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The two-volume set LNCS 8935 and 8936 constitutes the thoroughly refereed proceedings of the 21st International Conference on Multimedia Modeling, MMM 2015, held in Sydney, Australia, in January 2015. The 49 revised regular papers, 24 poster presentations, were carefully reviewed and selected from 189 submissions. For the three special session, a total of 18 papers were accepted for MMM 2015. The three special sessions are Personal (Big) Data Modeling for Information Access and Retrieval, Social Geo-Media Analytics and Retrieval and Image or video processing, semantic analysis and understanding. In addition, 9 demonstrations and 9 video showcase papers were accepted for MMM 2015. The accepted contributions included in these two volumes represent the state-of-the-art in multimedia modeling research and cover a diverse range of topics including: Image and Video Processing, Multimedia encoding and streaming, applications of multimedia modelling and 3D and augmented reality.

This volume constitutes the thoroughly refereed post-conference proceedings of the Second International Workshop on Graphical Models for Security, GraMSec 2015, held in Verona, Italy, in July 2015. The 5 revised full papers presented together with one short tool paper and one invited lecture were carefully reviewed and selected from 13 submissions. The workshop contributes to the development of well-founded graphical security models, efficient algorithms for their analysis, as well as methodologies for their practical usage, thus providing an intuitive but systematic methodology to analyze security weaknesses of systems and to evaluate potential protection measures. /div

Learn all the Java and Android skills you need to start making powerful mobile applications About This Book Kick-start your Android programming career, or just have fun publishing apps to the Google Play marketplace A first-principles introduction to Java, via Android, which means you'll be able to start building your own applications from scratch Learn by example and build three real-world apps and over 40 mini apps throughout the book Who This Book Is For Are you trying to start a career in programming, but haven't found the right way in? Do you have a great idea for an app, but don't know how to make it a reality? Or maybe you're just frustrated that “ to learn Android, you must know java. ” If so, Android Programming for Beginners is for you. You don't need any programming experience to follow along with this book, just a computer and a sense of adventure. What You Will Learn Master the fundamentals of coding Java for Android Install and set up your Android development environment Build functional user interfaces with the Android Studio visual designer Add user interaction, data captures, sound, and animation to your apps Manage your apps' data using the built-in Android SQLite database Find out about the design patterns used by professionals to make top-grade applications Build, deploy, and publish real Android applications to the Google Play marketplace In Detail Android is the most popular OS in the world. There are millions of devices accessing tens of thousands of applications. It is many people's entry point into the world of technology; it is an operating system for everyone. Despite this, the entry-fee to actually make Android applications is usually a computer science degree, or five years' worth of Java experience. Android Programming for Beginners will be your companion to create Android applications from scratch—whether you're looking to start your programming career, make an application for work, be reintroduced to mobile development, or are just looking to program for fun. We will introduce you to all the fundamental concepts of programming in an Android context, from the Java basics to working with the Android API. All examples are created from within Android Studio, the official Android development environment that helps supercharge your application development process. After this crash-course, we'll dive deeper into Android programming and you'll learn how to create applications with a professional-standard UI through fragments, make location-aware apps with Google Maps integration, and store your user's data with SQLite. In addition, you'll see how to make your apps multilingual, capture images from a device's camera, and work with graphics, sound, and animations too. By the end of this book, you'll be ready to start building

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your own custom applications in Android and Java. Style and approach With more than 40 mini apps to code and run, *Android Programming for Beginners* is a hands-on guide to learning Android and Java. Each example application demonstrates a different aspect of Android programming. Alongside these mini apps, we push your abilities by building three larger applications to demonstrate Android application development in context.

Manual práctico de dirección de hoteles, marketing y ventas online del siglo XXI es el primer libro de *La Catedral Hotelera*, una colección de publicaciones relacionada con la gestión de establecimientos hoteleros. El presente manual está pensado para que sirva de guía y ayuda a numerosos profesionales del sector, especialmente a los estudiantes y másteres de las escuelas de turismo que deseen ahondar en las técnicas de la gestión hotelera a través de diversos casos prácticos y testados: Estos casos van desde la comercialización tradicional a las modernas estrategias y técnicas de ventas online. Además el libro ofrece un amplio abanico de soluciones en el campo de diseño de nuevos hoteles diferenciados de la competencia.

This comprehensive guide serves to illuminate the rise and development of FinTech in Sweden, with the Internet as the key underlying driver. The multiple case studies examine topics such as: the adoption of online banking in Sweden; the identification and classification of different FinTech categories; process innovation developments within the traditional banking industry; and the Venture Capital (VC) landscape in Sweden, as shown through interviews with VC representatives, mainly from Sweden but also from the US and Germany, as well as offering insight into the companies that are currently operating in the FinTech arena in Sweden. The authors address questions such as: How will the regulatory landscape shape the future of FinTech companies? What are the factors that will likely drive the adoption of FinTech services in the future? What is the future role of banks in the context of FinTech and digitalization? What are the policies and government initiatives that aim to support the FinTech ecosystem in Sweden? Complex concepts and ideas are rendered in an easily digestible yet thought-provoking way. The book was initiated by the IIS (the Internet Foundation in Sweden), an independent organization promoting the positive development of the Internet in the country. It is also responsible for the Internet's Swedish top-level domain .se, including the registration of domain names, and the administration and technical maintenance of the national domain name registry. The book illustrates how Sweden acts (or does not act) as a competitive player in the global FinTech arena, and is a vital addition to students and practitioners in the field.

The two-volume set LNICST 169 and 170 constitutes the thoroughly refereed post-conference proceedings of the Second International Internet of Things Summit, IoT 360 ° 2015, held in Rome, Italy, in October 2015. The IoT 360 ° is an event bringing a 360 degree perspective on IoT-related projects in important sectors such as mobility, security, healthcare and urban spaces. The conference also aims to coach involved people on the whole path between research to innovation and the way through to commercialization in the IoT domain. This volume contains 62 revised full papers at the following four conferences: The International Conference on Safety and Security in Internet of Things, SaSelIoT, the International Conference on Smart Objects and Technologies for Social Good, GOODTECHS, the International Conference on Cloud, Networking for IoT systems, CN4IoT, and the International Conference on IoT Technologies for HealthCare, HealthyIoT.

Master the challenges of Android user interface development with these sample patterns With Android 4, Google brings the full power of its Android OS to both smartphone and tablet computing. Designing effective user interfaces that work on multiple Android devices is extremely challenging. This book provides more than 75 patterns that you can use to create versatile user interfaces for both smartphones and tablets, saving countless hours of development time. Patterns cover the most common and yet difficult types of user interactions, and each is supported with richly illustrated, step-by-step instructions. Includes sample patterns for

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welcome and home screens, searches, sorting and filtering, data entry, navigation, images and thumbnails, interacting with the environment and networks, and more Features tablet-specific patterns and patterns for avoiding results you don't want Illustrated, step-by-step instructions describe what the pattern is, how it works, when and why to use it, and related patterns and anti-patterns A companion website offers additional content and a forum for interaction Android Design Patterns: Interaction Design Solutions for Developers provides extremely useful tools for developers who want to take advantage of the booming Android app development market.

Extend your game development skills by harnessing the power of Android SDK About This Book Gain the knowledge to design and build highly interactive and amazing games for your phone and tablet from scratch Create games that run at super-smooth 60 frames per second with the help of these easy-to-follow projects Understand the internals of a game engine by building one and seeing the reasoning behind each of the components Who This Book Is For If you are completely new to Java, Android, or game programming, this book is for you. If you want to publish Android games for fun or for business and are not sure where to start, then this book will show you what to do, step by step, from the start. What You Will Learn Set up an efficient, professional game development environment in Android Studio Explore object-oriented programming (OOP) and design scalable, reliable, and well-written Java games or apps on almost any Android device Build simple to advanced game engines for different types of game, with cool features such as sprite sheet character animation and scrolling parallax backgrounds Implement basic and advanced collision detection mechanics Process multitouch screen input effectively and efficiently Implement a flexible and advanced game engine that uses OpenGL ES 2 to ensure fast, smooth frame rates Use animations and particle systems to provide a rich experience Create beautiful, responsive, and reusable UIs by taking advantage of the Android SDK Integrate Google Play Services to provide achievements and leaderboards to the players In Detail Gaming has historically been a strong driver of technology, whether we're talking about hardware or software performance, the variety of input methods, or graphics support, and the Android game platform is no different. Android is a mature, yet still growing, platform that many game developers have embraced as it provides tools, APIs, and services to help bootstrap Android projects and ensure their success, many of which are specially designed to help game developers. Since Android uses one of the most popular programming languages, Java, as the primary language to build apps of all types, you will start this course by first obtaining a solid grasp of the Java language and its foundation APIs. This will improve your chances of succeeding as an Android app developer. We will show you how to get your Android development environment set up and you will soon have your first working game. The course covers all the aspects of game development through various engrossing and insightful game projects. You will learn all about frame-by-frame animations and resource animations using a space shooter game, create beautiful and responsive menus and dialogs, and explore the different options to play sound effects and music in Android. You will also learn the basics of creating a particle system and will see how to use the Leonids library. By the end of the course, you will be able to configure and use Google Play Services on the developer console and port your game to the big screen. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Learning Java by Building Android Games by John Horton Android Game Programming by Example by John Horton Mastering Android Game Development by Raul Portales Style and approach This course is a step-by-step guide where you will learn to build Android games from scratch. It takes a practical approach where each project is a game. It starts off with simple arcade games, and then gradually the complexity of the games keep on increasing as you uncover the new and advanced tools that Android offers.

Android gaming is a hot topic these days, but one of the few areas of technology that does not have an abundance of clear and useful documentation online. However, there is an ever-increasing demand for Android games. This book will help you get up to speed with the essentials of game development with Android. The book begins by teaching you the setup of a game development environment on a fundamental level. Moving on, the book deals with concepts such as

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building a home screen UI, implementing game objects, and painting the scene at a fixed resolution. Gradually, it builds up to the implementation of a flexible and advanced game engine that uses OpenGL ES 2 for fast, smooth frame rates. This is achieved by starting with a simple game and gradually increasing the complexity of the three complete games built step by step. By the end of the book, you will have successfully built three exciting games over the course of three engrossing and insightful projects.

This book is the proceedings of the 2011 International Conference on Frontiers in Computer Education (ICFCE 2011) in Sanya, China, December 1-2, 2011. The contributions can be useful for researchers, software engineers, and programmers, all interested in promoting the computer and education development. Topics covered are computing and communication technology, network management, wireless networks, telecommunication, Signal and Image Processing, Machine Learning, educational management, educational psychology, educational system, education engineering, education technology and training. The emphasis is on methods and calculi for computer science and education technology development, verification and verification tools support, experiences from doing developments, and the associated theoretical problems.

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