life scenarios. Part B then addresses the topic at a more detailed technical level and is targeted at readers with a more scientific or technical background. It provides in-depth guidance on the ARM, including a detailed description of a process for generating concrete architectures, as well as reference manuals with guidelines on how to use the various models and perspectives presented to create a concrete architecture. Furthermore, best practices and tips on how system engineers can use the ARM to develop specific IoT architectures for dedicated IoT solutions are illustrated and exemplified in reverse mapping exercises of existing standards and platforms.

Internet of Things From Hype to Reality - Ammar Rayes 2016-10-22

This book comprehensively describes an end-to-end Internet of Things (IoT) architecture that is comprised of devices, network, compute, storage, platform, applications along with management and security components. It is organized into five main parts, comprising of a total of 11 chapters. Part I presents a generic IoT reference model to establish a common vocabulary for IoT solutions. This includes a detailed description of the Internet protocol layers and the Things (sensors and actuators) as well as the key business drivers to realize the IoT vision. Part II focuses on the IoT requirements that impact networking protocols and provides a layer-by-layer walkthrough of the protocol stack with emphasis on industry progress and key gaps. Part III introduces the concept of Fog computing and describes the drivers for the technology, its constituent elements, and how it relates and differs from Cloud computing. Part IV discusses the IoT services platform, the cornerstone of the solution followed by the Security functions and requirements. Finally, Part V provides a treatment of the topic of connected ecosystems in IoT along with practical applications. It then surveys the latest IoT standards and discusses the pivotal role of open source in IoT. "Faculty will find well-crafted questions and answers at the end of each chapter, suitable for

review and in classroom discussion topics. In addition, the material in the book can be used by engineers and technical leaders looking to gain a deep technical understanding of IoT, as well as by managers and business leaders looking to gain a competitive edge and understand innovation opportunities for the future.” Dr. Jim Spohrer, IBM “This text provides a very compelling study of the IoT space and achieves a very good balance between engineering/technology focus and business context. As such, it is highly-recommended for anyone interested in this rapidly-expanding field and will have broad appeal to a wide cross-section of readers, i.e., including engineering professionals, business analysts, university students, and professors.” Professor Nasir Ghani, University of South Florida

The Cloud-to-Thing Continuum - Theo Lynn 2020-01-01

The Internet of Things offers massive societal and economic opportunities while at the same time significant challenges, not least the delivery and management of the technical infrastructure underpinning it, the deluge of data generated from it, ensuring privacy and security, and capturing value from it. This Open Access Pivot explores these challenges, presenting the state of the art and future directions for research but also frameworks for making sense of this complex area. This book provides a variety of perspectives on how technology innovations such as fog, edge and dew computing, 5G networks, and distributed intelligence are making us rethink conventional cloud computing to support the Internet of Things. Much of this book focuses on technical aspects of the Internet of Things, however, clear methodologies for mapping the business value of the Internet of Things are still missing. We provide a value mapping framework for the Internet of Things to address this gap. While there is much hype about the Internet of Things, we have yet to reach the tipping point. As such, this book provides a timely entrée for higher education educators, researchers and students, industry and policy makers on the technologies that promise to reshape how society interacts and operates. Theo Lynn is Full Professor of Digital Business at DCU Business School, Ireland and Director of the Irish Institute of Digital Business. John G.

Mooney is Associate Professor of Information Systems and Technology Management at the Pepperdine Graziadio Business School, United States. Brian Lee is Director of the Software Research Institute at Athlone Institute of Technology. Patricia Takako Endo is a Postdoctoral Research Fellow at the Irish Institute of Digital Business, Dublin City University, Ireland, and a Professor at Universidade de Pernambuco, Brazil.

Measure What Matters - John Doerr 2018-04-24

#1 New York Times Bestseller Legendary venture capitalist John Doerr reveals how the goal-setting system of Objectives and Key Results (OKRs) has helped tech giants from Intel to Google achieve explosive growth—and how it can help any organization thrive. In the fall of 1999, John Doerr met with the founders of a start-up whom he'd just given \$12.5 million, the biggest investment of his career. Larry Page and Sergey Brin had amazing technology, entrepreneurial energy, and sky-high ambitions, but no real business plan. For Google to change the world (or even to survive), Page and Brin had to learn how to make tough choices on priorities while keeping their team on track. They'd have to know when to pull the plug on losing propositions, to fail fast. And they needed timely, relevant data to track their progress—to measure what mattered. Doerr taught them about a proven approach to operating excellence: Objectives and Key Results. He had first discovered OKRs in the 1970s as an engineer at Intel, where the legendary Andy Grove (“the greatest manager of his or any era”) drove the best-run company Doerr had ever seen. Later, as a venture capitalist, Doerr shared Grove's brainchild with more than fifty companies. Wherever the process was faithfully practiced, it worked. In this goal-setting system, objectives define what we seek to achieve; key results are how those top-priority goals will be attained with specific, measurable actions within a set time frame. Everyone's goals, from entry level to CEO, are transparent to the entire organization. The benefits are profound. OKRs surface an organization's most important work. They focus effort and foster coordination. They keep employees on track. They link objectives across silos to unify and strengthen the entire company. Along the way, OKRs

enhance workplace satisfaction and boost retention. In *Measure What Matters*, Doerr shares a broad range of first-person, behind-the-scenes case studies, with narrators including Bono and Bill Gates, to demonstrate the focus, agility, and explosive growth that OKRs have spurred at so many great organizations. This book will help a new generation of leaders capture the same magic.

HTML and CSS - Jon Duckett 2011-11-08

A full-color introduction to the basics of HTML and CSS! Every day, more and more people want to learn some HTML and CSS. Joining the professional web designers and programmers are new audiences who need to know a little bit of code at work (update a content management system or e-commerce store) and those who want to make their personal blogs more attractive. Many books teaching HTML and CSS are dry and only written for those who want to become programmers, which is why this book takes an entirely new approach. Introduces HTML and CSS in a way that makes them accessible to everyone—hobbyists, students, and professionals—and it's full-color throughout Utilizes information graphics and lifestyle photography to explain the topics in a simple way that is engaging Boasts a unique structure that allows you to progress through the chapters from beginning to end or just dip into topics of particular interest at your leisure This educational book is one that you will enjoy picking up, reading, then referring back to. It will make you wish other technical topics were presented in such a simple, attractive and engaging way! This book is also available as part of a set in hardcover - *Web Design with HTML, CSS, JavaScript and jQuery*, 9781119038634; and in softcover - *Web Design with HTML, CSS, JavaScript and jQuery*, 9781118907443.

Smartphones from an Applied Research Perspective - Nawaz Mohamudally 2017-11-02

Smartphones from an Applied Research Perspective highlights latest advancements of research undertaken in multidisciplinary fields where the smartphone plays a central role. Smartphone is synonymous to innovation in today's society. Very few visionaries predicted its social, cultural, technological and economic impacts, although the usage of

smartphone is almost pervasive and transcendental. This book is meant for researchers and postgraduate students looking forward for hot topics for their final year projects, doctoral or even postdoctoral studies. Practitioners too will find food for thought and will surely be amazed by the broadness of the topics presented.

Cybersecurity for Industry 4.0 - Lane Thames 2017-04-03

This book introduces readers to cybersecurity and its impact on the realization of the Industry 4.0 vision. It covers the technological foundations of cybersecurity within the scope of the Industry 4.0 landscape and details the existing cybersecurity threats faced by Industry 4.0, as well as state-of-the-art solutions with regard to both academic research and practical implementations. Industry 4.0 and its associated technologies, such as the Industrial Internet of Things and cloud-based design and manufacturing systems are examined, along with their disruptive innovations. Further, the book analyzes how these phenomena capitalize on the economies of scale provided by the Internet. The book offers a valuable resource for practicing engineers and decision makers in industry, as well as researchers in the design and manufacturing communities and all those interested in Industry 4.0 and cybersecurity.

Architecting the Internet of Things - Dieter Uckelmann 2011-04-02

Many of the initial developments towards the Internet of Things have focused on the combination of Auto-ID and networked infrastructures in business-to-business logistics and product lifecycle applications. However, the Internet of Things is more than a business tool for managing business processes more efficiently and more effectively - it will also enable a more convenient way of life. Since the term Internet of Things first came to attention when the Auto-ID Center launched their initial vision for the EPC network for automatically identifying and tracing the flow of goods within supply-chains, increasing numbers of researchers and practitioners have further developed this vision. The authors in this book provide a research perspective on current and future developments in the Internet of Things. The different chapters cover a broad range of topics from system design aspects and core architectural

approaches to end-user participation, business perspectives and applications.

[Building the Internet of Things](#) - Maciej Kranz 2016-11-09

Connect your organization to the Internet of Things with solid strategy and a proven implementation plan Building Internet of Things provides front-line business decision makers with a practical handbook for capitalizing on this latest transformation. Focusing on the business implications of Internet of Things (IoT), this book describes the sheer impact, spread, and opportunities arising every day, and how business leaders can implement IoT today to realize tangible business advantages. The discussion delves into IoT from a business, strategy and organizational standpoint, and includes use-cases that illustrate the ripple effect that this latest disruption brings; you'll learn how to fashion a viable IoT plan that works with your organization's strategy and direction, and how to implement that strategy successfully by integrating IoT into your organization tomorrow. For business managers, the biggest question surrounding the Internet of Things is what to do with it. This book examines the way IoT is being used today—and will be used in the future—to help you craft a robust plan for your organization. Grasp the depth and breadth of the Internet of Things Create a secure IoT recipe that aligns with your company's strategy Capitalize on advances while avoiding disruption from others Leverage the technical, organizational, and social impact of IoT In the past five years, the Internet of Things has become the new frontier of technology that has everyone talking. It seems that almost every week a major vendor announces a new IoT strategy or division; is your company missing the boat? Learn where IoT fits into your organization, and how to turn disruption into profit with the expert guidance in Building the Internet of Things.

[Smart Innovation of Web of Things](#) - Aarti Jain 2020-06-02

The Web of Things (WoT) is a concept that describes approaches, programming tools and software architectural systems, which interface networks of real-world objects with the World Wide Web. The book is organized into 11 chapters, each focusing on a unique wireless technological aspect of the Web of Things, and it aims to

comprehensively cover each of its various applications, including: A strong emphasis on WoT problems and solutions, identifying the main open issues, innovations and latest technologies behind WoT A blend of theoretical and simulation-based problems for better understanding of the concepts behind WoT Various exemplifying applications in which the use of WoT is very attractive and an inspiration for future applications The book will be useful to researchers, software developers and undergraduate and postgraduate students, as well as practitioners.

Creating a Website: The Missing Manual - Matthew MacDonald 2015-06-18

You can easily create a professional-looking website with nothing more than an ordinary computer and some raw ambition. Want to build a blog, sell products, create forums, or promote an event? No problem! This friendly, jargon-free book gives you the techniques, tools, and advice you need to build a site and get it up on the Web. The important stuff you need to know: Master the basics. Learn HTML5, the language of the Web. Design good-looking pages. Use styles to build polished layouts. Get it online. Find a reliable web host and pick a good web address. Use time-saving tools. Learn free tools for creating web pages and tracking your visitors. Attract visitors. Make sure people can find your site through popular search engines like Google. Build a community. Encourage repeat visits with social media. Bring in the cash. Host Google ads, sell Amazon's wares, or push your own products that people can buy via PayPal. Add pizzazz. Include audio, video, interactive menus, and a pinch of JavaScript.

Designing Embedded Hardware - John Catsoulis 2002

Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market. Designing Embedded Hardware carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few

are available if you want to learn to create hardware. Designing Embedded Hardware provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design building blocks to understand the architectures of embedded systems. Written to provide the depth of coverage and real-world examples developers need, Designing Embedded Hardware also provides a road-map to the pitfalls and traps to avoid in designing embedded systems. Designing Embedded Hardware covers such essential topics as: The principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O Analog-digital conversion Timers (internal and external) UART Serial Peripheral Interface Inter-Integrated Circuit Bus Controller Area Network (CAN) Data Converter Interface (DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers.

The Blue Book of Grammar and Punctuation - Lester Kaufman

2021-04-16

The bestselling workbook and grammar guide, revised and updated! Hailed as one of the best books around for teaching grammar, The Blue Book of Grammar and Punctuation includes easy-to-understand rules, abundant examples, dozens of reproducible quizzes, and pre- and post-tests to help teach grammar to middle and high schoolers, college students, ESL students, homeschoolers, and more. This concise, entertaining workbook makes learning English grammar and usage simple and fun. This updated 12th edition reflects the latest updates to English usage and grammar, and includes answers to all reproducible quizzes to facilitate self-assessment and learning. Clear and concise, with easy-to-follow explanations, offering "just the facts" on English grammar, punctuation, and usage Fully updated to reflect the latest rules, along with even more quizzes and pre- and post-tests to help teach grammar Ideal for students from seventh grade through adulthood in the US and abroad For anyone who wants to understand the major rules and subtle guidelines of English grammar and usage, The Blue Book of Grammar and Punctuation offers comprehensive, straightforward instruction.

The Goal - Eliyahu M. Goldratt 2016-08-12

Alex Rogo is a harried plant manager working ever more desperately to try and improve performance. His factory is rapidly heading for disaster. So is his marriage. He has ninety days to save his plant - or it will be closed by corporate HQ, with hundreds of job losses. It takes a chance meeting with a colleague from student days - Jonah - to help him break out of conventional ways of thinking to see what needs to be done. Described by Fortune as a 'guru to industry' and by Businessweek as a 'genius', Eliyahu M. Goldratt was an internationally recognized leader in the development of new business management concepts and systems. This 20th anniversary edition includes a series of detailed case study interviews by David Whitford, Editor at Large, Fortune Small Business, which explore how organizations around the world have been transformed by Eli Goldratt's ideas. The story of Alex's fight to save his plant contains a serious message for all managers in industry and explains the ideas which underline the Theory of Constraints (TOC) developed by Eli Goldratt. Written in a fast-paced thriller style, The Goal is the gripping novel which is transforming management thinking throughout the Western world. It is a book to recommend to your friends in industry - even to your bosses - but not to your competitors!

What is Web 2.0 - Tim O'Reilly 2009-09-23

The concept of "Web 2.0" began with a conference brainstorming session between O'Reilly and MediaLive International. Dale Dougherty, web pioneer and O'Reilly VP, noted that far from having "crashed", the web was more important than ever, with exciting new applications and sites popping up with surprising regularity. What's more, the companies that had survived the collapse seemed to have some things in common. Could it be that the dot-com collapse marked some kind of turning point for the web, such that a call to action such as "Web 2.0" might make sense? We agreed that it did, and so the Web 2.0 Conference was born. In the year and a half since, the term "Web 2.0" has clearly taken hold, with more than 9.5 million citations in Google. But there's still a huge amount of disagreement about just what Web 2.0 means, with some people decrying it as a meaningless marketing buzzword, and others accepting

it as the new conventional wisdom. This article is an attempt to clarify just what we mean by Web 2.0.

Internet of Things - Rajkumar Buyya 2016-05-11

Internet of Things: Principles and Paradigms captures the state-of-the-art research in Internet of Things, its applications, architectures, and technologies. The book identifies potential future directions and technologies that facilitate insight into numerous scientific, business, and consumer applications. The Internet of Things (IoT) paradigm promises to make any electronic devices part of the Internet environment. This new paradigm opens the doors to new innovations and interactions between people and things that will enhance the quality of life and utilization of scarce resources. To help realize the full potential of IoT, the book addresses its numerous challenges and develops the conceptual and technological solutions for tackling them. These challenges include the development of scalable architecture, moving from closed systems to open systems, designing interaction protocols, autonomic management, and the privacy and ethical issues around data sensing, storage, and processing. Addresses the main concepts and features of the IoT paradigm Describes different architectures for managing IoT platforms Provides insight on trust, security, and privacy in IoT environments Describes data management techniques applied to the IoT environment Examines the key enablers and solutions to enable practical IoT systems Looks at the key developments that support next generation IoT platforms Includes input from expert contributors from both academia and industry on building and deploying IoT platforms and applications

The ONE Thing - Gary Keller 2013-04-01

- More than 500 appearances on national bestseller lists
- #1 Wall Street Journal, New York Times, and USA Today
- Won 12 book awards
- Translated into 35 languages
- Voted Top 100 Business Book of All Time on Goodreads

People are using this simple, powerful concept to focus on what matters most in their personal and work lives. Companies are helping their employees be more productive with study groups, training, and coaching. Sales teams are boosting sales. Churches are conducting classes and recommending for their members. By focusing their energy

on one thing at a time people are living more rewarding lives by building their careers, strengthening their finances, losing weight and getting in shape, deepening their faith, and nurturing stronger marriages and personal relationships. YOU WANT LESS. You want fewer distractions and less on your plate. The daily barrage of e-mails, texts, tweets, messages, and meetings distract you and stress you out. The simultaneous demands of work and family are taking a toll. And what's the cost? Second-rate work, missed deadlines, smaller paychecks, fewer promotions--and lots of stress. AND YOU WANT MORE. You want more productivity from your work. More income for a better lifestyle. You want more satisfaction from life, and more time for yourself, your family, and your friends. NOW YOU CAN HAVE BOTH — LESS AND MORE. In *The ONE Thing*, you'll learn to * cut through the clutter * achieve better results in less time * build momentum toward your goal* dial down the stress * overcome that overwhelmed feeling * revive your energy * stay on track * master what matters to you *The ONE Thing* delivers extraordinary results in every area of your life--work, personal, family, and spiritual. WHAT'S YOUR ONE THING?

Building the Internet of Things - Maciej Kranz 2016-11-21

Connect your organization to the Internet of Things with solid strategy and a proven implementation plan *Building Internet of Things* provides front-line business decision makers with a practical handbook for capitalizing on this latest transformation. Focusing on the business implications of Internet of Things (IoT), this book describes the sheer impact, spread, and opportunities arising every day, and how business leaders can implement IoT today to realize tangible business advantages. The discussion delves into IoT from a business, strategy and organizational standpoint, and includes use-cases that illustrate the ripple effect that this latest disruption brings; you'll learn how to fashion a viable IoT plan that works with your organization's strategy and direction, and how to implement that strategy successfully by integrating IoT into your organization tomorrow. For business managers, the biggest question surrounding the Internet of Things is what to do with it. This book examines the way IoT is being used today—and will be used in the

future—to help you craft a robust plan for your organization. Grasp the depth and breadth of the Internet of Things Create a secure IoT recipe that aligns with your company's strategy Capitalize on advances while avoiding disruption from others Leverage the technical, organizational, and social impact of IoT In the past five years, the Internet of Things has

become the new frontier of technology that has everyone talking. It seems that almost every week a major vendor announces a new IoT strategy or division; is your company missing the boat? Learn where IoT fits into your organization, and how to turn disruption into profit with the expert guidance in Building the Internet of Things.