Building Applications With Ibeacon Proximity And Location Services With Bluetooth Low Energy Matthew S Gast

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Control, Instrumentation and Mechatronics: Theory and Practice - Norhaliza Abdul Wahab 2022-08-08
This proceeding includes original and peer-reviewed research papers from the 3rd International Conference on Control, Instrumentation and Mechatronics Engineering (CIM2022). The conference is a virtual conference held on 2-3 March 2022. The topics covered latest work and finding in the area of Control Engineering, Mechatronics, Robotics and Automation, Artificial Intelligence, Manufacturing, Sensor, Measurement and Instrumentation. Moreover, the latest applications of instrumentations, control and mechatronics are provided. Therefore, this proceeding is a valuable material for researchers, academicians, university students and engineers.
Future Access Enablers for Ubiquitous and Intelligent Infrastructures - Vladimir Poulkov 2019-09-13
This book constitutes the refereed post-conference proceedings of the Fourth International Conference on Future Access Enablers for Ubiquitous and Intelligent Infrastructures, FABULOUS 2019, held in Sofia, Bulgaria, in March 2019. This year's conference topic covers Globalization through Advanced

Digital Technologies – as the digitalization in all spheres of life has an impressive influence on communication and daily life in general. The 39 revised full papers were carefully reviewed and selected from 54 submissions. The main topics deal with: healthcare/wellness applications; IoT and sensor networks; IoT security in the digital transformation era; wireless communications and networks; virtual engineering and simulations.
Bluetooth Low Energy in iOS Swift - Tony Gaitatzis 2017-09-27
This book is a practical guide to programming Bluetooth Low Energy in iPhones and iPads. In this book, you will learn the basics of how to program an iOS device to communicate with any Central or Peripheral device over Bluetooth Low Energy. Each chapter of the book builds on the previous one, culminating in three projects: - A Beacon and Scanner - A Echo Server and Client - A Remote Controlled Device Through the course of the book you will learn important concepts that relate to: - How Bluetooth Low Energy works - How data is sent and received - Common paradigms for handling data This book is excellent for anyone who has basic or advanced knowledge of iOS programming in SWIFT.
Digitizing the Modern Library and the Transition From Print to Electronic - Bhardwaj, Raj Kumar

2017-08-11
The development of online digital libraries has enhanced the availability of printed materials. By implementing these systems, this ensures the access of material to universities, students, and bibliophiles. Digitizing the Modern Library and the Transition From Print to Electronic is a pivotal reference source for the latest techniques and initiatives needed to transition libraries into the digital age. Featuring extensive coverage on relevant areas such as electronic resource management, library management software, and semantic web, this publication is an ideal resource for faculty members, research scholars, students, information specialists, and librarians in universities and in academic, public, and special libraries.

Distributed, Ambient and Pervasive Interactions - Norbert Streitz 2020-07-10
This conference proceeding LNCS 12203 constitutes the refereed proceedings of the 12th International Conference on Cross-Cultural Design, CCD 2020, held as part of HCI International 2020 in Copenhagen, Denmark in July 2020. The conference was held virtually due to the corona pandemic. The total of 1439 papers and 238 posters included in the 40 HCII 2020 proceedings volumes was carefully reviewed and selected from 6326 submissions. The regular papers of DAPI 2020, Distributed, Ambient and Pervasive Interactions, presented in this volume were organized in topical sections named: Design Approaches, Methods and Tools, Smart Cities and Landscapes, Well-being, Learning and Culture in Intelligent Environments and much more.

Antenna and Array Technologies for Future Wireless Ecosystems - Yingjie Jay Guo 2022-07-20
ANTENNA AND ARRAY TECHNOLOGIES FOR FUTURE WIRELESS ECOSYSTEMS Discover a timely and accessible resource on the latest antenna research driving new developments in the field In Antenna and Array Technologies for Future Wireless Ecosystems, distinguished academics and authors Drs. Y. Jay Guo and Richard W. Ziolkowski deliver a cutting-edge resource for researchers, academics, students, and engineers who need the latest research findings on the newest challenges facing antenna designers who will be creating the technology that drives future 6G and beyond wireless systems and networks. This timely and impactful book offers the fundamental knowledge that will facilitate new research activities in the antennas and applied electromagnetics communities, and conveys innovative and practical solutions to many wireless industry problems. Its international cohort of leading authors delivers their findings on a variety of advanced topics in antenna and array research, including metasurface antennas; electrically small directive antennas; RF, millimeter-wave and THz antennas and arrays; atom-based sensors, and arrays of quantum emitters. The book also includes resources that cover the important topics: A thorough introduction to various intelligent and low-cost beam scanning, beamforming and beam-reconfigurable array technologies to support dynamic networking of future systems An exploration of advanced techniques for analyzing large arrays, as well as an examination of advanced antenna-in-package technologies for future mm-wave systems Discussions of the latest research on electrically small and extremely large hybrid antenna arrays, and photonic beamforming networks to address spectrum scarcity in future systems Low form-factor, low energy-consumption, and wireless power transfer antennas for the Internet of Things (IoT) This book is the companion of the Wiley book by the same authors, Advanced Antenna Array Engineering for 6G and Beyond Wireless Communications. Perfect for antenna engineers in academia and industry, Antenna and Array Technologies for Future Wireless Ecosystems will also be an essential resource in the libraries of senior undergraduate and graduate students studying antenna engineering applied electromagnetics and seeking a one-stop reference for state-of-the-art global antenna and antenna array research activities.

Advances in Informatics and Computing in Civil and Construction Engineering - Ivan Mutis 2018-10-08
This proceedings volume chronicles the papers presented at the 35th CIB W78 2018 Conference: IT in Design, Construction, and Management, held in Chicago, IL, USA, in October 2018. The theme of the conference focused on fostering, encouraging, and

promoting research and development in the application of integrated information technology (IT) throughout the life-cycle of the design, construction, and occupancy of buildings and related facilities. The CIB – International Council for Research and Innovation in Building Construction – was established in 1953 as an association whose objectives were to stimulate and facilitate international cooperation and information exchange between governmental research institutes in the building and construction sector, with an emphasis on those institutes engaged in technical fields of research. The conference brought together more than 200 scholars from 40 countries, who presented the innovative concepts and methods featured in this collection of papers.

Building Applications with IBeacon - Matthew S. Gast 2014-07-31
High-precision location information is increasingly useful for mobile application developers, since it allows devices to interact with the world around them. This practical book shows you how to achieve arm's reach accuracy with iBeacons, simple transmitters that enable your applications to react to nearby surroundings and then deliver timely, relevant information—especially indoors, where GPS and cell service are inaccurate. Whether you're enabling a map, giving users directions, creating a game, recommending purchases, letting users check in, or creating an immersive experience, you'll learn how iBeacons provide precise location information, empowering your applications to engage and interact with users nearby. Get examples of several application types you can build with iBeacons Learn how iBeacons provide applications with proximity information Set up, activate, and test iBeacons on both specialized and general-purpose hardware Explore the APIs and tools you need to develop location-aware mobile applications Use built-in iOS features to interact with iBeacons, including Passbook Build networks to help shoppers, travelers, conference attendees, and others find what they're looking for

ICEL2015-10th International Conference on e-Learning - Dr Carlton Watson 2015-06-12
These proceedings represent the work of researchers participating in the 10th International Conference on e-Learning (ICEL 2015) which is being hosted this year by the College of the Bahamas, Nassau on the 25-26 June 2015. ICEL is a recognised event on the International research conferences calendar and provides a valuable platform for individuals to present their research findings, display their work in progress and discuss conceptual advances in the area of e-Learning. It provides an important opportunity for researchers and managers to come together with peers to share their experiences of using the varied and expanding range of e-Learning available to them. With an initial submission of 91 abstracts, after the double blind, peer review process there are 41 academic Research papers and 2 PhD papers Research papers published in these Conference Proceedings. These papers come from some many different countries including: Australia, Belgium, Brazil, Canada, China, Germany, Greece, Hong Kong, Malaysia, Portugal, Republic of Macedonia, Romania, Slovakia, South Africa, Sweden, United Arab Emirates, UK and the USA. A selection of the best papers – those agreed by a panel of reviewers and the editor will be published in a conference edition of EJEL (the Electronic Journal of e-Learning www.ejel.com). These will be chosen for their quality of writing and relevance to the Journal's objective of publishing papers that offer new insights or practical help into the application e-Learning.

Mobile Computing, Applications, and Services - Stephan Sigg 2016-01-13
This book constitutes the proceedings of the 7th International Conference on Mobile Computing, Applications, and Services (MobiCASE 2015) held in Berlin, Germany, in November 2015. The 16 full and 4 poster papers were carefully reviewed and selected from 43 submissions, and are presented together with 4 papers from the First Workshop on Situation Recognition by Mining Temporal Information (SIREMETI 2015). The conference papers cover the following topics: intelligent caching, activity recognition and crowdsourcing, mobile frameworks, middleware, interactive applications and mobility.

Emerging Trends in IoT and Integration with Data Science, Cloud Computing, and Big Data Analytics - Taser, Pelin Yildirim 2021-11-05
The internet of things (IoT) has emerged to

address the need for connectivity and seamless integration with other devices as well as big data platforms for analytics. However, there are challenges that IoT-based applications face including design and implementation issues; connectivity problems; data gathering, storing, and analyzing in cloud-based environments; and IoT security and privacy issues. Emerging Trends in IoT and Integration with Data Science, Cloud Computing, and Big Data Analytics is a critical reference source that provides theoretical frameworks and research findings on IoT and big data integration. Highlighting topics that include wearable sensors, machine learning, machine intelligence, and mobile computing, this book serves professionals who want to improve their understanding of the strategic role of trust at different levels of the information and knowledge society. It is therefore of most value to data scientists, computer scientists, data analysts, IT specialists, academicians, professionals, researchers, and students working in the field of information and knowledge management in various disciplines that include but are not limited to information and communication sciences, administrative sciences and management, education, sociology, computer science, etc. Moreover, the book provides insights and supports executives concerned with the management of expertise, knowledge, information, and organizational development in different types of work communities and environments.

Virtual Banking - Dan Schatt 2014-07-29 Technology is permanently transforming the banking industry, and digital payments are the key Electronic Payments, Mobile Commerce, and Virtual Banking: A Guide to Innovation, Partnering, and Regulation takes a hands-on approach to competing in the modern banking environment. Former PayPal Head of Financial Innovation Dan Schatt explores the reasons behind the massive consumer migration away from traditional banks, and provides clear, actionable guidance on beating new banking models at their own game. Digital payment is the hottest topic in banking today, and is set to define the future of the industry. Consumers are rapidly abandoning traditional banks in favor of institutions that are lower-cost and more consumer-centric. Between the pace of financial regulatory reform and the cloud computing revolution, the old banking model is on the fast track to extinction. Electronic Payments, Mobile Commerce, and Virtual Banking provides the information banks need to compete in this new environment, and details the integral implementation actions that will allow them to thrive. The book discusses real-world innovations from banks, non-banks, and up and comers, and the heavy competition from the new outsource bank model. Topics include: The changing POS landscape and the need for digital wallet partnerships Shifting gears to greenfield market opportunities versus non-profitable markets Digital channel best practices for superior customer experience When to outsource, and what capabilities to truly own Case studies including PayPal, Google, Square, Facebook, Twitter, and more illustrate acceleration of innovation through banking partnerships, as well as the mechanics behind banking's biggest, scariest threats. The trick to surviving the paradigm shift is to embody innovation while providing a superior customer proposition. Electronic Payments, Mobile Commerce, and Virtual Banking: A Guide to Innovation, Partnering, and Regulation provides the inside track on managing the shift and dominating the new marketplace.

CWNA Certified Wireless Network Administrator Study Guide - David D. Coleman 2021-03-09
The #1 selling Wi-Fi networking reference guide in the world The CWNA: Certified Wireless Network Administrator Study Guide is the ultimate preparation resource for the CWNA exam. Fully updated to align with the latest version of the exam, this book features expert coverage of all exam objectives to help you pass the exam. But passing the exam is just a first step. For over 16 years, the CWNA Study Guide has helped individuals jump-start their wireless networking careers. Wireless networking professionals across the globe use this book as their workplace reference guide for enterprise Wi-Fi technology. Owning this book provides you with a foundation of knowledge for important Wi-Fi networking topics, including: Radio frequency (RF) fundamentals 802.11 MAC and medium access Wireless LAN topologies and architecture WLAN design, troubleshooting and

validation Wi-Fi networking security The book authors have over 40 years of combined Wi-Fi networking expertise and provide real-world insights that you can leverage in your wireless networking career. Each of the book's 20 chapters breaks down complex topics into easy to understand nuggets of useful information. Each chapter has review questions that help you gauge your progress along the way. Additionally, hands-on exercises allow you to practice applying CWNA concepts to real-world scenarios. You also get a year of free access to the Sybex online interactive learning environment, which features additional resources and study aids, including bonus practice exam questions. The CWNA certification is a de facto standard for anyone working with wireless technology. It shows employers that you have demonstrated competence in critical areas, and have the knowledge and skills to perform essential duties that keep their wireless networks functioning and safe. The CWNA: Certified Wireless Network Administrator Study Guide gives you everything you need to pass the exam with flying colors.

Program the Internet of Things with Swift for iOS - Ahmed Bakir 2015-12-30
Program the Internet of Things with Swift and iOS is a detailed tutorial that will teach you how to build apps using Apple's native APIs for the Internet of Things, including the Apple Watch, HomeKit, and Apple Pay. This is the second book by Ahmed Bakir (author of Beginning iOS Media App Development) and his team at devAtelier LLC, who have been involved in developing over 20 mobile projects. Written like a code review, this book presents a detailed "how" and "why" for each topic, explaining Apple-specific design patterns as they come up and pulling lessons from other popular apps. To help you getting up and running quickly, each chapter is framed within a working project, allowing you to use the sample code directly in your apps. The Internet of Things is not limited to Apple devices alone, so this book also explains how to interface with popular third-party hardware devices, such as the Fitbit and Raspberry Pi, and generic interfaces, like Restful API's and HTTPS. The Internet of Things is waiting — be a part of it!
Cloud Computing, Smart Grid and Innovative Frontiers in Telecommunications - Xuyun Zhang

2020-05-22
This book constitutes the refereed proceedings of the 9thInternational Conference on Cloud Computing, CloudComp 2019, and the 4th International Conference on Smart Grid and Innovative Frontiers in Telecommunications, SmartGIFT 2019, both held in Beijing, China, in December 2019. The55 full papers of both conferences were selected from 113 submissions. CloudComp 2019 presents recent advances and experiences in clouds, cloud computing and related ecosystems and business support. The papers are grouped thematically in tracks on cloud architecture and scheduling; cloud-based data analytics; cloud applications; and cloud security and privacy. SmartGIFT 2019 focus on all aspects of smart grids and telecommunications, broadly understood as the renewable generation and distributed energy resources integration, computational intelligence applications, information and communication technologies.

Smart Sensors Networks - Fatos Xhafa 2017-06-14
Smart Sensors Networks: Communication Technologies and Intelligent Applications explores the latest sensor and sensor networks techniques and applications, showing how networked wireless sensors are used to monitor and gather intelligence from our surrounding environment. It provides a systematic look at the unique characteristics of wireless sensor networks through their usage in a broad range of areas, including healthcare for the elderly, energy consumption, industrial automation, intelligent transportation systems, smart homes and cities, and more. The book shows how sensor-networks work and how they are applied to monitor our surrounding environment. It explores the most important aspects of modern sensors technologies, providing insights on the newest technologies and the systems needed to operate them. Readers will find the book to be an entry point for understanding the fundamental differences between the various sensor technologies and their use in for different scenarios. Indexing: The books of this series are submitted to EI-Compendex and SCOPUS Presents numerous specific use-cases throughout, showing practical applications of concepts Contains contributions from leading

experts around the globe Collects, in one place, the latest thinking on an emerging topic Addresses the security and privacy issues inherent in sensor deployment

Rediscovering Heritage Through Technology - Dylan Seychell 2020-04-13
With the proliferation of technology, science became a medium used to create and interpret heritage in a way that redefines human achievements. The recent advances in technology are providing us with a variety of tools aimed at exploring, experiencing and interacting with heritage in a completely new way, which was unimaginable up until a few decades ago. Suddenly, heritage has become accessible and exciting to those who might not have previously considered it interesting. This book presents a selection of approaches in various topics such as artificial intelligence, gamification, and virtual and augmented reality, and uses practical examples to show how they can be deployed in real-world scenarios. As such, it inspires a wide variety of stakeholders and helps them experience our common heritage through a new lens.

Proceedings of SAI Intelligent Systems Conference (IntelliSys) 2016 - Yaxin Bi 2017-08-19
These proceedings of the SAI Intelligent Systems Conference 2016 (IntelliSys 2016) offer a remarkable collection of chapters on a wide range of topics in intelligent systems, artificial intelligence and their applications to the real world. Authors hailing from 56 countries on 5 continents submitted 404 papers to the conference, attesting to the global importance of the conference's themes. After being reviewed, 222 papers were accepted for presentation, and 168 were ultimately selected for these proceedings. Each has been reviewed on the basis of its originality, novelty and rigorousness. The papers not only present state-of-the-art methods and valuable experience from researchers in the related research areas; they also outline the field's future development.

Advances in Building Information Modeling - Salih Ofluoglu 2020-03-11
This book constitutes the refereed proceedings of the First Eurasian BIM Forum, EBF 2019, held in Istanbul, Turkey, in May 2019. The 16 full papers were carefully reviewed and selected from 44 submissions. The papers cover such topics as BIM adoption and implementation; BIM for project management; BIM for sustainability and performative design; BIM and facility management and infrastructural issues.

Hybrid Mobile Development with Ionic - Gaurav Saini 2017-04-27
Build a complete, professional-quality, hybrid mobile application with Ionic About This Book Develop high-grade and performance-optimized hybrid applications using the latest version of Ionic Discover the latest and upcoming features of Ionic A practical guide that will help you fully utilize all the features and components of Ionic efficiently Who This Book Is For The target audience for this book is intermediate-level application developers who have some basic knowledge of Ionic. What You Will Learn Use every Ionic component and its customization according to the application along with some important third party components Recently released Lazy Loading and Grid System supporting desktop application with Electron Integration of the various Ionic backend services and features such as Ionic Push, DB, Auth, Deploy in your application Exploration of white-listing, CORS, and various other platform security aspects to secure your application Synchronization of your data with the cloud server and fetching it in real time using Ionic Cloud and Firebase services Integration of the Cordova iBeacon plugin which will fetch contextual data on the basis of location and Websockets for real time communication for IOT based applications Implementation of offline functionality in your PWA application using service-worker, cache storage and indexedDB In Detail Ionic is an open source, front-end framework that allows you to develop hybrid mobile apps without any native-language hassle for each platform. It offers a library of mobile-optimized HTML, CSS, and JS components for building highly interactive mobile apps. This book will help you to develop a complete, professional and quality mobile application with Ionic Framework. You will start the journey by learning to configure, customize, and migrate Ionic 1x to 3x. Then, you will move on to Ionic 3 components and see how you can customize them according to your applications. You will also implement various native plugins and

integrate them with Ionic and Ionic Cloud services to use them optimally in your application. By this time, you will be able to create a full-fledged e-commerce application. Next, you will master authorization, authentication, and security techniques in Ionic 3 to ensure that your application and data are secure. Further, you will integrate the backend services such as Firebase and the Cordova iBeacon plugin in your application. Lastly, you will be looking into Progressive Web Applications and its support with Ionic, with a demonstration of an offline-first application. By the end of the book, you will not only have built a professional, hybrid mobile application, but will also have ensured that your app is secure and performance driven. Style and approach A step-by-step guide (covering all its features and components) to build a complete mobile application using Ionic. Each chapter will cover different features of Ionic.

Building Applications with iBeacon - Matthew S. Gast 2014-09-26
High-precision location information is increasingly useful for mobile application developers, since it allows devices to interact with the world around them. This practical book shows you how to achieve arm's reach accuracy with iBeacons, simple transmitters that enable your applications to react to nearby surroundings and then deliver timely, relevant information—especially indoors, where GPS and cell service are inaccurate. Whether you're enabling a map, giving users directions, creating a game, recommending purchases, letting users check in, or creating an immersive experience, you'll learn how iBeacons provide precise location information, empowering your applications to engage and interact with users nearby. Get examples of several application types you can build with iBeacons Learn how iBeacons provide applications with proximity information Set up, activate, and test iBeacons on both specialized and general-purpose hardware Explore the APIs and tools you need to develop location-aware mobile applications Use built-in iOS features to interact with iBeacons, including Passbook Build networks to help shoppers, travelers, conference attendees, and others find what they're looking for

Advances in Usability and User Experience - Tareq Ahram 2019-06-12
This book focuses on emerging issues in usability, interface design, human–computer interaction, user experience and assistive technology. It highlights research aimed at understanding human interaction with products, services and systems, and focuses on finding effective approaches for improving user experience. It also discusses key issues in designing and providing assistive devices and services to individuals with disabilities or impairment, to assist mobility, communication, positioning, environmental control and daily living. The book covers modelling as well as innovative design concepts, with a special emphasis on user-centered design, and design for specific populations, particularly the elderly. Virtual reality, digital environments, heuristic evaluation and forms of device interface feedback of (e.g. visual and haptic) are also among the topics covered. Based on the both the AHFE 2019 Conference on Usability & User Experience and the AHFE 2019 Conference on Human Factors and Assistive Technology, held on July 24-28, 2019, Washington D.C., USA, this book reports on cutting-edge findings, research methods and user-centred evaluation approaches.

Learning iBeacon - Craig Gilchrist 2014-11-25
This book is intended for iOS developers who are curious to learn about iBeacon and want to start building applications for iOS. You will gain everything you need to know to master indoor location functionality using Bluetooth beacon technology. No knowledge of iBeacon is assumed.

Building Bluetooth Low Energy Systems - Muhammad Usama bin Aftab 2017-04-24
Discover and implement a system of your choice using Bluetooth Low Energy. About This Book Learn the basics of Bluetooth Low Energy with its exciting new protocol stack and security. Build customized Bluetooth Low Energy projects that make your web or mobile apps smarter in terms of networking and communications. Using Android, iOS, and the Web, acquire key skills to harness the power of Bluetooth Low Energy in your IoT applications. Who This Book Is For The book is for developers and enthusiasts who are passionate about learning Bluetooth Low Energy technologies and want to add new features and

services to their new or existing products. They should be familiar with programming languages such as Swift, Java, and JavaScript. Knowledge of debugging skills would be an advantage. What You Will Learn Bluetooth Low Energy in theory. Bluetooth Low Energy Hardware and Software Development Kits. Implement Bluetooth low energy communication (central and peripheral) using Android. Master BLE Beacons with examples implemented over Eddystone and iBeacons. Implement indoor navigation using Estimote Beacons on iOS. Implement Internet gateways to control BLE devices on a Wi-Fi network. Understand BLE security mechanisms with a special focus on Bluetooth pairing, bonding, and key exchange to cover encryption, privacy, and user data integrity. Implement Bluetooth Mesh using CSRMesh Technology. In Detail Bluetooth Low Energy (BLE) is a Wireless Personal Area network technology aimed at novel applications for smart devices. High-tech BLE profiles and services are being increasingly used by application developers and hardware enthusiasts to allow devices to interact with the surrounding world. This book will focus on a technical introduction to BLE and how it is reshaping small-distance communication. We will start with IoT, where many technologies such as BLE, Zigbee, and IEEE 802.15.4 Mesh will be introduced. The book will present BLE from an engineering perspective, from which the protocol stack, architecture, and layers are discussed. You will learn to implement customized projects for Peripheral/Central communication, BLE Beacons, indoor navigation using triangulation, and the Internet gateway for Bluetooth Low Energy Personal Network, all using various code samples and APIs on Android, iOS, and the Web. Finally, the book will conclude with a glimpse into future technologies destined to be prominent in years to come. Style and approach The book is a practical tutorial that will help you understand the background and technicalities of BLE and offers a friendly environment to build and create robust BLE projects. This hands-on approach will give you a clear vision of Bluetooth Low Energy and how it can be used in IoT.
Beacon Technologies - Stephen Statler 2016-06-16
Learn the key standards—iBeacon, Eddystone, Bluetooth 4.0, and AltBeacon—and how they work with other proximity technologies. Then build your understanding of the proximity framework and how to identify and deploy the best solutions for your own business, institutional, or consulting needs. Proximity technology—in particular, Bluetooth beacons—is a major source of business opportunity, and this book provides everything you need to know to architect a solution to capitalize on that opportunity. What You'll Learn Understand the disruptive implications of digital–physical convergence and the new applications it makes possible Review the key standards that solutions developers need to understand to capitalize on the business opportunity of proximity technology Discover the new phenomenon of beacon networks, which will be hugely significant in driving strategic decisions and creating wealth See other technologies in the proximity ecosystem catalyzed by and complementary to Bluetooth beacons, including visual light communication, magnetic resonance, and RFID Examine the Beacosystem framework for analyzing the proximity ecosystem Who This Book Is For Solutions architects of all types—venture capitalists, founders, CEOs, strategists, product managers, CTOs, business developers, and programmers Stephen Statler is a writer, public speaker, and consultant working in the beacon ecosystem. He trains and advises retailers, venue owners, VCs, as well as makers of beacon software and hardware, and is a thought leader in the beacosystem community. Previously he was the Senior Director for Strategy and Solutions Management at Qualcomm's Retail Solutions Division, helping to incubate Gimbal, one of the leading Bluetooth beacons in the market. He is also the CEO of Cause Based Solutions, creators of Give the Change, democratizing philanthropy, enabling non-profit supporters to donate the change from charity branded debit cards, and developer of The Good Traveler program. Contributors: Anke Audenaert, CEO, Favrit John Coombs, CEO, Rover Labs Theresa Mary Gordon, Co-Founder, tapGOconnect Phil Hendrix, Director, immr Kris Kolodziej, President, IndoorLBS Patrick Leddy, CEO, Pulsate Ben Parker, VP Business Development, AccelerateIT Mario Proietti, CEO, Location Smart Ray Rotolo, SVP OOH, Gimbal

Kjartan Slette, COO, Unacast Jarno Vanto, Partner, Borenius Attorneys LLP David Young, Chief Engineer, Radius Networks Foreword by Asif Khan, President LBMA

Swift Development with Cocoa - Jonathon Manning 2014-12-10
Ready to build apps for iPhone, iPad, and Mac now that Swift has landed? If you're an experienced programmer who's never touched Apple developer tools, this hands-on book shows you how to use the Swift language to make incredible iOS and OS X apps, using Cocoa and Cocoa Touch. Learn how to use Swift in a wide range of real-world situations, with Cocoa features such as Event Kit and Core Animation. You'll pick up Swift language features and syntax along the way, and understand why using Swift (instead of Objective-C) makes iOS and Mac app development easier, faster, and safer. You'll also work with several exercises to help you practice as you learn. Learn the OS X and iOS application lifecycle Use storyboards to design adaptive interfaces Explore graphics systems, including the built-in 2D and 3D game frameworks Display video and audio with AVFoundation Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Build apps that let users create, edit, and work with documents Use MapKit, Core Location, and Core Motion to interact with the world

Learning Cocoa with Objective-C - Paris Buttfield-Addison 2014-02-19
Get up to speed on Cocoa and Objective-C, and start developing applications on the iOS and OS X platforms. If you don't have experience with Apple's developer tools, no problem! From object-oriented programming to storing app data in iCloud, the fourth edition of this book covers everything you need to build apps for the iPhone, iPad, and Mac. You'll learn how to work with the Xcode IDE, Objective-C's Foundation library, and other developer tools such as Event Kit framework and Core Animation. Along the way, you'll build example projects, including a simple Objective-C application, a custom view, a simple video player application, and an app that displays calendar events for the user. Learn the application lifecycle on OS X and iOS Work with the user-interface system in Cocoa and Cocoa

Touch Use AV Foundation to display video and audio Build apps that let users create, edit, and work with documents Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Interact with the outside world with Core Location and Core Motion Use blocks and operation queues for multiprocessing

Handbook of E-Tourism - Zheng Xiang 2022-09
This handbook provides an authoritative and truly comprehensive overview both of the diverse applications of information and communication technologies (ICTs) within the travel and tourism industry and of e-tourism as a field of scientific inquiry that has grown and matured beyond recognition. Leading experts from around the world describe cutting-edge ideas and developments, present key concepts and theories, and discuss the full range of research methods. The coverage accordingly encompasses everything from big data and analytics to psychology, user behavior, online marketing, supply chain and operations management, smart business networks, policy and regulatory issues – and much, much more. The goal is to provide an outstanding reference that summarizes and synthesizes current knowledge and establishes the theoretical and methodological foundations for further study of the role of ICTs in travel and tourism. The handbook will meet the needs of researchers and students in various disciplines as well as industry professionals. As with all volumes in Springer's Major Reference Works program, readers will benefit from access to a continually updated online version.

Developing In-House Digital Tools in Library Spaces - Costello, Laura 2017-08-11
Library services are dependent on technology tools in order to host, distribute, and control content. Today, many libraries are creating, testing, and supporting their own tools to better suit their particular communities. Developing In-House Digital Tools in Library Spaces is a pivotal reference source with the latest empirical research on organizational issues, examples of library automation, case studies of developing library products, and assessment of the impact and usefulness of in-house technologies. Featuring coverage on a broad range of topics

such as linked data, mobile applications, and web analytics, this book is ideally designed for academicians, researchers, students, and librarians seeking current research on technological products and their development in library use.

Handbook of Research on Applied AI for International Business and Marketing Applications - Christiansen, Bryan 2020-09-25

Artificial intelligence (AI) describes machines/computers that mimic cognitive functions that humans associate with other human minds, such as learning and problem solving. As businesses have evolved to include more automation of processes, it has become more vital to understand AI and its various applications. Additionally, it is important for workers in the marketing industry to understand how to coincide with and utilize these techniques to enhance and make their work more efficient. The Handbook of Research on Applied AI for International Business and Marketing Applications is a critical scholarly publication that provides comprehensive research on artificial intelligence applications within the context of international business. Highlighting a wide range of topics such as diversification, risk management, and artificial intelligence, this book is ideal for marketers, business professionals, academicians, practitioners, researchers, and students.

European Journal of Tourism Research - 2019-11-22
The European Journal of Tourism Research is an open access academic journal in the field of tourism, published by Varna University of Management, Bulgaria. Its aim is to provide a platform for discussion of theoretical and empirical problems in tourism. Publications from all fields, connected with tourism such as tourism management, tourism marketing, tourism sociology, psychology in tourism, tourism geography, political sciences in tourism, mathematics, tourism statistics, tourism anthropology, culture and tourism, heritage and tourism, national identity and tourism, information technologies in tourism and others are invited. The journal is open to all researchers. Young researchers and authors from Central and Eastern Europe are encouraged to submit their contributions.

Regular Articles in the European Journal of Tourism Research should normally be between 4 000 and 20 000 words. Major research articles of between 10 000 and 20 000 are highly welcome. Longer or shorter papers will also be considered. The journal publishes also Research Notes of 1 500 – 2 000 words. Submitted papers must combine theoretical concepts with practical applications or empirical testing. The European Journal of Tourism Research includes also the following sections: Book Reviews, announcements for Conferences and Seminars, abstracts of successfully defended Doctoral Dissertations in Tourism, case studies of Tourism Best Practices. The European Journal of Tourism Research is published in three Volumes per year. There are no charges for publication. The full text of the European Journal of Tourism Research is available in the following databases: EBSCO Hospitality and Tourism Complete CABI Leisure, Recreation and Tourism ProQuest Research Library The journal is indexed in Scopus and Clarivate Analytics' Emerging Sources Citation Index. The editorial team welcomes your submissions to the European Journal of Tourism Research.

Transactions on Edutainment XIII - Zhigeng Pan 2017-03-07

This journal subline serves as a forum for stimulating and disseminating innovative research ideas, theories, emerging technologies, empirical investigations, state-of-the-art methods, and tools in all different genres of edutainment, such as game-based learning and serious games, interactive storytelling, virtual learning environments, VR-based education, and related fields. It covers aspects from educational and game theories, human-computer interaction, computer graphics, artificial intelligence, and systems design. The 25 papers presented in the 13th issue were organized in topical sections named: learning games and visualization; virtual reality and applications; 3D graphics technology, multimedia computing, and others.

Handbook of Research on Entrepreneurial Development and Innovation Within Smart Cities - Carvalho, Luisa Cagica 2017-01-25
While the population continues to grow and expand, many people are now making their homes in cities around the globe. With this increase in city living, it is becoming vital to

create intelligent urban environments that efficiently support this growth, and that simultaneous provide friendly, progressive environments to both businesses and citizens alike. The Handbook of Research on Entrepreneurial Development and Innovation Within Smart Cities is a comprehensive reference source that discusses social, economic, and environmental issues surrounding the evolution of smart cities. It provides insightful viewpoints on a range of topics such as entrepreneurial ecosystems, competitive tourism, city efficiency, corporate social responsibility, and smart destinations. This publication is ideal for all researchers, academics, and practitioners that wish to expand their knowledge on the emerging trends and topics involving smart cities.

Multimedia Communications, Services and Security - Andrzej Dziech 2015-12-01
This volume constitutes the refereed proceedings of the 8th International Conference on Multimedia Communications, Services and Security, MCSS 2015, held in Krakow, Poland, in November 2015. The 16 full papers included in the volume were selected from 39 submissions. The papers cover ongoing research activities in the following topics: multimedia services; intelligent monitoring; audio-visual systems; biometric applications; experiments and deployments.

Intelligent Systems and Applications - Yaxin Bi 2017-12-30
This book addresses a wide range of topics in areas of intelligent systems and artificial intelligence and their real-world applications. The 22 chapters have been selected from the 168 papers published in the proceedings of the SAI Intelligent Systems Conference 2016 (IntelliSys 2016), which received highly positive feedback in peer reviews. The IntelliSys 2016 conference was held in London on 21–22 September 2016. This fascinating book offers readers state-of-the-art intelligent methods and techniques for solving real-world problems along with a vision of future research.

Building Applications with IBeacon - Matthew S. Gast 2014-09-26
High-precision location information is increasingly useful for mobile application developers, since it allows devices to interact

with the world around them. This practical book shows you how to achieve arm's reach accuracy with iBeacons, simple transmitters that enable your applications to react to nearby surroundings and then deliver timely, relevant information—especially indoors, where GPS and cell service are inaccurate. Whether you're enabling a map, giving users directions, creating a game, recommending purchases, letting users check in, or creating an immersive experience, you'll learn how iBeacons provide precise location information, empowering your applications to engage and interact with users nearby. Get examples of several application types you can build with iBeacons Learn how iBeacons provide applications with proximity information Set up, activate, and test iBeacons on both specialized and general-purpose hardware Explore the APIs and tools you need to develop location-aware mobile applications Use built-in iOS features to interact with iBeacons, including Passbook Build networks to help shoppers, travelers, conference attendees, and others find what they're looking for

Proceedings of the 20th Congress of the International Ergonomics Association (IEA 2018) - Sebastiano Bagnara 2018-08-04
This book presents the proceedings of the 20th Congress of the International Ergonomics Association (IEA 2018), held on August 26-30, 2018, in Florence, Italy. By highlighting the latest theories and models, as well as cutting-edge technologies and applications, and by combining findings from a range of disciplines including engineering, design, robotics, healthcare, management, computer science, human biology and behavioral science, it provides researchers and practitioners alike with a comprehensive, timely guide on human factors and ergonomics. It also offers an excellent source of innovative ideas to stimulate future discussions and developments aimed at applying knowledge and techniques to optimize system performance, while at the same time promoting the health, safety and wellbeing of individuals. The proceedings include papers from researchers and practitioners, scientists and physicians, institutional leaders, managers and policy makers that contribute to constructing the Human Factors and Ergonomics approach across a variety of methodologies, domains and

productive sectors. This volume includes papers addressing the following topics: Safety and Health, and Slips, Trips and Falls.

iOS 15 Application Development for Beginners - Arpit Kulsreshtha 2021-12-31
Learn iOS App development with advanced Apple technology and developer-centric tools. KEY FEATURES ● Loaded with core developer tools, including SwiftUI, Xcode, and CoreML. ● Covers app architecture, design patterns, and mobile hardware use in app development. ● Numerous examples covering database, GPS, image recognition, and ML. DESCRIPTION This book is a step-by-step, hands-on guide for Apple developers to build iOS apps using Swift programming with minimal effort. This book will help develop the knowledge and skills necessary to program Apple applications independently. This book introduces you to Swift, SwiftUI, MapKit, Xcode, and Core ML and guides you through the process of creating a strong, marketable iOS application. The book begins with the fundamentals of Swift, which will serve as the foundation for future app development. This book will help readers to develop user interfaces for iOS applications, using SwiftUI and Interface Builder, as well as the code for views, view controllers, and data managers. The book teaches how to use Core Data and SQLite to store databases. It will help you work with Apple technologies and frameworks, including Core Location and MapKit for GPS tracking, Camera and Photo Library for image storage, Core ML for machine learning, and implementations of artificial intelligence solutions. By the end of this book, you will have developed a solid foundation for writing Swift apps, utilizing best practices in architecture, and publishing them to the app store. The book successfully introduces you to the entire iOS application development journey in a manageable manner and instills an understanding of Apple apps. WHAT YOU WILL LEARN ● Develop practical skills in Swift programming, Xcode, and SwiftUI. ● Learn to work around the database, file handling, and networking while building apps. ● Utilize the capabilities of mobile hardware to include sound, images, and videos. ● Bring machine learning capabilities using the Core ML framework. ● Integrate features such as App Gestures and Core Location into iOS applications. ● Utilize mobile design patterns and maintain a clean coding style. WHO THIS BOOK IS FOR This book is ideal for beginners in programming, students, and professionals interested in learning how to program in iOS, use various developer tools, and create Apple apps. Working knowledge of any programming language is an advantage but not required. TABLE OF CONTENTS 1. Getting Started with Xcode 2. Swift Fundamentals 3. Classes, Struct, and Enumerations 4. Protocols, Extensions, and Error Handling 5. TabBar, TableView, and CollectionView 6. User Interface Design with SwiftUI 7. Database with SQLite and Core Data 8. File Handling in iOS 9. App Gesture Recognizers in iOS 10. Core Location with MapKit 11. Camera And Photo Library 12. Machine Learning with Core ML 13. Networking in iOS Apps 14. Mobile App Patterns and Architectures 15. Publish iOS App on App Store
Akzeptanz von Beacons für Location-based Advertising - Marco Altpeter 2016-11-22
Marco Altpeter beschäftigt sich mit neuen Technologien für Location-based Services, wie bspw. (Bluetooth-)Beacons, und deren Einsatzmöglichkeiten im Marketing. Da eine kundenindividuelle Ansprache per Smartphone die Akzeptanz der Kunden voraussetzt, identifiziert der Autor empirisch Determinanten der Akzeptanz neuer Technologien am Beispiel von Location-based Advertising aus Konsumentensicht und untersucht sie auf der Grundlage der Strukturgleichungsmodellanalyse.

Developing IoT Projects with ESP32 - Vedat Ozan Oner 2021-09-13
Master the technique of using ESP32 as an edge device in any IoT application where wireless communication can make life easier Key FeaturesGain practical experience in working with ESP32Learn to interface various electronic devices such as sensors, integrated circuits (ICs), and displaysApply your knowledge to build real-world automation projectsBook Description Developing IoT Projects with ESP32 provides end-to-end coverage of secure data communication techniques from sensors to cloud platforms that will help you to develop production-grade IoT solutions by using the ESP32 SoC. You'll learn how to employ ESP32 in

your IoT projects by interfacing with different sensors and actuators using different types of serial protocols. This book will show you how some projects require immediate output for end-users, and cover different display technologies as well as examples of driving different types of displays. The book features a dedicated chapter on cybersecurity packed with hands-on examples. As you progress, you'll get to grips with BLE technologies and BLE mesh networking and work on a complete smart home project where all nodes communicate over a BLE mesh. Later chapters will show you how IoT requires cloud connectivity most of the time and remote access to smart devices. You'll also see how cloud platforms and third-party integrations enable endless possibilities for your end-users, such as insights with big data analytics and predictive maintenance to minimize costs. By the end of this book, you'll have developed the skills you need to start using ESP32 in your next wireless IoT project and meet the project's requirements by building effective, efficient, and secure solutions. What you will learnExplore advanced use cases like UART communication, sound and camera features, low-energy scenarios, and scheduling with an RTOSAdd different types of displays in your projects where immediate output to users is requiredConnect to Wi-Fi and Bluetooth for local network communicationConnect cloud platforms through different IoT messaging protocolsIntegrate ESP32 with third-party services such as voice assistants and IFTTTDiscover best practices for implementing IoT security features in a production-grade solutionWho this book is for If you are an embedded software developer, an IoT software architect or developer, a technologist, or anyone who wants to learn how to use ESP32 and its applications, this book is for you. A basic understanding of embedded systems, programming, networking, and cloud computing concepts is necessary to get started with the book.