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*knowledge has enabled the creation of Bluetooth Smart and Bluetooth Smart Ready devices. This guide is an indispensable companion to the official BLE standards documents and is for every technical professional and decision-maker considering BLE,*

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*channels, broadcasting, encryption, and optimization HCI: physical/logical interfaces, controller setup, and connection management L2CAP: channels and packet structure, and LE signaling channels Attributes: grouping, services, characteristics, and*

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*protocols Security: pairing, bonding, and data signing Generic Access Profiles: roles, modes, procedures, security modes, data advertising, and services Applications, devices, services, profiles, and peripherals Testing/qualification: starting projects,*

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can create quality boot solutions using this text. Pete Dice is Engineering Director of Verifone, where he manages OS Engineering teams in Dublin, Ireland and Riga Latvia. Dice successfully launched Intel(R)

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experience with parallel computing, CUDA Programming: A Developer's Introduction offers a detailed guide to CUDA with a grounding in parallel fundamentals. It starts by introducing CUDA and bringing you up to speed on GPU parallelism and hardware, then delving into CUDA installation. Chapters

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on core concepts including threads, blocks, grids, and memory focus on both parallel and CUDA-specific issues. Later, the book demonstrates CUDA in practice for optimizing applications, adjusting to new hardware, and solving common problems. Comprehensive introduction to parallel programming with CUDA, for readers

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new to both Detailed instructions help readers optimize the CUDA software development kit Practical techniques illustrate working with memory, threads, algorithms, resources, and more Covers CUDA on multiple hardware platforms: Mac, Linux and Windows with several NVIDIA chipsets Each chapter includes

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exercises to test reader knowledge

This book covers Android app design fundamentals in Android Studio using Java programming language. The author assumes you have no experience in app development. The book starts with the installation of the required development environment and setting up the emulators.

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Then, the simplest "Hello World" app is developed step by step. In the next chapter, basics of the Java programming language are given with practical examples. Screenshots and code snippets are clearly given in the book to guide the reader. After the Java lecture, 6 complete Android apps are developed again by step

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by step instructions. Each code line is explained. As the reader follows the development of the example apps, he/she will learn designing user interfaces, connecting interface objects to code, developing efficient Java code and testing the app on emulators and real devices. The sample apps developed in this book are as

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follows: 1. Headlight app: Learn the basics of app development and use buttons in your code. 2. Body mass index (BMI) calculator app: Using input boxes, performing calculations and displaying the results on the screen. 3. Simple dice roller app: Using random number generator functions, including images in your

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project, displaying images on the screen and changing the displayed image programmatically. 4. The compass app: Accessing the magnetic field sensor, setting required permissions, extracting the direction angle and animating a compass figure. 5. Show my location app: Creating a map project, setting required

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permissions, accessing GPS device and showing real time location on the map. 6. S.O.S. sender app: Adding SMS functionality, setting required permissions and sending real time location using SMS. This book includes 146 figures and 114 code snippets that are used to explain app development concepts clearly. Full

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resolution colour figures and project files can be viewed and downloaded from the the book's website: [www.android-java.website](http://www.android-java.website).

Provides advice for Visual Basic programmers attempting to interface hardware through standard ports.

Bluetooth Low Energy (BLE) is an

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exciting new technology that was introduced in 2010. It targets applications in the Internet of Things (IoT) space. With the recent release of Bluetooth 5 in late 2016 and Bluetooth mesh in mid-2017 (which builds on top of BLE), Bluetooth is now more capable than ever of becoming the standard wireless protocol used in

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many IoT applications including: smart homes, smart cities, medical devices, wearables, and sensor connectivity.

Learning a new technology is always challenging and usually comes with a learning curve. Some technologies are easier to learn than others. Unfortunately, Bluetooth Low Energy (BLE) can be one

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of those hard ones. The lack of good resources including blogs, tutorials, and up-to-date books that help a beginner to learn BLE, makes the task even more difficult. That is, in fact, the primary goal of this book: to provide you with a complete understanding of the basics and core concepts of BLE that you can learn in a

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single weekend. Here's a tiny list of the benefits this book will help you achieve:

- Understand what Bluetooth Low Energy is and how it compares to Bluetooth Classic.
- Become better informed about the use cases where BLE makes the most sense.
- Learn all about Bluetooth 5 and the new features it brought us. Understand how

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two BLE devices discover and connect with each other. Understand how BLE devices exchange and transfer data between each other. Fully grasp concepts such as Peripherals, Centrals, Advertising, Connections, GATT, GAP, and many others. Learn about the newly released Bluetooth mesh standard. What readers are

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saying "I bought your BLE book and I love it. I am an iOS developer and your material helped me understand some of the finer points of BLE" -Alex Carrizo, Senior iOS Developer, iOS SME at Mobile Apps Company  
Topics include: The basics of Bluetooth Low Energy & Bluetooth 5.0.  
The difference between BLE and

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Bluetooth Classic (the one used for streaming audio and connecting headsets). The benefits and limitations of using BLE and which use cases make the most sense for BLE. The difference between a BLE Central and a BLE Peripheral. All about GATT (Generic Attribute Profile) and GAP (Generic Access Profile). How

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Bluetooth 5 achieves double the speed, four times the range, and eight times the advertising capacity.- How BLE devices advertise and discover each other. How two BLE devices connect to each other. How BLE devices exchange and transfer data between each other. Profiles, Services, and Characteristics. How secure

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BLE is, and how BLE devices secure the communication channel between them.

The different connection and advertising parameters and what each of them means.

An introduction to Bluetooth mesh. About the Author Mohammad Afaneh has been an embedded engineer for over 10 years.

Since 2014, he has focused solely on

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learning and developing Bluetooth Low Energy applications. He even spent days and weeks reading through the 2,800+ page Bluetooth specification document looking for answers to questions he couldn't find answers to in other books and resources. He shares everything he knows about development for BLE technology at

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his website [www.novelbits.io](http://www.novelbits.io), and via training classes around the world.

Quick Boot

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**Developing Windows NT Device Drivers: A**

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**Drivers, particularly those working on drivers for nonstandard devices that Microsoft has not specifically supported. Because Windows NT does not permit an application**

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**program to directly manipulate hardware, a customized kernel mode device driver must be created for these nonstandard devices. And since experience has clearly**

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**shown that superficial knowledge can be hazardous when developing device drivers, the authors have taken care to explore each relevant topic in depth. This book's coverage focuses on**

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**drivers for polled, programmed I/O, interrupt-driven, and DMA devices. The authors discuss the components of a kernel mode device driver for Windows NT, including**

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**background on the two primary bus interfaces used in today's computers: the ISA and PCI buses.**

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**register themselves with the system, experience-based techniques for debugging, and how to build robust, portable, multithread- and multiprocessor-safe device drivers that work as**

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**intended and won't crash the system. The authors also show how to call the Windows NT kernel for the many services required to support a device driver and demonstrate some**

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**specialized techniques, such as mapping device memory or kernel memory into user space. Thus developers will not only learn the specific mechanics of high-quality device driver development**

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Developers who want to access USB

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devices from their embedded systems will find a helpful resource in USB Embedded Hosts: The Developer ' s Guide. This new book from the author of USB Complete shows how small systems can take advantage of the same wealth of USB devices

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available to conventional PCs. The book begins with a review of USB host communication protocols. Readers then learn which USB host requirements are relaxed for embedded systems and what new requirements some embedded

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systems must meet. To help in selecting a development platform, the book explores available hardware and software for USB host communications in small systems. The heart of the book focuses on communicating with USB devices.

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The topics (with example code) include USB drives, keyboards, virtual serial ports, network bridges, mics, speakers, video cameras, and printers, plus devices that don't fit defined USB classes. Also discussed are systems that support both USB host

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and device functions. The example code is written for the BeagleBoard-xM open development board using a distribution of Linux targeted to small systems. Also covered is how to use Linux commands and utilities to learn about, monitor, and debug

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communications with USB devices.

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