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The Value Line Investment Survey
Springer Science & Business Media

Pozar's new edition of *Microwave Engineering* includes more material on active circuits, noise, nonlinear effects, and wireless systems.

Chapters on noise and nonlinear distortion, and active devices have been added along with the coverage of noise and more material on intermodulation distortion and related nonlinear effects. On active devices, there's more updated material on bipolar junction and field effect transistors. New and updated material on wireless communications systems, including link budget, link margin, digital modulation

methods, and bit error rates is also part of the new edition. Other new material includes a section on transients on transmission lines, the theory of power waves, a discussion of higher order modes and frequency effects for microstrip line, and a discussion of how to determine unloaded.

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Based on the popular Artech House classic, *Digital Communication Systems Engineering with Software-Defined Radio*, this book provides a practical approach to quickly learning the software-defined radio (SDR) concepts needed for work in the field. This up-to-date volume guides readers on how to quickly prototype wireless designs using SDR for real-world testing and experimentation. This book explores advanced

wireless communication techniques such as OFDM, LTE, WLA, and hardware targeting. Readers will gain an understanding of the core concepts behind wireless hardware, such as the radio frequency front-end, analog-to-digital and digital-to-analog converters, as well as various processing technologies. Moreover, this volume includes chapters on timing estimation, matched filtering, frame synchronization message decoding, and source coding. The orthogonal frequency division multiplexing is explained and details about HDL code generation and deployment are provided. The book concludes with coverage of the WLAN toolbox with OFDM beacon reception and the LTE toolbox with downlink reception. Multiple case studies are provided throughout the book. Both MATLAB and Simulink source code are included to assist readers with their projects in the field.

Foundations of Empirical Software Engineering

Graphic Communications Group
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influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

PC Mag Springer Science & Business Media Trusting a computer for a security-sensitive task (such as checking email or banking online) requires the user to know something about the computer's state. We examine research on securely capturing a computer's state, and consider the utility of this information both for improving security on the local computer (e.g., to convince the user that her computer is not infected with malware) and for communicating a remote computer's state (e.g., to enable the user to check that a web server will adequately protect her data). Although the recent "Trusted Computing" initiative has drawn both positive and negative attention to this area, we consider the older and broader topic of bootstrapping trust in a computer. We cover issues ranging from the wide collection of secure hardware that can serve

as a foundation for trust, to the usability issues that arise when trying to convey computer state information to humans. This approach unifies disparate research efforts and highlights opportunities for additional work that can guide real-world improvements in computer security. Model-Driven Software Development Artech House PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology. PC Magazine diplom.de Abstraction is the most basic principle of software engineering. Abstractions are provided by models. Modeling and model transformation constitute the core of model-driven development. Models can be refined and finally be transformed into a technical implementation, i.e., a software system. The aim of this book is to give an overview of the state of the art in model-driven software development. Achievements are

considered from a conceptual point of view in the first part, while the second part describes technical advances and infrastructures. Finally, the third part summarizes experiences gained in actual projects employing model-driven development. Beydeda, Book and Gruhn put together the results from leading researchers in this area, both from industry and academia. The result is a collection of papers which gives both researchers and graduate students a comprehensive overview of current research issues and industrial forefront practice, as promoted by OMG's MDA initiative. Computerworld Springer Science & Business Media MIMO-OFDM is a key technology for next-generation cellular communications (3GPP-LTE, Mobile WiMAX, IMT-Advanced) as well as wireless LAN (IEEE 802.11a, IEEE 802.11n), wireless PAN (MB-OFDM), and broadcasting (DAB, DVB, DMB). In MIMO-OFDM Wireless Communications with MATLAB®, the authors provide a comprehensive introduction to the theory and practice of wireless channel modeling, OFDM, and MIMO, using

MATLAB® programs to simulate the various techniques on MIMO-OFDM systems. One of the only books in the area dedicated to explaining simulation aspects Covers implementation to help cement the key concepts Uses materials that have been classroom-tested in numerous universities Provides the analytic solutions and practical examples with downloadable MATLAB® codes Simulation examples based on actual industry and research projects Presentation slides with key equations and figures for instructor use MIMO-OFDM Wireless Communications with MATLAB® is a key text for graduate students in wireless communications. Professionals and technicians in wireless communication fields, graduate students in signal processing, as well as senior undergraduates majoring in wireless communications will find this book a practical introduction to the MIMO-OFDM techniques. Instructor materials and MATLAB® code examples available for download at www.wiley.com/go/chomimo Daily Graphic Graphic Communications Group PCMag.com is a leading

authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology. **PC Mag** John Wiley & Sons Beginning and experienced programmers will use this comprehensive guide to persistent memory programming. You will understand how persistent memory brings together several new software/hardware requirements, and offers great promise for better performance and faster application startup times—a huge leap forward in byte-addressable capacity compared with current DRAM offerings. This revolutionary new technology gives applications significant performance and capacity improvements over existing technologies. It requires a new way of thinking and developing, which makes this highly disruptive to the IT/computing industry. The full spectrum of industry sectors that will benefit from this technology include, but

are not limited to, in-memory and traditional databases, AI, analytics, HPC, virtualization, and big data. Programming Persistent Memory describes the technology and why it is exciting the industry. It covers the operating system and hardware requirements as well as how to create development environments using emulated or real persistent memory hardware. The book explains fundamental concepts; provides an introduction to persistent memory programming APIs for C, C++, JavaScript, and other languages; discusses RMDA with persistent memory; reviews security features; and presents many examples. Source code and examples that you can run on your own systems are included. **What You'll Learn** Understand what persistent memory is, what it does, and the value it brings to the industry Become familiar with the operating system and hardware requirements to use persistent memory Know the fundamentals of persistent memory programming: why it is different from current programming methods,

and what developers need to keep in mind when programming for persistence Look at persistent memory application development by example using the Persistent Memory Development Kit (PMDK) Design and optimize data structures for persistent memory Study how real-world applications are modified to leverage persistent memory Utilize the tools available for persistent memory programming, application performance profiling, and debugging Who This Book Is For C, C++, Java, and Python developers, but will also be useful to software, cloud, and hardware architects across a broad spectrum of sectors, including cloud service providers, independent software vendors, high performance compute, artificial intelligence, data analytics, big data, etc.

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MIMO-OFDM Wireless Communications with MATLAB OECD Publishing
This book presents the latest trends and drivers of globalisation in major OECD countries and their implications for industrial performance and government policies. It analyses regional and sectoral trends in telecommunications, automobiles, steel, pharmaceuticals, airlines and financial services.

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Inhaltsangabe: Abstract:

This diploma thesis paper is, after contemplating the current state of ITC / telco's shift towards commoditisation and challenges in facing the upcoming overall mobile / wireless development (beyond 3G, B3G, / 4G) aimed at prosperously resolving a marketing

proposition on a quite ingenious Siemens mobile P2P communication solution, named Siemens Anyw@re PocketSERVent, by virtue of the marketers' generic means, the Product-marketing mix dedicated to fundamental questions of product, price, promotion, place (P4). Strategic marketing and ITC business as well as down-to-earth / operational themes will get propelled. The chief emphasis is put on surging virtualisation related to product / svce / property and, as usually less exposed, the shift towards intangible values, foremost customer relationship and momentum of the hi-tech. brand (perception). The intend is to supply a big yet detailed P2P, 3G / B3G and wireless picture to the marketer (even accountant) as well as applied marketing / pricing issues to the S/W developer or mobile techn. expert. After a brief overview (ch. 1), chapter 2 is about introducing the main points rel. peer-to-peer (P2P) it's rather social impacts, technological mindset and ongoing research, as well as contemporary benefits. The intention is to free both the subject and

evaluation from hype or byzantine aspects; to present P2P's potential as well as existent contributions to corporations aware of bus. value from IT, paralleling the fashion well-known IT players dominate e.g. Web services. Chapter 3 prepares a general understanding of present-day and forthcoming ITC leitmotifs, more precisely, for why ITC, esp. 3G innovations, have been disappointing. Analysing soft product and service (svce / svc.) innovations is upon hard value; at the dawn of this decade's decentralisation / mobilisation and virtualisation following results and side effects of globalisation the tractate's author is going to constantly question whether proven and established marketing practice can answer the train of virtual i.e. through-and-through digital products, value chains, organisations or business and / or value creation communities. Nevertheless ch. 3's focal point is the wireless or mobile wireless, resp., upgrowth (convergence rel. mobile IP, P2P, B3G / 4G). At beginning of the new millennium telcos are forced to get out of the

industrial age's proprietary hardware and services. Less because of customer's [...]

Network Magazine

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer

should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and

mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder,

exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733 *Programming Persistent Memory* PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of

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