Real-Time Communication with WebRTC—Salvatore Loreto 2014-04-16
Deliver rich audio and video real-time communication and peer-to-peer data exchange right in the browser, without the need for proprietary plug-ins. This concise hands-on guide shows you how to use the emerging Web Real-Time Communication (WebRTC) technology to build a browser-to-browser application, piece by piece. The authors’ learn-by-example approach is perfect for web programmers looking to understand real-time communication, architects unfamiliar with HTML5 and JavaScript-based client-server web programming. You’ll use a ten-step recipe to create a complete WebRTC system, with exercises that you can apply to your own projects. Tour the WebRTC development cycle and trapezoid architectural model Understand how and why VoIP is shifting from standalone functionality to a browser component Use mechanisms that let client-side web apps interact with browsers through the WebRTC API Transfer streaming data between browser peers with the RTCPeersConnection API Create a signaling channel between peers for setting up a WebRTC session Put everything together to create a basic WebRTC system from scratch Learn about conferencing, authorization, and other advanced WebRTC features

High Performance Browser Networking—Ilya Grigorik 2013-09-11 How prepared are you to build fast and efficient web applications? This eloquent book provides what every web developer should know about the network, from fundamental limitations that affect performance to major innovations for building even more powerful browser applications—including HTTP 2.0 and XHR improvements, Server-Sent Events (SSE), WebSockets, and Webrtc. This book will also cover several theories using Wireshark to monitor WebRTC protocols, and example captures are also included. Third edition has an enhanced demo application which now shows the use of telephony, or even gaming site or application. New for the Third Edition The full description of the browser media negotiation process including actual data channel for real-time text sent directly between browsers. Also, a new appendix with in-depth knowledge about signaling and building a signaling server in Node.js. While being introduced to the RTCDataChannel object, you will learn how it relates to WebRTC and how to add text-based chat to your application. You will also learn how it relates to WebRTC and how to add text-based chat to your application. You will also learn to take your application further by supporting multiple users through different technologies and scale its performance and security. This book will also cover several theories using full mesh networks, partial mesh networks, and multipoint control units. By the end of this book, you will have an extensive understanding of real-time communication and the WebRTC protocol and APIs.

Learning WebRTC—Dan Ristic 2015-06-30 The book begins by teaching you how to capture audio and video streams from the browser using the Media Capture and Streams API. You will then create your first WebRTC application capable of audio and video calling. The book will also give you in-depth knowledge about signaling and building a signaling server in Node.js. While being introduced to the RTCDataChannel object, you will learn how it relates to WebRTC and how to add text-based chat to your application. You will also learn to take your application further by supporting multiple users through different technologies and scale its performance and security. This book will also cover several theories using full mesh networks, partial mesh networks, and multipoint control units. By the end of this book, you will have an extensive understanding of real-time communication and the WebRTC protocol and APIs.

WebRTC Integrator’s Guide—Altanu 2014-10-31 This book is for programmers who want to learn about real-time communication and utilize the full potential of WebRTC. It is assumed that you have working knowledge of setting up a basic telecom infrastructure as well as basic programming and scripting knowledge.

WebRTC—Alan B. Johnston 2014-03-11 WebRTC, Web Real-Time Communications, is revolutionizing the way web users communicate, both in the consumer and enterprise worlds. WebRTC adds standard APIs (Application Programming Interfaces) and built-in real-time audio and video capabilities and codecs to browsers without a plug-in. With just a few lines of JavaScript, web developers can add high quality peer-to-peer voice, video, and data channel communications to their collaboration, conferencing, telephony, or even gaming site or application. New for the Third Edition The third edition has an enhanced demo application which now shows the use of the data channel for real-time text sent directly between browsers. Also, a full description of the browser media negotiation process including actual SDP session descriptions from Firefox and Chrome. Hints on how to use Wireshark to monitor WebRTC connections, and example captures are also included. TURN server support for NAT and firewall traversal is also new. This edition also features a step-by-step introduction to WebRTC, with concepts such as local media, signaling, and the Peer Connection
Your own web application. If you're interested in creating a video
and end users. This video course will equip you with the understanding to
browser capability and platform, simplifying accessibility for developers,
by providing an array of enabling APIs which overcome variances in
time communication applications, delivering the capability of seamlessly
"WebRTC is the central standard for the development of web-based real-
Developing Real Time Applications with WebRTC
Technologies in Education.
Human-Computer Interaction; Health Informatics and Information
Support Systems; Software Systems, Architectures, Applications and Tools;
Organizational Models and Information Systems; Intelligent and Decision
professionals and challenges of modern Information Systems
present and discuss recent results and innovations, current trends,
Madeira, Portugal, a global forum for researchers and practitioners to
The 2014 World Conference on Information Systems and Technologies
2
example code, and summary tables, this book is the ultimate WebRTC
discussion of WebRTC standards in W3C and IETF. Packed with figures,
in the standardization effort, this book contains the most up to date
introduced through separate runnable demos. Written by experts involved
in the standardization effort, this book contains the most up to date
date discussion of WebRTC and its array of powerful APIs, with the ability
to establish real-time video conferencing functionality over the web, with
whoever you want."--Resource description page.

Educational Technology and Resources for Synchronous Learning in
Higher Education-Yoon, Jyoon 2019-04-19 As more classes move to online
instruction, there is a need for research that shows the effectiveness
of synchronous learning. Educators must guide students on how to use
these new learning tools and become aware of the research trends and
opportunities within these developing online and hybrid courses.

FreeSWITCH 1.8-Anthony Minnissale II 2017-07-13 Build a robust, high-
performance telephony system with FreeSWITCH About This Book Learn
how to install and configure a complete telephony system of your own, from
scratch, using FreeSWITCH 1.6 Get in-depth discussions of important
concepts such as dialplan, user directory, NAT handling, and the powerful
FreeSWITCH event socket Discover expert tips from the FreeSWITCH
experts, including the creator of FreeSWITCH—Anthony Minnissale
Who This Book Is For This book is for beginner-level IT professionals and
enthusiasts who are interested in quickly getting a powerful telephony
system up and running using FreeSWITCH. It is written for people who
have some telephony experience, but it’s not a must. What You Will Learn Build a
complete WebRTC/SIP VoIP platform able to interconnect and process audio
and video in real time Use advanced PBX features to create powerful
dialplans Understand the inner workings and architecture of FreeSWITCH
Real time configuration from database and webservice with mod_xml_curl
Interactive browser client and your telephony environment Use scripting to
go beyond the dialplan with the power and flexibility of a programming
language Secure your FreeSWITCH connections with the help of effective
techniques Deploy all FreeSWITCH features using best practices and expert
tips Overcome frustrating NAT issues Control FreeSWITCH remotely with
the all-powerful event socket Trace packets, check debug logging, ask for
community and commercial help In Detail FreeSWITCH is an open source
telephony platform designed to facilitate the creation of voice and chat-driven
products, scaling from a soft-phone to a PBX and even up to an
enterprise-class soft-switch. This book introduces FreeSWITCH to IT
professionals who want to build their own telephony system. This book
starts with a brief introduction to the latest version of FreeSWITCH. We
then move on to the fundamentals and the new features added in version
1.6, showing you how to set up a basic system so you can make and receive
phone calls, make calls between extensions, and utilize basic PBX
functionality. Once you have a basic system in place, we’ll show you how to
add more and more functionalities to it. You’ll learn to deploy the features
on the system using unique techniques and tips to make it work better. Also,
there are changes in the security-related components, which will affect
the content in the book, so we will make that intact with the latest version.
There are new support libraries introduced, such as SQLite, OpenSSL, and
more, which will make FreeSWITCH more efficient and add more functions
to it. We’ll cover these in this edition to make it more appealing for you.
Style and approach This easy-to-follow guide helps you understand every
topic easily using real-world examples of FreeSWITCH tasks. This book is
full of practical code so you get a gradual learning curve.

Real-Time Communication With WebRTC-Salvatore Loreto 2016-03-25
Deliver rich audio and video real-time communication and peer-to-peer data
exchange right in the browser, without the need for proprietary plug-ins.
The updated second edition of this concise hands-on guide shows you how
to use the emerging Web Real-Time Communication (WebRTC) technology
to build a browser-to-browser application, piece by piece. The authors’
learn-by-example approach is perfect for web programmers looking to
understand real-time communication, and telecommunication architects
unfamiliar with HTML5 and JavaScript-based client-server web
programming. You’ll use a ten-step recipe to create a complete WebRTC
system, with exercises that you can apply to your own projects.

New Perspectives in Information Systems and Technologies, Volume 2-Alvaro Rocha 2014-03-19 This book contains a selection of articles from The 2014 World Conference on Information Technologies (WorldCIST’14), held between the 15th and 18th of April in Funchal, Madeira, Portugal, a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences and challenges of modern Information Systems and Technologies research, technological development and applications. The main topics covered are: Information and Knowledge Management; Organizational Models and Information Systems; Intelligent and Decision Support Systems; Software Systems; Architectures, Applications and Tools; Computer Networks, Mobility and Pervasive Systems; Radar Technologies; Human-Computer Interaction; Health Informatics and Information Technologies in Education.

Developing Real Time Applications with WebRTC-Andrés Estévez 2015 “WebRTC is the central standard for the development of web-based real-time communication applications, delivering the capability of seamlessly integrating peer-to-peer audio and video communication. The WebRTC protocol removes many of the barriers to web-based real-time communication by providing an array of enabling APIs which overcome variances in browser capability and platform, simplifying accessibility for developers, and end users. This video course will equip you with the understanding to quickly develop a complete WebRTC application, ready to be integrated into your own web application. If you’re interested in implementing a real-time application with WebRTC , this video delivers a strong example application which you can use, whilst laying the foundation for you to develop more complex instances in the future. This course opens with an introduction to WebRTC, placing it in context of similar technologies in the web environment, before diving into an exploration of key WebRTC APIs. After
WebRTC Blueprints—Andrii Sergienko 2014-05-15 This book is a step-by-step project-based guide that aims to teach you how to develop your own web-based applications that make use of WebRTC. This book will be perfect for you if you are a WebRTC developer and want to build complex WebRTC applications and projects, or if you want to gain practical experience in developing web applications, advanced WebRTC media handling, server and client signaling, call flows, or third-party integration. It is essential to have prior knowledge of building simple applications using WebRTC.

Mastering FreeSWITCH—Anthony Minessale II 2016-07-29 Master the art of advanced VoIP and WebRTC communication with the most dynamic application server, FreeSWITCH! About This Book Forget the hassle—make FreeSWITCH work for you! Discover how FreeSWITCH integrates with a range of tools and APIs. From high availability to IVR development use this book to become more confident with this useful communication software. Who This Book Is For SysAdmins, VoIP engineers—however you are, whatever you’re trying to do, this book will help you get more from FreeSWITCH. What You Will Learn Get to grips with the core concepts of FreeSWITCH Learn FreeSWITCH high availability Work with SIP profiles, gateways, ITSPs, and Codec optimization Implement effective security on your projects Master audio manipulation and recording Discover how FreeSWITCH works alongside WebRTC Build your own complex IVR and PBX applications Connect directly to PSTN/TDM Create your own FreeSWITCH module Trace SIP packets with the help of best open source tools Implement Homero Sipcapture to troubleshoot and debug all your platform traffic In Detail FreeSWITCH is one of the best tools around if you’re looking for a modern method of managing communication protocols through a range of different media. From real-time browser communication with the WebRTC API to implementing VoIP (voice over internet protocol), with FreeSWITCH you’re in full control of your projects. This book shows you how to unlock its full potential—more than just a tutorial, it’s packed with plenty of tips and tricks to make it work for you. Written by members of the team who actually helped build FreeSWITCH, it will guide you through some of the newest features of version 1.6 including video transcoding and conferencing. Find out how FreeSWITCH interacts with other tools and APIs, learn to tackle common (and not so common) challenges ranging from high availability to IVR development and programming advanced PBXs. Great communication functionality begins with FreeSWITCH—find out how and get your project up and running today. Style and approach Find out how it works, then put your knowledge into practice! Note that this advanced FreeSWITCH guide has been designed to help you learn. You’ll soon master FreeSWITCH and be confident using it in your projects.

WebRTC Cookbook—Andrii Sergienko 2015-02-25 If you are a JavaScript developer with a basic knowledge of WebRTC and software development, but want to explore how to use it in more depth, this book is for you.

Handbook of Digital Games—Marinos C. Angelides 2014-02-19 This book covers the state-of-the-art in digital games research and development for anyone working in the field of digital games and those who are considering entering into this rapidly growing industry. Many books have been published that sufficiently describe popular topics in digital games; however, until now there has not been a comprehensive book that draws the traditional and emerging facets of gaming together across multiple disciplines within a single volume.

Getting Started with Mike Dewar 2012 Learn how to create beautiful, interactive, browser-based data visualizations with the D3 JavaScript library. This hands-on book shows you how to use a combination of JavaScript and SVG to build everything from simple bar charts to complex infographics. You’ll learn how to use basic D3 tools by building visualizations based on real data from the New York Metropolitan Transit Authority. Using historical tables, geographical information, and other data, you’ll graph bus breakdowns and accidents and the percentage of subway trains running on time, among other examples. By the end of the book, you’ll be prepared to build your own web-based data visualizations with D3. Join a dataset with elements of a webpage, and modify the elements based on the data Map data values onto pixels and colors with D3’s scale objects Apply axis and line generators to simplify aspects of building visualizations Create a simple UI that allows users to investigate and compare data Use D3 transitions in your UI to animate important aspects of the data Get an introduction to D3 layout tools for building more sophisticated visualizations If you can code and manipulate data, and know how to work with JavaScript and SVG, this book is for you.

Intelligent Computing—Kohei Arii 2018-11-01 This book, gathering the Proceedings of the 2018 Computing Conference, offers a remarkable collection of chapters covering a wide range of topics in intelligent systems, computing and their real-world applications. The Conference attracted a total of 568 submissions from pioneering researchers, scientists, industrial engineers, and students from all around the world. These submissions underwent a double-blind peer review process. Of those 568 submissions, 192 submissions (including 14 poster papers) were selected for inclusion in the proceedings. Despite computer science’s relatively brief history as a formal academic discipline, it has made a number of fundamental contributions to science and society—in fact, along with electronics, it is a founding science of the current epoch of human history (the Information Age) and a main driver of the Information Revolution. The goal of this conference is to provide a platform presenting fundamental research contributions, and to be a premier venue for academics and industry practitioners to share new ideas and development experiences. This book collects state of the art chapters on all aspects of Computer Science, from classical to intelligent. It covers both the theory and applications of the latest computer technologies and methodologies. Providing the state of the art in intelligent methods and techniques for solving real-world problems, along with a vision of future research, the book will be interesting and valuable for a broad readership.

Practical XMPP—Lloyd Watkins 2016-09-30 Unleash the power of XMPP in order to build exciting, real-time, federated applications based on open standards in a secure and highly scalable fashion About This Book Learn about the fundamentals of XMPP and be able to work with the core functionality both server-side and in the browser Build a simple 1-to-1 chat (the “Hello World” of XMPP), explore multi-user chat, publish subscribe systems, and work with a decentralized social network Author Lloyd Watkins is a member of the XMPP standards committee Who This Book Is For If you want to learn about the fundamentals of XMPP, be able to work with the core functionality both server-side and in the browser then this book is for you. No knowledge of XMPP is required, or of TCP/IP networking. It’s important that you already know how to build applications of some form, and are looking to get a better understanding of how to implement XMPP for one or more of its many uses. You should be interested in the decentralized web, know HTML, and likely know JavaScript and NodeJS. You will probably know JSON, and hopefully XML (this is the native output of XMPP). What You Will Learn Install and configure an XMPP server and use it to connect from a traditional desktop client and send a message Build a simple server-side application that will respond to messages from our logged in desktop client Install and run XMPP-FTW, connect to the server from the browser, and handle incoming/outgoing messages Connect to a multi-user chat room, send/receive stanzas, add a room password, join a protected room, set the room’s subject, and change a user’s affiliation Get to grips with the publish-subscribe extension of XMPP and use it to build a pusher system that can make any website real-time. Build a simple XMPP server and create an extension for XMPP-FTW that allows you to use your own custom format Build an XMPP version of the classic game “Pong” In Detail XMPP (eXtensible Messaging and Presence Protocol) is a messaging protocol that enables communication between two or more devices via the Internet. With this book, developers will learn about the fundamentals of XMPP, be able to work with the core functionality both server-side and in the browser, as well as starting to explore several of the protocol extensions. You will not only have a solid grasp of XMPP and how it works, but will also be able to use the protocol to build real-world applications that utilize the power of XMPP. By the end of this book, you will know more about networking applications in general, and have a good understanding of how to extend XMPP, as well as using it in sample applications. Style and approach Through a number of hands-on projects, this book shows you how to build usable applications that highlights a feature of XMPP.

Ubiquitous Computing and Ambient Intelligence—Carmelo R. García 2016-11-18 This LNCS double volume LNCS 10069-10070 constitutes the refereed proceedings of the 10th International Conference on Ubiquitous Computing and Ambient Intelligence, UCAMl 2016, which includes the International Work Conference on Ambient Assisted Living (IWAAL), and the International Conference on Ambient Intelligence for Health (AmIHEALTH), held in Las Palmas de Gran Canaria, Spain, in November/December 2016. The 69 full papers presented together with 40 short papers and 5 doctoral consortium papers were carefully reviewed and selected from 145 submissions. UCAMl 2016 is focused on research topics related to ambient assisted living, internet of things, smart cities, ambient intelligence for health, human-computer interaction, ad-hoc and sensor networks, and security/div

Advances in Communication Networking—Yvon Kermarrec 2014-12-12 This book constitutes the refereed proceedings of the 20th EUNICE/IFIP
responsive, declarative UIs with React and Bootstrap. As we near the end of where JavaScript shines, that is, UI development. You’ll learn to build real-time web applications with websockets. When you’ve created a real-time web application with websockets, and how to secure WebSocket connections and deploy WebSocket-based applications to the enterprise. Build real-time web applications with HTML5. This book: Introduces you to the WebSocket API and protocol Describes and provides real-world examples of protocol communication over WebSocket Explains WebSocket security and enterprise deployment

Advances in Computing and Network Communications—Sahub M. Thampi 2021 This book constitutes the thoroughly refereed post-conference proceedings of the 4th International Conference on Computing and Network Communications (CoCoNet’20), October 14-17, 2020, Chennai, India. The papers presented were carefully reviewed and selected from several initial submissions. The papers are organized in topical sections on Signal, Image and Speech Processing, Wireless and Mobile Communication, Internet of Things, Cloud and Edge Computing, Distributed Systems, Machine Intelligence, Data Analytics, Cybersecurity, Artificial Intelligence and Cognitive Computing. The book is directed to the researchers and scientists engaged in various fields of computing and network communication domains.

Network Security and Communication Engineering—Kennis Chan 2015-07-06 The conference on network security and communication engineering is meant to serve as a forum for exchanging new developments and research progress between scholars, scientists and engineers all over the world and providing a unique opportunity to exchange information, to present the latest results as well as to review the relevant issues on

Big Data Analytics—Ladjel Bellatreche 2021-01-02 This book constitutes the proceedings of the 8th International Conference on Big Data Analytics, BDA 2020, which took place during December 15-18, 2020, in Sonepat, India. The 11 full and 3 short papers included in this volume were carefully reviewed and selected from 32 submissions. The book is directed to the researchers and scientists engaged in various fields of computing and network communication domains.

Modern JavaScript Applications—Narayan Prusty 2016-07-25 An example-driven guide that explores the world of modern web development with JavaScript. The book, titled The Definitive Guide to HTML5 WebSocket, Vanessa Wang 2013-03-21 The Definitive Guide to HTML5 WebSocket is the ultimate insider’s WebSocket resource. Modern web technology enables you to harness the power of true real-time connectivity and build responsive, modern web applications. This book contains everything web developers and architects need to know about WebSocket. It discusses how WebSocket-based architectures provide a dramatic reduction in unnecessary network overhead and latency compared to older HTTP (AJAX) architectures, how to layer widely used protocols such as XMPP and STOMP on top of WebSocket, and how to secure WebSocket connections and deploy WebSocket-based applications to the enterprise. Build real-time web applications with HTML5. This book: Introduces you to the WebSocket API and protocol Describes and provides real-world examples of protocol communication over WebSocket Explains WebSocket security and enterprise deployment

2020 Global Internet of Things Summit (GiToS) 2020-06-03 The Global IoT Summit will present selected papers on IoT technologies, research and applications. The GiToS will be collocated with the IoT Week Conference with access to a very rich and comprehensive program, bringing together top researchers, experts and industry in the Internet of Things domain. The 2020 programme will cover Emerging Technologies, IoT Cybersecurity, Privacy & Data Protection, Smart Cities, Artificial Intelligence, IoT and 5G Convergence, Advanced Manufacturing, Smart Farming, Big Data Analytics, Large Scale Pilots, IoT Market, smart water management, GDPR, Trends and many more.

Information System Development—María José Escolano 2014-07-23 Information System Development—Improving Enterprise Communication are the collected proceedings of the 22nd International Conference on Information Systems Development: Improving Enterprise Communication—ISD 2013 Conference, held in Seville, Spain. It follows in the tradition of previous conferences in the series in exploring the connections between industry, research and education. These proceedings represent ongoing reflections within the academic community on established information systems topics and emerging concepts, approaches and ideas. It is hoped that the papers herein contribute towards disseminating research and improving practice. The conference tracks highlighted at the 22nd International Conference on Information Systems Development: Improving Enterprise Communication—ISD 2013 were: Applications Data and Ontologies End Users Enterprise Evolution Industrial cases in ISD Intelligent Business Process Management Model Driven Engineering in ISD New Technologies Process Management Quality

Interactive Collaborative Learning—Michael E. Auer 2016-12-31 This book presents the proceedings of the 13th International Conference on Interactive Collaborative Learning, held 21-23 September 2016 at Clayton Hotel in Belfast, UK. We are currently witnessing a significant transformation in the development of education. The impact of globalisation on all areas of human life, the exponential acceleration of developments in both technology and the global markets, and the growing need for flexibility and agility are essential and challenging elements of this process that have to be addressed in general, but especially in the context of engineering education. To face these topical and very real challenges, higher education is called upon to find innovative responses. Since being founded in 1998, this conference has consistently been devoted to finding new approaches to learning, with a focus on collaborative learning. Today the ICL conferences have established themselves as a vital forum for the exchange of information on key trends and findings, and of practical lessons learned while developing and testing elements of new technologies and pedagogies in learning.

Emerging Trends in ICT for Sustainable Development—Ahmed Ben Ahmed 2021-01-23 This book features original research and recent advances in ICT fields related to sustainable development. Based on the International Conference on Networks, Intelligent systems, Computing & Environmental Informatics for Sustainable Development, held in Marrakech in April 2020, it features peer-reviewed chapters authored by prominent researchers from around the globe. As such it is an invaluable resource for courses in computer science, electrical engineering and urban sciences for sustainable development. This book covered topics including • Green Networks • Artificial Intelligence for Sustainability • Environment Informatics • Computing Technologies
JavaScript by Example—Dani Akash S 2017-08-30 A project based guide to help you get started with web development by building real-world and modern web applications About This Book Learn JavaScript from scratch by building clones of popular web applications Understand the core concepts and techniques surrounding JavaScript with this power-packed hands-on guide Explore modern JavaScript frameworks and libraries such as Node, React and Webpack Who This Book Is For The target audience for this book is developers with little or basic knowledge of working with JavaScript. If you are an emerging web developer with experience in building static web pages using HTML and CSS, this book will teach you to add JavaScript elements to make your website interactive and dynamic. What You Will Learn A strong understanding of web application development with JavaScript and ES6. A firm foundation on which to master other JavaScript frameworks and libraries. Write maintainable and scalable code by organizing functions into modules. Importance of tools such as Node, NPM, Babel, and Webpack in Front-end development. Work with real-time data such as incoming video streams, texts, and so on Integrate React with JavaScript to build large-scale applications. Utilize Redux to manage data across React components and greatly speed up the development process In Detail JavaScript is the programming language that all web developers need to learn. The first item on our JavaScript-to-do list is building a To-do list app, which you’ll have done by the end of the first chapter. You’ll explore DOM manipulation with JavaScript and work with event listeners. You’ll work with images and text to build a Meme creator. You will also learn about ES (ECMAScript) classes, and will be introduced to layouts using the CSS3 Flexbox. You’ll also develop a responsive Event Registration Form that allows users to register for your upcoming event and use charts and graphics to display registration data. You will then build a weather application, which will show you different ways to perform AJAX requests and work with dynamic, external data. WebRTC enables real-time communication in a web browser; you’ll learn how to use it when you build a real-time video-call and chat application later in the book. Towards the end of the book, you will meet React, Facebook’s JavaScript library for building user interfaces. You’ll throw together a blog with React, and get a feel for why this kind of framework is used to build large-scale web applications. To make your blog more maintainable and scalable, you’ll use Redux to manage data across React components. Style and approach This project-based guide will teach you all the facets of JavaScript through real-world app examples.

Beyond the Internet of Things—Jordi Mongay Batalla 2016-12-31 The major subjects of the book cover modeling, analysis and efficient management of information in Internet of Everything (IoE) applications and architectures. As the first book of its kind, it addresses the major new technological developments in the field and will reflect current research trends, as well as industry needs. It contains a good balance between theoretical and practical issues, covering case studies, experience and evaluation reports and best practices in utilizing IoE applications. It also provides technical/scientific information about various aspects of IoE technologies, ranging from basic concepts to research grade material, including future directions.

Speech and Computer—Andrey Ronzhin 2015-09-03 This book constitutes the refereed proceedings of the 17th International Conference on Speech and Computer, SPECOM 2015, held in Athens, Greece, in September 2015. The 59 revised full papers presented together with 2 invited talks were carefully reviewed and selected from 104 initial submissions. The papers cover a wide range of topics in the area of computer speech processing such as recognition, synthesis, and understanding and related domains including signal processing, language and text processing, multi-modal speech processing or human-computer interaction.

Innovative Mobile and Internet Services in Ubiquitous Computing—Leonard Barolli 2018-06-07 This book presents the latest research findings, methods and development techniques related to Ubiquitous and Pervasive Computing (UPC) as well as challenges and solutions from both theoretical and practical perspectives with an emphasis on innovative, mobile and internet services. With the proliferation of wireless technologies and electronic devices, there is a rapidly growing interest in Ubiquitous and Pervasive Computing (UPC). UPC makes it possible to create a human-oriented computing environment where computer chips are embedded in everyday objects and interact with physical world. It also allows users to be online even while moving around, providing them with almost permanent access to their personal information. This revolution is transforming the way we live and work, and will continue to revolutionize our lives. UPC also poses new research challenges.

Interactive Mobile Communication Technologies and Learning—Michael E. Auer 2018-02-13 Interactive mobile technologies have now become the core of many—if not all—fields of society. Not only do the younger generation of students expect a mobile working and learning environment, but also the new ideas, technologies and solutions introduced on a nearly daily basis also boost this trend. Discussing and assessing key trends in the mobile field were the primary aims of the 11th International Conference on Interactive Mobile Communication, Technologies and Learning (IMCL2017), which was held in Thessaloniki from 30 November to 01 December 2017. Since being founded in 2006, the conference has been devoted to new approaches in interactive mobile technologies, with a focus on learning. The IMCL conferences have in the meanwhile become a central forum of the exchange of new research results and relevant trends, as well as best practices. This book contains papers in the fields of: Future Trends and Emerging Mobile Technologies Design and Development of Mobile Learning Apps and Content Mobile Games—Gamification and Mobile Learning Adaptive Mobile Environments Augmented Reality and Immersive Applications Tangible, Embedded and Embodied Interaction Interactive Collaborative and Blended Learning Digital Technology in Sports Mobile Health Care and Training Services. Along with a great potential to 5G Network Infrastructure Case Studies Real-World Experiences The content will appeal to a broad readership, including policymakers, academics, educators, researchers in pedagogy and learning theory, school teachers, the learning industry, further education lecturers, etc.

Advanced Communication Systems and Information Security—Mostafa Belkasmi 2020-11-05 This book constitutes selected papers of the Second International Conference on Advanced Communication Systems and Information Security, ACOSIS 2019, held in Marrakesh, Morocco, in November 2019. The 10 full papers and 10 short papers were thoroughly reviewed and selected from 94 submissions. The papers are organized according to the following topical sections: wireless communications and services; vehicular communications; channel coding; construction of error correcting codes; intrusion detection techniques; wireless and mobile network security; applied cryptography.

Sensors for Gait, Posture, and Health Monitoring Volume 2—Thurmon Lockhart 2020-06-17 In recent years, many technologies for gait and posture assessments have emerged. Wearable sensors, active and passive in-house monitors, and many combinations thereof all promise to provide accurate measures of physical activity, gait, and posture parameters. Motivated by market projections for wearable technologies and driven by recent technological innovations in wearable sensors (MEMs, electronic textiles, wireless communications, etc.), wearable health/performance research is growing rapidly and has the potential to transform future healthcare from disease treatment to disease prevention. The objective of this Special Issue is to address and disseminate the latest gait, posture, and activity monitoring systems as well as various mathematical models/methods that characterize mobility functions. This Special Issue focuses on wearable monitoring systems and physical sensors, and its mathematical models can be utilized in varied environments under varied conditions to monitor health and performance.