

Internet And Web Technologies Rajkamal

MySQL for the Internet of Things Charles Bell 2016-02-13 This book introduces the problems facing Internet of Things developers and explores current technologies and techniques to help you manage, mine, and make sense of the data being collected through the use of the world's most popular database on the Internet - MySQL. The IoT is poised to change how we interact with and perceive the world around us, and the possibilities are nearly boundless. As more and more connected devices generate data, we will need to solve the problem of how to collect, store, and make sense of IoT data by leveraging the power of database systems. The book begins with an introduction of the MySQL database system and storage of sensor data. Detailed instructions and examples are provided to show how to add database nodes to IoT solutions including how to leverage MySQL high availability, including examples of how to protect data from node outages using advanced features of MySQL. The book closes with a comparison of raw and transformed data showing how transformed data can improve understandability and help you cut through a clutter of superfluous data toward the goal of mining nuggets of useful knowledge. In this book, you'll learn to:

- Understand the crisis of vast volumes of data from connected devices
- Transform data to improve reporting and reduce storage volume
- Store and aggregate your IoT data across multiple database servers
- Build localized, low-cost MySQL database servers using small and inexpensive computers
- Connect Arduino boards and other devices directly to MySQL database servers
- Build high availability MySQL solutions among low-power computing devices

India Unbound Gurcharan Das 2002-04-09 India today is a vibrant free-market democracy, a nation well on its way to overcoming decades of widespread poverty. The nation's rise is one of the great international stories of the late twentieth century, and in *India Unbound* the acclaimed columnist Gurcharan Das offers a sweeping economic history of India from independence to the new millennium. Das shows how India's policies after 1947 condemned the nation to a hobbled economy until 1991, when the government instituted sweeping reforms that paved the way for extraordinary growth. Das traces these developments and tells the stories of the major players from Nehru through today. As the former CEO of Procter & Gamble India, Das offers a unique insider's perspective and he deftly interweaves memoir with history, creating a book that is at once vigorously analytical and vividly written. Impassioned, erudite, and eminently readable, *India Unbound* is a must for anyone interested in the global economy and its future.

Introduction to Embedded Systems, Second Edition Edward Ashford Lee 2016-12-30 An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-physical systems. The most visible use of computers and software is processing information for human consumption. The vast majority of computers in use, however, are much less visible. They run the engine, brakes, seatbelts, airbag, and audio system in your car. They digitally encode your voice and construct a radio signal to send it from your cell phone to a base station. They command robots on a factory floor, power generation in a power plant, processes in a chemical plant, and traffic lights in a city. These less visible computers are called embedded systems, and the software they run is called embedded software. The principal challenges in designing and analyzing embedded systems stem from their interaction with physical processes. This book takes a cyber-physical approach to embedded systems, introducing the engineering concepts underlying

embedded systems as a technology and as a subject of study. The focus is on modeling, design, and analysis of cyber-physical systems, which integrate computation, networking, and physical processes. The second edition offers two new chapters, several new exercises, and other improvements. The book can be used as a textbook at the advanced undergraduate or introductory graduate level and as a professional reference for practicing engineers and computer scientists. Readers should have some familiarity with machine structures, computer programming, basic discrete mathematics and algorithms, and signals and systems.

Microcontrollers Raj Kamal 2009 The book focuses on 8051 microcontrollers and prepares the students for system development using the 8051 as well as 68HC11, 80x96 and lately popular ARM family microcontrollers. A key feature is the clear explanation of the use of RTOS, software building blocks, interrupt handling mechanism, timers, IDE and interfacing circuits. Apart from the general architecture of the microcontrollers, it also covers programming, interfacing and system design aspects.

Mastering Cloud Computing Rajkumar Buyya 2013-04-05 Mastering Cloud Computing is designed for undergraduate students learning to develop cloud computing applications. Tomorrow's applications won't live on a single computer but will be deployed from and reside on a virtual server, accessible anywhere, any time. Tomorrow's application developers need to understand the requirements of building apps for these virtual systems, including concurrent programming, high-performance computing, and data-intensive systems. The book introduces the principles of distributed and parallel computing underlying cloud architectures and specifically focuses on virtualization, thread programming, task programming, and map-reduce programming. There are examples demonstrating all of these and more, with exercises and labs throughout. Explains how to

make design choices and tradeoffs to consider when building applications to run in a virtual cloud environment Real-world case studies include scientific, business, and energy-efficiency considerations

Embedded System Design Frank Vahid 2001-10-17 This book introduces a modern approach to embedded system design, presenting software design and hardware design in a unified manner. It covers trends and challenges, introduces the design and use of single-purpose processors ("hardware") and general-purpose processors ("software"), describes memories and buses, illustrates hardware/software tradeoffs using a digital camera example, and discusses advanced computation models, controls systems, chip technologies, and modern design tools. For courses found in EE, CS and other engineering departments.

Emerging Technologies for Agriculture and Environment Babu Subramanian 2019-06-20 This book comprises select proceedings of the International Conference on Emerging Technologies for Farming - Energy & Environment - Water (ITsFEW 2018). The contents are divided into three parts viz., (i) Developments in Farming, (ii) Energy and Environment, and (iii) Water Conservation and Management. The book aims to provide timely solutions, using innovative and emerging technologies, to the global challenges in agriculture, energy, environment, and water management. Some of the topics covered in this book include remote sensing for smart farming, GIS, irrigation engineering, soil science and agronomy, smart grids, renewable energy, energy management systems, energy storage technologies, biological water treatment, industrial waste water treatment, watershed management and sustainability. Given the wide range of topics discussed, the book will be very useful for students, researchers and practitioners interested in agricultural and environmental engineering.

From Machine-to-Machine to the Internet of Things: Introduction to a New Age of

Intelligence Jan Holler 2014-04-08 This book outlines the background and overall vision for the Internet of Things (IoT) and Machine-to-Machine (M2M) communications and services, including major standards. Key technologies are described, and include everything from physical instrumentation of devices to the cloud infrastructures used to collect data. Also included is how to derive information and knowledge, and how to integrate it into enterprise processes, as well as system architectures and regulatory requirements. Real-world service use case studies provide the hands-on knowledge needed to successfully develop and implement M2M and IoT technologies sustainably and profitably. Finally, the future vision for M2M technologies is described, including prospective changes in relevant standards. This book is written by experts in the technology and business aspects of Machine-to-Machine and Internet of Things, and who have experience in implementing solutions. Standards included: ETSI M2M, IEEE 802.15.4, 3GPP (GPRS, 3G, 4G), Bluetooth Low Energy/Smart, IETF 6LoWPAN, IETF CoAP, IETF RPL, Power Line Communication, Open Geospatial Consortium (OGC) Sensor Web Enablement (SWE), ZigBee, 802.11, Broadband Forum TR-069, Open Mobile Alliance (OMA) Device Management (DM), ISA100.11a, WirelessHART, M-BUS, Wireless M-BUS, KNX, RFID, Object Management Group (OMG) Business Process Modelling Notation (BPMN) Key technologies for M2M and IoT covered: Embedded systems hardware and software, devices and gateways, capillary and M2M area networks, local and wide area networking, M2M Service Enablement, IoT data management and data warehousing, data analytics and big data, complex event processing and stream analytics, knowledge discovery and management, business process and enterprise integration, Software as a Service and cloud computing Combines both technical explanations together with design features of M2M/IoT and use cases. Together, these

descriptions will assist you to develop solutions that will work in the real world Detailed description of the network architectures and technologies that form the basis of M2M and IoT Clear guidelines and examples of M2M and IoT use cases from real-world implementations such as Smart Grid, Smart Buildings, Smart Cities, Participatory Sensing, and Industrial Automation A description of the vision for M2M and its evolution towards IoT

Fundamentals of Computers Reema Thareja 2019 Fundamentals of Computers has been specifically designed for anybody and everybody who wants to be familiar with basic concepts of computers. It is an ideal text for self-learning basic computer concepts (such as organization, architecture, input and output devices, primary and secondary memory) as well as advanced topics (such as operating systems, computer networks, and databases). The book also provides step-by-step tutorials to learn different MS Office applications such as Word, PowerPoint, and Excel. The book can be useful for a broad spectrum of students, varying from non-computers background students enrolled in elementary courses on Information Technology and Computer Sciences to students enrolled in professional courses such as BCA and MCA.

Trease and Evans' Pharmacognosy William Charles Evans 2009-05-27 This encyclopedic reference work on pharmacognosy covers the study of those natural substances, principally plants, that find a use in medicine. Its popularity and longevity stem from the book's balance between classical (crude and powdered drugs' characterization and examination) and modern (phytochemistry and pharmacology) aspects of this branch of science, as well as the editor's recognition in recent years of the growing importance of complementary medicines, including herbal, homeopathic and aromatherapy. No other book provides such a wealth of detail. A reservoir of knowledge in a field where there is a resurgence of interest - plants as a source of drugs are of

growing interest both in complementary medicine fields and in the pharmaceutical industry in their search for new 'lead compounds'. Dr Evans has been associated with the book for over 20 years and is a recognised authority in all parts of the world where pharmacognosy is studied, his knowledge and grasp of the subject matter is unique. Meticulously referenced and kept up to date by the editor, new contributors brought in to cover new areas. New chapter on 'Neuroceuticals'. Addition of many new compounds recently added to British Pharmacopoeia as a result of European harmonisation. Considers development in legal control and standardisation of plant materials previously regarded as 'herbal medicines'. More on the study of safety and efficacy of Chinese and Asian drugs. Quality control issues updated in line with latest guidelines (BP 2007).

Smart and Sustainable Intelligent Systems Namita Gupta 2021-04-13 The world is experiencing an unprecedented period of change and growth through all the electronic and technological developments and everyone on the planet has been impacted. What was once 'science fiction', today it is a reality. This book explores the world of many of once unthinkable advancements by explaining current technologies in great detail. Each chapter focuses on a different aspect - Machine Vision, Pattern Analysis and Image Processing - Advanced Trends in Computational Intelligence and Data Analytics - Futuristic Communication Technologies - Disruptive Technologies for Future Sustainability. The chapters include the list of topics that spans all the areas of smart intelligent systems and computing such as: Data Mining with Soft Computing, Evolutionary Computing, Quantum Computing, Expert Systems, Next Generation Communication, Blockchain and Trust Management, Intelligent Biometrics, Multi-Valued Logical Systems, Cloud Computing and security etc. An extensive list of bibliographic references at the end of each chapter guides the reader to probe further into application area of interest to him/her.

Mastering HTML 4.0 Deborah S. Ray 1997 In-depth coverage is given of the hottest new HTML topics, from Cascading Style Sheet layers, Dynamic HTML, Active Server Pages, and "push" technology to the latest word on customizing Windows 98 using HTML. The CD-ROM includes the book's HTML reference in the "Modern Age" format and key HTML code and utilities.

Embedded Systems Rao B. Kanta 2011

Digital Review of Asia Pacific 2009-2010 Shahid Akhtar 2009-06-03 The biennial Digital Review of Asia Pacific is a comprehensive guide to the state-of-practice and trends in information and communication technologies for development (ICTD) in the Asia Pacific region. This fourth edition (2009-2010) features 30 economies and four sub-regional groupings. The chapters provide updated information on ICT infrastructure, industries, content and services, key programs, enabling policies and regulation, education and capacity building, open source, and research and development initiatives, as well as ICTD challenges in each of the economies covered. The common framework that underpins these reports allows readers to undertake a comparative analysis and assess progress across Asia Pacific. In addition, regional overviews provide a synthesis of ICTD trends, regulatory issues, and lessons for managing innovation in the network economy. The thematic chapters focus on issues in ICT in education, a key area in ICTD. The authors are drawn from government, academe, industry and civil society, providing a broad perspective on the use of ICTs for human development.

Embedded System Design Peter Marwedel 2010-11-16 Until the late 1980s, information processing was associated with large mainframe computers and huge tape drives. During the 1990s, this trend shifted toward information processing with personal computers, or PCs. The trend toward miniaturization continues and in the future the majority of information processing systems will be

small mobile computers, many of which will be embedded into larger products and interfaced to the physical environment. Hence, these kinds of systems are called embedded systems. Embedded systems together with their physical environment are called cyber-physical systems. Examples include systems such as transportation and fabrication equipment. It is expected that the total market volume of embedded systems will be significantly larger than that of traditional information processing systems such as PCs and mainframes. Embedded systems share a number of common characteristics. For example, they must be dependable, efficient, meet real-time constraints and require customized user interfaces (instead of generic keyboard and mouse interfaces). Therefore, it makes sense to consider common principles of embedded system design. Embedded System Design starts with an introduction into the area and a survey of specification models and languages for embedded and cyber-physical systems. It provides a brief overview of hardware devices used for such systems and presents the essentials of system software for embedded systems, like real-time operating systems. The book also discusses evaluation and validation techniques for embedded systems. Furthermore, the book presents an overview of techniques for mapping applications to execution platforms. Due to the importance of resource efficiency, the book also contains a selected set of optimization techniques for embedded systems, including special compilation techniques. The book closes with a brief survey on testing. Embedded System Design can be used as a text book for courses on embedded systems and as a source which provides pointers to relevant material in the area for PhD students and teachers. It assumes a basic knowledge of information processing hardware and software. Courseware related to this book is available at <http://ls12-www.cs.tu-dortmund.de/~marwedel>.

Web Technologies Jeffrey C. Jackson 2007 "Web Technologies illuminates the fundamental principles

and technologies of the World Wide Web, helping students master contemporary Web development and understand emerging Web innovations."--BOOK JACKET.

Marketing Information Products and Services International Development Research Centre (Canada) 1999 Contributed articles presented at a workshop held in 1994.

Internet of Things Raj Kamal 2017 Internet of Things (IoT), emphasizes on the efficient use of internet and wireless network for connecting devices in day-to-day life. It gives a step-by-step explanation of the connecting interface of hardware with software. This classic text is a vital study guide for students to master their IoT skills. Internet of Things emphasizes on the efficient use of internet and wireless network for connecting devices in day to day life. It gives a step-by-step explanation of the connecting interface of hardware with software. This classic text is a vital study guide for the students to master their IoT skills.

Proceedings of International Conference on Recent Trends in Machine Learning, IoT, Smart Cities and Applications Vinit Kumar Gunjan 2020-10-17 This book gathers selected research papers presented at the International Conference on Recent Trends in Machine Learning, IOT, Smart Cities & Applications (ICMISC 2020), held on 29–30 March 2020 at CMR Institute of Technology, Hyderabad, Telangana, India. Discussing current trends in machine learning, Internet of things, and smart cities applications, with a focus on multi-disciplinary research in the area of artificial intelligence and cyber-physical systems, this book is a valuable resource for scientists, research scholars and PG students wanting formulate their research ideas and find the future directions in these areas. Further, it serves as a reference work anyone wishing to understand the latest technologies used by practicing engineers around the globe.

Law and Practice of Crowdfunding and Peer-to-Peer Lending in Australia, China and Japan

Pelma Rajapakse 2022-08-03 The revolution in financial technology (FinTech) has created many advancements in the lending and investment space across the world. Law and Practice of Crowdfunding and Peer-to-Peer Lending in Australia, China, and Japan is a timely publication as FinTech grows up and moved into the mainstream of finance in the last decade. Financial services is a highly regulated industry as it is the lifeblood of a modern economy. Pelma Rajapakse, Hatsuru Morita, and Yinxu Huang have done very solid work blazing a new trail in what is a new industry and how to regulate it properly instead of stifling innovation. They have carried out a deep exploration and a thorough compilation of research that will bring everyone up to date on what Australia, China, and Japan are planning and doing in the field of crowdfunding and peer-to-peer lending. In addition to peer-to-peer lending, the book focuses on laws and practices related to Central Bank digital currencies, cryptocurrency, Bitcoin, and Initial Coin Offerings (ICOs) which is very meaningful and forward-looking. The authors presented their thoughts in such clarity that, even those who lack familiarity with Asia-Pacific, will see how FinTech was growing in various ways driven by different factors. For example, peer-to-peer lending in Japan is mostly for small and medium enterprises. It was popular in China but cracked down by the authorities for a few years. It provides an alternative fundraising channel for the capital market in Australia. We also see a set of regulatory approaches among jurisdictions. Some countries draft new regulations, while others amend existing laws. The mechanism of the regulatory sandbox was introduced. As we know, one size does not fit all. What kind of best practices or lessons learned can we apply to our own jurisdiction? This book covers all available answers to date. This volume speaks highly of the quality and foresight of Pelma Rajapakse and her co-authors.

Embedded Systems Architecture Tammy Noergaard 2012-12-31 Embedded Systems Architecture is

a practical and technical guide to understanding the components that make up an embedded system's architecture. This book is perfect for those starting out as technical professionals such as engineers, programmers and designers of embedded systems; and also for students of computer science, computer engineering and electrical engineering. It gives a much-needed 'big picture' for recently graduated engineers grappling with understanding the design of real-world systems for the first time, and provides professionals with a systems-level picture of the key elements that can go into an embedded design, providing a firm foundation on which to build their skills. Real-world approach to the fundamentals, as well as the design and architecture process, makes this book a popular reference for the daunted or the inexperienced: if in doubt, the answer is in here! Fully updated with new coverage of FPGAs, testing, middleware and the latest programming techniques in C, plus complete source code and sample code, reference designs and tools online make this the complete package Visit the companion web site at <http://booksite.elsevier.com/9780123821966/> for source code, design examples, data sheets and more A true introductory book, provides a comprehensive get up and running reference for those new to the field, and updating skills: assumes no prior knowledge beyond undergrad level electrical engineering Addresses the needs of practicing engineers, enabling it to get to the point more directly, and cover more ground. Covers hardware, software and middleware in a single volume Includes a library of design examples and design tools, plus a complete set of source code and embedded systems design tutorial materials from companion website

The Internet of Things Olivier Hersent 2011-12-19 An all-in-one reference to the major Home Area Networking, Building Automation and AMI protocols, including 802.15.4 over radio or PLC, 6LoWPAN/RPL, ZigBee 1.0 and Smart Energy 2.0, Zwave, LON, BACNet, KNX, ModBus, mBus, C.12

and DLMS/COSEM, and the new ETSI M2M system level standard. In-depth coverage of Smart-grid and EV charging use cases. This book describes the Home Area Networking, Building Automation and AMI protocols and their evolution towards open protocols based on IP such as 6LowPAN and ETSI M2M. The authors discuss the approach taken by service providers to interconnect the protocols and solve the challenge of massive scalability of machine-to-machine communication for mission-critical applications, based on the next generation machine-to-machine ETSI M2M architecture. The authors demonstrate, using the example of the smartgrid use case, how the next generation utilities, by interconnecting and activating our physical environment, will be able to deliver more energy (notably for electric vehicles) with less impact on our natural resources. Key Features: Offers a comprehensive overview of major existing M2M and AMI protocols Covers the system aspects of large scale M2M and smart grid applications Focuses on system level architecture, interworking, and nationwide use cases Explores recent emerging technologies: 6LowPAN, ZigBee SE 2.0 and ETSI M2M, and for existing technologies covers recent developments related to interworking Relates ZigBee to the issue of smartgrid, in the more general context of carrier grade M2M applications Illustrates the benefits of the smartgrid concept based on real examples, including business cases This book will be a valuable guide for project managers working on smartgrid, M2M, telecommunications and utility projects, system engineers and developers, networking companies, and home automation companies. It will also be of use to senior academic researchers, students, and policy makers and regulators.

Cloud Computing Rajkumar Buyya 2010-12-17 The primary purpose of this book is to capture the state-of-the-art in Cloud Computing technologies and applications. The book will also aim to identify potential research directions and technologies that will facilitate creation a global market-place of

cloud computing services supporting scientific, industrial, business, and consumer applications. We expect the book to serve as a reference for larger audience such as systems architects, practitioners, developers, new researchers and graduate level students. This area of research is relatively recent, and as such has no existing reference book that addresses it. This book will be a timely contribution to a field that is gaining considerable research interest, momentum, and is expected to be of increasing interest to commercial developers. The book is targeted for professional computer science developers and graduate students especially at Masters level. As Cloud Computing is recognized as one of the top five emerging technologies that will have a major impact on the quality of science and society over the next 20 years, its knowledge will help position our readers at the forefront of the field.

An English Translation of the Sushruta Samhita Based on Original Sanskrit Text Suśruta 1918

Web Technologies: Html, Javascript, Php, Java, Jsp, Asp.Net, Xml And Ajax, Black Book (With Cd) Kogent Learning Solutions Inc. (with Cd) 2009-09-01

She Will Build Him a City Raj Kamal Jha 2015-03-03 As night falls in Delhi, a mother spins tales from her past for her sleeping daughter. Now grown up, her child is a puzzle with a million pieces, whom she hopes, through her words and her love, to somehow make whole again. Meanwhile, a young man rides the last train from Rajiv Chowk Station and dreams of murder. In another corner of the city, a newborn wrapped in a blood-red towel lies on the steps of an orphanage as his mother walks away. There are twenty million bodies in this city, but the stories of this woman, man, and child--of a secret love that blossoms in the shadows of grief, of a corrosive guilt that taints the soul, and of a boy who maps his own destiny--weave in and out of the lives of those around them to form a dazzling kaleidoscope of a novel. Beautiful, beguiling, and audacious, this is the story of a city and

its people, of love and horror, of belonging and forgiveness: a powerful and unforgettable tale of modern India.

Hacking Gmail Ben Hammersley 2006-01-04 No mere "how to use Gmail" book, this hacker's resource is the first volume to unlock the true power behind Gmail. Make no mistake, this is serious, down-and-dirty, under-the-hood, code-level hacking that will have you eliminating the default settings, customizing appearance, disabling advertising, and taking control of your Gmail accounts. The book begins with the basics, explaining Gmail's capabilities and hidden features before moving on to more advanced topics like deconstructing the boot sequence and using Greasemonkey to customize things to your liking. From there, the sky's the limit. You'll see how to access your Gmail without having to check in at the site, create custom Gmail skins with CSS, build your own tools with APIs, get your mail via RSS feeds, use Gmail storage like a spare hard drive, use it as a blogging tool, and more. Gmail is a hacker's dream. Offering more than two gigabytes of storage, an incredibly advanced JavaScript interface, and a series of user interface innovations, it's proving to be one of the flagship applications on the Web. With this book, you can take control of this flagship, trick it out, and use its capabilities in unconventional ways.

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

Internet of Things: A Hands-On Approach Arshdeep Bahga 2014-08-09 Internet of Things (IoT) refers to physical and virtual objects that have unique identities and are connected to the internet to facilitate intelligent applications that make energy, logistics, industrial control, retail, agriculture and many other domains "smarter". Internet of Things is a new revolution of the Internet that is rapidly gathering momentum driven by the advancements in sensor networks, mobile devices, wireless communications, networking and cloud technologies. Experts forecast that by the year 2020 there will be a total of 50 billion devices/things connected to the internet. This book is written as a textbook on Internet of Things for educational programs at colleges and universities, and also for IoT vendors and service providers who may be interested in offering a broader perspective of Internet of Things to accompany their own customer and developer training programs. The typical reader is expected to have completed a couple of courses in programming using traditional high-level languages at the college-level, and is either a senior or a beginning graduate student in one of the

science, technology, engineering or mathematics (STEM) fields. Like our companion book on Cloud Computing, we have tried to write a comprehensive book that transfers knowledge through an immersive "hands on" approach, where the reader is provided the necessary guidance and knowledge to develop working code for real-world IoT applications. Additional support is available at the book's website: www.internet-of-things-book.com

Organization The book is organized into 3 main parts, comprising of a total of 11 chapters. Part I covers the building blocks of Internet of Things (IoTs) and their characteristics. A taxonomy of IoT systems is proposed comprising of various IoT levels with increasing levels of complexity. Domain specific Internet of Things and their real-world applications are described. A generic design methodology for IoT is proposed. An IoT system management approach using NETCONF-YANG is described. Part II introduces the reader to the programming aspects of Internet of Things with a view towards rapid prototyping of complex IoT applications. We chose Python as the primary programming language for this book, and an introduction to Python is also included within the text to bring readers to a common level of expertise. We describe packages, frameworks and cloud services including the WAMP-AutoBahn, Xively cloud and Amazon Web Services which can be used for developing IoT systems. We chose the Raspberry Pi device for the examples in this book. Reference architectures for different levels of IoT applications are examined in detail. Case studies with complete source code for various IoT domains including home automation, smart environment, smart cities, logistics, retail, smart energy, smart agriculture, industrial control and smart health, are described. Part III introduces the reader to advanced topics on IoT including IoT data analytics and Tools for IoT. Case studies on collecting and analyzing data generated by Internet of Things in the cloud are described.

Ubiquitous Commerce for Creating the Personalized Marketplace: Concepts for Next

Generation Adoption Hung, Humphry 2009-05-31 "This book is a compendium of definitions and explanations of concepts and processes within u-commerce"--Provided by publisher.

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

From Machine-to-Machine to the Internet of Things Vlasios Tsiatsis 2014 This book outlines the background and overall vision for the Internet of Things (IoT) and Machine-to-Machine (M2M) communications and services, including major standards. Key technologies are described, and include everything from physical instrumentation of devices to the cloud infrastructures used to

collect data. Also included is how to derive information and knowledge, and how to integrate it into enterprise processes, as well as system architectures and regulatory requirements. Real-world service use case studies provide the hands-on knowledge needed to successfully develop and implement M2M and IoT technologies sustainably and profitably. Finally, the future vision for M2M technologies is described, including prospective changes in relevant standards. This book is written by experts in the technology and business aspects of Machine-to-Machine and Internet of Things, and who have experience in implementing solutions. Standards included: ETSI M2M, IEEE 802.15.4, 3GPP (GPRS, 3G, 4G), Bluetooth Low Energy/Smart, IETF 6LoWPAN, IETF CoAP, IETF RPL, Power Line Communication, Open Geospatial Consortium (OGC) Sensor Web Enablement (SWE), ZigBee, 802.11, Broadband Forum TR-069, Open Mobile Alliance (OMA) Device Management (DM), ISA100.11a, WirelessHART, M-BUS, Wireless M-BUS, KNX, RFID, Object Management Group (OMG) Business Process Modelling Notation (BPMN) Key technologies for M2M and IoT covered: Embedded systems hardware and software, devices and gateways, capillary and M2M area networks, local and wide area networking, M2M Service Enablement, IoT data management and data warehousing, data analytics and big data, complex event processing and stream analytics, knowledge discovery and management, business process and enterprise integration, Software as a Service and cloud computing Combines both technical explanations together with design features of M2M/IoT and use cases. Together, these descriptions will assist you to develop solutions that will work in the real world Detailed description of the network architectures and technologies that form the basis of M2M and IoT Clear guidelines and examples of M2M and IoT use cases from real-world implementations such as Smart Grid, Smart Buildings, Smart Cities, Participatory Sensing, and Industrial Automation A description of the vision for M2M and its evolution towards IoT

Web Technologies Achyut S. Godbole 2013

Applications of Artificial Intelligence and Machine Learning Ankur Choudhary 2021-07-27 The book presents a collection of peer-reviewed articles from the International Conference on Advances and Applications of Artificial Intelligence and Machine Learning - ICAAAIML 2020. The book covers research in artificial intelligence, machine learning, and deep learning applications in healthcare, agriculture, business, and security. This volume contains research papers from academicians, researchers as well as students. There are also papers on core concepts of computer networks, intelligent system design and deployment, real-time systems, wireless sensor networks, sensors and sensor nodes, software engineering, and image processing. This book will be a valuable resource for students, academics, and practitioners in the industry working on AI applications.

THIS GUY'S ON HIS OWN TRIP Neeraj Narayanan 2020-07-30 The fear of the unknown bothers most of us, even if it comes at the cost of chasing our dreams. How many of us want to drop everything that we are doing and travel the world? How many of us do? Neeraj Narayanan just did that, quitting his job one day and flying to Barcelona. Join him on his journey as he takes you rollicking across some countries in Europe and South East Asia, motoring up high mountain passes, hiding in jungles and being part of crazy festivals, hoping to find pretty girls in pursuit but only ending up with furious bulls, bears, and gypsies on his tail. At some point, he has almost no money left but his resolve to build a life out of travel doesn't ebb. This is a witty yet heart-warming tale of one man's solo journey for a year. While he goes to find beautiful places, he ends up finding trust, compassion, and a universe conspiring to make all his dreams come true. This guy's really on his own trip and promises to take you on one too!

Digital Systems Ronald J. Tocci 1981

WEB TECHNOLOGY N. P. GOPALAN 2014-07-30 This well-received book, now in its second edition, incorporates a new chapter on PHP as Chapter 13 based on the readers' demand in today's world. PHP is an important web programming technology. This text provides students with a comprehensible introduction to the programming and scripting languages currently used to create Web sites and Web applications—the main aim being to teach the programming concepts of various Web technologies and the fundamentals needed to program on the Internet. The book emphasises the underlying fundamentals of Web page development and prepares students to build real-world, industrial strength Web-based applications, and use a wide variety of Web development tools effectively and efficiently. Students are introduced to the concepts of Internet Protocols, Java networking, JavaScript, VBScript and PHP. The material presented on Java network programming contains an elaborate description with examples to help the reader clearly understand the networking concepts. The book is intended as a text for students of Computer Science and Engineering, Information Technology, and Master of Computer Applications. Key Features

- Presents well-designed material on HTML, DHTML, XML and PHP with many practical exercises.
- Explains the development of servlets with simple examples.
- Explores the programming features of JSPs.
- Introduces the elements of ASPs with worked-out exercises.
- Includes Review Questions and Objective Type Questions at the end of each chapter.

Mobile Computing Raj Kamal 2007 Mobile Computing provides a comprehensive coverage of both the communication and computing aspects. The student-friendly style, numerous illustrative examples and exercises for each topic discussed make the text ideal for classroom learning. Mobile Computing is designed to serve as a textbook for students in the disciplines of computer science and engineering, electronics and communication engineering, and information technology. It describes

the basic concepts of mobile computing and provides technical information about the various aspects of the subject as also the latest technologies that are currently in use. The first few chapters present a balanced view of mobile computing as well as mobile communication, including the 2G and 3G communication systems, mobile IP, and mobile TCP. The subsequent chapters provide a systematic explanation of mobile computing as a discipline in itself. The book provides an in-depth coverage of databases in mobile systems, methods of data caching, dissemination and synchronization, Bluetooth, IrDA and ZigBee protocols, data security, mobile ad hoc and wireless sensor networks, and programming languages and operating systems for mobile computing devices. Written in an easy-to-understand and student-friendly manner, the book includes several illustrative examples and sample codes. A comprehensive set of exercises is included at the end of each chapter.

Web Technologies: Concepts, Methodologies, Tools, and Applications Tatnall, Arthur
2009-10-31 With the technological advancement of mobile devices, social networking, and electronic services, Web technologies continues to play an ever-growing part of the global way of life, incorporated into cultural, economical, and organizational levels. *Web Technologies: Concepts, Methodologies, Tools, and Applications* (4 Volume) provides a comprehensive depiction of current and future trends in support of the evolution of Web information systems, Web applications, and the Internet. Through coverage of the latest models, concepts, and architectures, this multiple-volume reference supplies audiences with an authoritative source of information and direction for the further development of the Internet and Web-based phenomena.

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.

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