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The Rough Guide to iPods & iTunes [Dorling Kindersley Ltd](#) Provides information on the different variety of iPods and how to select the right model, includes instructions on using iTunes, and shows how to manage a music library. **iPod & iTunes The Missing Manual** ["O'Reilly Media, Inc."](#) Explains how to use the portable music player with a Windows PC or a Macintosh computer to perform functions including play music, store personal contact and calendar information, and use as a portable FireWire drive. **Mac Life The Perfect Thing How the iPod Shuffles Commerce, Culture, and Coolness** [Simon and Schuster](#) On October 23, 2001, Apple Computer, a company known for its chic, cutting-edge technology -- if not necessarily for its dominant market share -- launched a product with an enticing promise: You can carry an entire music collection in your pocket. It was called the iPod. What happened next exceeded the company's wildest dreams. Over 50 million people have inserted the device's distinctive white buds into their ears, and the iPod has become a global obsession. **The Perfect Thing** is the definitive account, from design and marketing to startling impact, of Apple's iPod, the signature device of our young century. Besides being one of the most successful consumer products in decades, the iPod has changed our behavior and even our society. It has transformed Apple from a computer company into a consumer electronics giant. It has remolded the music business, altering not only the means of distribution but even the ways in which people enjoy and think about music. Its ubiquity and its universally acknowledged coolness have made it a symbol for the digital age itself, with commentators remarking on "the iPod generation." Now the iPod is beginning to transform the broadcast industry, too, as podcasting becomes a way to access radio and television programming. Meanwhile millions of Podheads obsess about their gizmo, reveling in the personal soundtrack it offers them, basking in the social cachet it lends them, even wondering whether the device itself has its own musical preferences. Steven Levy, the chief technology correspondent for Newsweek magazine and a longtime Apple watcher, is the ideal writer to tell the iPod's tale. He has had access to all the key players in the iPod story, including Steve Jobs, Apple's charismatic cofounder and CEO, whom Levy has known for over twenty years. Detailing for the first time the complete story of the creation of the iPod, Levy explains why Apple succeeded brilliantly with its version of the MP3 player when other companies didn't get it right, and how Jobs was able to convince the bosses at the big record labels to license their music for Apple's groundbreaking iTunes Store. (We even learn why the iPod is white.) Besides his inside view of Apple, Levy draws on his experiences covering Napster and attending Supreme Court arguments on copyright (as well as his own travels on the iPod's click wheel) to address all of the fascinating issues -- technical, legal, social, and musical -- that the iPod raises. Borrowing one of the definitive qualities of the iPod itself, **The Perfect Thing** shuffles the book format. Each chapter of this book was written to stand on its own, a deeply researched, wittily observed take on a different aspect of the iPod. The sequence of the chapters in the book has been shuffled in different copies, with only the opening and concluding sections excepted. "Shuffle" is a hallmark of the digital age -- and **The Perfect Thing**, via sharp, insightful reporting, is the perfect guide to the deceptively diminutive gadget embodying our era. **Maximum PC** **Maximum PC** is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing product reviews, insightful and innovative how-to stories and the illuminating technical articles that enthusiasts crave. **Spotify For Dummies** [John Wiley & Sons](#) The ultimate beginner guide to the groundbreaking music service, Spotify! Spotify is a free online streaming music platform that allows users to listen to songs on demand over the Internet--without having to buy or own the actual tracks. This fun and friendly guide walks you through how best to use this sweet-sounding service. Covering everything from using Spotify on selected mobile phones to creating and sharing your own playlists, **Spotify For Dummies** has it all. Experienced author Kim Gilmour details the ins and outs of this revolutionary music, from installing and setup to discovering new artists and taking your musical enjoyment to new levels. Explores the social networking aspects of Spotify and how to integrate with them **Helps you navigate through the various editions of Spotify Shows you how to take Spotify with you on your mobile device Encourages you to merge your own music collection with Spotify** This book is spot on! Start using Spotify today with this handy guide by your side. **Sound & Vision Absolute Beginner's Guide to iPod and iTunes** [Que Publishing](#) An introduction to the key features of iPod, iTunes, and the iTunes music store explains how to customize one's device by setting preferences, create and use playlists, copy files, burn an audio CD, preview music tracks, and search for and download songs. **iOS 6 Programming Pushing the Limits Advanced Application Development for Apple iPhone, iPad and iPod Touch** [John Wiley & Sons](#) Learn to build extraordinary apps for

iPhone, iPad, and iPod touch iOS is the hottest development platform around, and iOS 6 adds a new and deeper dimension to explore. This guide offers serious information for serious programmers who know the basics and are ready to dive into the advanced features of iOS. You'll learn to create killer apps for the iPad, iPhone, and iPod touch, including how to maximize performance and make more money from your apps with in-app purchases. Topics covered include security, multitasking, running on multiple platforms, blocks and functional programming, advanced text layout, and much more. App development for iPhones and iPads is a lucrative and exciting venture; books on this topic are steady bestsellers. This advanced guide helps experienced developers take full advantage of the latest platform upgrade, iOS 6. Provides in-depth background on maximizing your apps with Apple's iPhone SDK 6.0, including the major new APIs and building applications for the new iPad. Covers keeping control of multitasking, increasing income with in-app purchases, key value observing with Cocoa, running on multiple platforms, advanced text layout, building a Core foundation, and more. iOS 6 Programming: Pushing the Limits gives experienced mobile developers a wealth of knowledge for creating outstanding iPhone and iPad apps on the latest platform. iOS Forensic Analysis for iPhone, iPad, and iPod touch [Apress](#) iOS Forensic Analysis provides an in-depth look at investigative processes for the iPhone, iPod Touch, and iPad devices. The methods and procedures outlined in the book can be taken into any courtroom. With never-before-published iOS information and data sets that are new and evolving, this book gives the examiner and investigator the knowledge to complete a full device examination that will be credible and accepted in the forensic community. Macworld The Macintosh Magazine The Definitive Guide to SQLite [Apress](#) Outside of the world of enterprise computing, there is one database that enables a huge range of software and hardware to flex relational database capabilities, without the baggage and cost of traditional database management systems. That database is SQLite—an embeddable database with an amazingly small footprint, yet able to handle databases of enormous size. SQLite comes equipped with an array of powerful features available through a host of programming and development environments. It is supported by languages such as C, Java, Perl, PHP, Python, Ruby, TCL, and more. The Definitive Guide to SQLite, Second Edition is devoted to complete coverage of the latest version of this powerful database. It offers a thorough overview of SQLite's capabilities and APIs. The book also uses SQLite as the basis for helping newcomers make their first foray into database development. In only a short time you can be writing programs as diverse as a server-side browser plug-in or the next great iPhone or Android application! Learn about SQLite extensions for C, Java, Perl, PHP, Python, Ruby, and Tcl. Get solid coverage of SQLite internals. Explore developing iOS (iPhone) and Android applications with SQLite. SQLite is the solution chosen for thousands of products around the world, from mobile phones and GPS devices to set-top boxes and web browsers. You almost certainly use SQLite every day without even realizing it! The Ultimate Mac User Book [Setapp Limited](#) Master a Mac without jargon and complications. Once you go Mac, you never go back. And if you have this book, you'll be more than happy to never go back. In The Ultimate Mac User Book, we've made a bold attempt to unveil an ideal Mac setup that works for anyone. Whether you're switching from Windows or want to upgrade your knowledge of macOS, this is for you. Here's what you'll learn from the book: - The anatomy of Mac's interface. How to set up your new Mac for years of use. - Basic and advanced shortcuts for all jobs on Mac. - Alternatives to popular Windows apps. - Ready-to-use workflows for writers, designers, developers, students, as well as people of any profession who want to hit new productivity milestones on Mac. - 20 hacks every seasoned Mac user should be using (but only a few actually do) in the bonus chapter. Reliable and intuitive, Macs still require a certain level of tech fluency. The family of Apple's Macintosh operating systems is very versatile, with tons of features and enhancements built on top of each other. Navigating through all of them can be complicated. Especially if you're a new user. Especially if you have no time to figure out how things work — you just want them to work. Hope we'll solve the problem for you with this book. ICon Steve Jobs The Greatest Second Act in the History of Business [John Wiley & Sons Incorporated](#) An examination of one of the greatest success stories of the digital age looks at the success Steve Jobs has had with Pixar and his rejuvenation of Apple through the introduction of the iMac and iPod. The One Device The Secret History of the iPhone [Random House](#) The secret history of the invention that changed everything and became the most profitable product in the world. Odds are that as you read this, an iPhone is within reach. But before Steve Jobs introduced us to 'the one device', as he called it, a mobile phone was merely what you used to make calls on the go. How did the iPhone transform our world and turn Apple into the most valuable company ever? Veteran technology journalist Brian Merchant reveals the inside story you won't hear from Cupertino - based on his exclusive interviews with the engineers, inventors and developers who guided every stage of the iPhone's creation. This deep dive takes you from inside 1 Infinite Loop to nineteenth-century France to WWII America, from the driest place on earth to a Kenyan pit of toxic e-waste, and even deep inside Shenzhen's notorious 'suicide factories'. It's a first-hand look at how the cutting-edge tech that makes the world work - touch screens, motion trackers and even AI - made its way into our pockets. The One Device is a road map for design and engineering genius, an anthropology of the modern age and an unprecedented view into one of the most secretive companies in history. This is the untold account, ten years in the making, of the device that changed everything. File System Forensic Analysis [Addison-Wesley Professional](#) The Definitive Guide to File System Analysis: Key Concepts and Hands-on Techniques Most digital evidence is stored within the computer's file system, but understanding how file systems work is one of the most technically challenging concepts for a digital investigator because there exists little documentation. Now, security expert Brian Carrier has written the definitive reference for everyone who wants to understand and be able to testify about how file system analysis is performed. Carrier begins with an overview of investigation and computer foundations and then gives an authoritative, comprehensive, and illustrated overview of contemporary volume and file systems: Crucial information for discovering hidden evidence, recovering deleted data, and validating your tools. Along the way, he describes data structures, analyzes example disk images, provides advanced investigation scenarios, and uses today's most valuable open source file system analysis tools—including tools he personally developed. Coverage includes Preserving the digital crime scene and duplicating hard disks for "dead analysis" Identifying hidden data on a disk's Host Protected

Area (HPA) Reading source data: Direct versus BIOS access, dead versus live acquisition, error handling, and more Analyzing DOS, Apple, and GPT partitions; BSD disk labels; and Sun Volume Table of Contents using key concepts, data structures, and specific techniques Analyzing the contents of multiple disk volumes, such as RAID and disk spanning Analyzing FAT, NTFS, Ext2, Ext3, UFS1, and UFS2 file systems using key concepts, data structures, and specific techniques Finding evidence: File metadata, recovery of deleted files, data hiding locations, and more Using The Sleuth Kit (TSK), Autopsy Forensic Browser, and related open source tools When it comes to file system analysis, no other book offers this much detail or expertise. Whether you're a digital forensics specialist, incident response team member, law enforcement officer, corporate security specialist, or auditor, this book will become an indispensable resource for forensic investigations, no matter what analysis tools you use. E-Marketing Theory and Application [Bloomsbury Publishing](#) Combining academic rigour and practical application, E-Marketing brings together a theoretical framework from academic peer reviewed literature with contemporary developments in internet technology. Considering marketing theory and practice, the text demonstrates how conceptual frameworks can be applied to the e-marketing environment. Udk ios Game Development Beginner's Guide [Packt Publishing Ltd](#) The book takes a step-by-step process in completing tasks with many detailed illustrations while allowing you to add your own creativity to the mix to create a game that is uniquely your own.If you would like to make iOS games with the Unreal Development Kit or are interested in porting your game from PC to iOS, this book is for you The Hollywood Reporter Learning IOS Development A Hands-on Guide to the Fundamentals of IOS Programming [Addison-Wesley Professional](#) Features hands-on sample projects and exercises designed to help programmers create iOS applications. iOS Hacker's Handbook [John Wiley & Sons](#) Discover all the security risks and exploits that can threaten iOS-based mobile devices iOS is Apple's mobile operating system for the iPhone and iPad.With the introduction of iOS5, many security issues have come to light. This book explains and discusses them all. The award-winning author team, experts in Mac and iOS security, examines the vulnerabilities and the internals of iOS to show how attacks can be mitigated. The book explains how the operating system works, its overall security architecture, and the security risks associated with it, as well as exploits, rootkits, and other payloads developed for it. Covers iOS security architecture, vulnerability hunting, exploit writing, and how iOS jailbreaks work Explores iOS enterprise and encryption, code signing and memory protection, sandboxing, iPhone fuzzing, exploitation, ROP payloads, and baseband attacks Also examines kernel debugging and exploitation Companion website includes source code and tools to facilitate your efforts iOS Hacker's Handbook arms you with the tools needed to identify, understand, and foil iOS attacks. Macs For Dummies [John Wiley & Sons](#) Whether you're thinking of switching to a Macintosh computer, are looking into the latest Apple products, or have a Mac and want to learn about Mac OS X Leopard, then Macs For Dummies, 10th Edition will get you going. Here you'll learn all about how to compare the different desktop and laptop models to choose your perfect match, make Mac OS X Leopard work your way, use the new iLife 2008 digital lifestyle applications, get online and connect to a wired or wireless network, and run Windows on your Mac so you can keep the Microsoft programs you need. You'll also discover how to: Navigate your way around the Mac interface and work with icons and folders Best utilize OS X, work with the new Photo Booth, and manage clutter with Exposé and Spaces Get connected, start a Web-browsing Safari, use e-mail and iChat, and shop online Join .Mac and take advantage of iDisk backups, IMAP mail, and Web Gallery Explore all that iTunes offers, process digital photos with iPhoto, make iMovies, and have fun with GarageBand Use Windows on your Mac and transfer Windows files It's a perfect time to join the Mac generation, especially if you're a Windows user who's been thinking of defecting. Macs For Dummies, 10th Edition will get you there, helping you pick peripherals, download freebie programs, set up user accounts, implement security secrets, troubleshoot your Mac, and experience the iLife. Inside Solid State Drives (SSDs) [Springer Science & Business Media](#) Solid State Drives (SSDs) are gaining momentum in enterprise and client applications, replacing Hard Disk Drives (HDDs) by offering higher performance and lower power. In the enterprise, developers of data center server and storage systems have seen CPU performance growing exponentially for the past two decades, while HDD performance has improved linearly for the same period. Additionally, multi-core CPU designs and virtualization have increased randomness of storage I/Os. These trends have shifted performance bottlenecks to enterprise storage systems. Business critical applications such as online transaction processing, financial data processing and database mining are increasingly limited by storage performance. In client applications, small mobile platforms are leaving little room for batteries while demanding long life out of them. Therefore, reducing both idle and active power consumption has become critical. Additionally, client storage systems are in need of significant performance improvement as well as supporting small robust form factors. Ultimately, client systems are optimizing for best performance/power ratio as well as performance/cost ratio. SSDs promise to address both enterprise and client storage requirements by drastically improving performance while at the same time reducing power. Inside Solid State Drives walks the reader through all the main topics related to SSDs: from NAND Flash to memory controller (hardware and software), from I/O interfaces (PCIe/SAS/SATA) to reliability, from error correction codes (BCH and LDPC) to encryption, from Flash signal processing to hybrid storage. We hope you enjoy this tour inside Solid State Drives. iPod touch Made Simple, iOS 5 Edition [Apress](#) The new iOS 5-driven iPod touch devices are much more than just music. These have all the features of a PDA—including email, calendar, Google Maps, the App Store, and even phone capabilities—as well as the ability to watch movies and play your favorite games, all packed into Apple's sleek design. With iPod touch Made Simple, iOS 5 Edition, you'll learn how to take advantage of all these features and more, now available using the new iOS 5. Packed with over 1,000 visuals and screenshots, this book will help you master all the functions of the iPod touch devices that run iOS 5 and teach you time-saving techniques and tips along the way. Written by two successful smartphone trainers and authors, this is the go-to guide for the iPod touch! Networking For Dummies [John Wiley & Sons](#) Set up a secure network at home or the office Fully revised to cover Windows 10 and Windows Server 2019, this new edition of the trusted Networking For Dummies helps both beginning network administrators and home users to set up and maintain a network. Updated coverage of broadband and

wireless technologies, as well as storage and back-up procedures, ensures that you'll learn how to build a wired or wireless network, secure and optimize it, troubleshoot problems, and much more. From connecting to the Internet and setting up a wireless network to solving networking problems and backing up your data—this #1 bestselling guide covers it all. Build a wired or wireless network Secure and optimize your network Set up a server and manage Windows user accounts Use the cloud—safely Written by a seasoned technology author—and jam-packed with tons of helpful step-by-step instructions—this is the book network administrators and everyday computer users will turn to again and again. **Mobile Unleashed The Origin and Evolution of Arm Processors in Our Devices** [Createspace Independent Publishing Platform](#) This is the origin story of technology super heroes: the creators and founders of ARM, the company that is responsible for the processors found inside 95% of the world's mobile devices today. This is also the evolution story of how three companies - Apple, Samsung, and Qualcomm - put ARM technology in the hands of billions of people through smartphones, tablets, music players, and more. It was anything but a straight line from idea to success for ARM. The story starts with the triumph of BBC Micro engineers Steve Furber and Sophie Wilson, who make the audacious decision to design their own microprocessor - and it works the first time. The question becomes, how to sell it? Part I follows ARM as its founders launch their own company, select a new leader, a new strategy, and find themselves partnered with Apple, TI, Nokia, and other companies just as digital technology starts to unleash mobile devices. ARM grows rapidly, even as other semiconductor firms struggle in the dot com meltdown, and establishes itself as a standard for embedded RISC processors. Apple aficionados will find the opening of Part II of interest the moment Steve Jobs returns and changes the direction toward fulfilling consumer dreams. Samsung devotees will see how that firm evolved from its earliest days in consumer electronics and semiconductors through a philosophical shift to innovation. Qualcomm followers will learn much of their history as it plays out from satellite communications to development of a mobile phone standard and emergence as a leading fabless semiconductor company. If ARM could be summarized in one word, it would be "collaboration." Throughout this story, from Foreword to Epilogue, efforts to develop an ecosystem are highlighted. Familiar names such as Google, Intel, Mediatek, Microsoft, Motorola, TSMC, and others are interwoven throughout. The evolution of ARM's first 25 years as a company wraps up with a shift to its next strategy: the Internet of Things, the ultimate connector for people and devices. Research for this story is extensive, simplifying a complex mobile industry timeline and uncovering critical points where ARM and other companies made fateful and sometimes surprising decisions. Rare photos, summary diagrams and tables, and unique perspectives from insiders add insight to this important telling of technology history. **Emmy The Runaway Species How human creativity remakes the world** [Catapult](#) "The authors look at art and science together to examine how innovations—from Picasso's initially offensive paintings to Steve Jobs's startling iPhone—build on what already exists and rely on three brain operations: bending, breaking and blending. This manifesto . . . shows how both disciplines foster creativity." —The Wall Street Journal **The Runaway Species is a deep dive into the creative mind, a celebration of the human spirit, and a vision of how we can improve our future by understanding and embracing our ability to innovate. David Eagleman and Anthony Brandt seek to answer the question: what lies at the heart of humanity's ability—and drive—to create? Our ability to remake our world is unique among all living things. But where does our creativity come from, how does it work, and how can we harness it to improve our lives, schools, businesses, and institutions? Eagleman and Brandt examine hundreds of examples of human creativity through dramatic storytelling and stunning images in this beautiful, full-color volume. By drawing out what creative acts have in common and viewing them through the lens of cutting-edge neuroscience, they uncover the essential elements of this critical human ability, and encourage a more creative future for all of us. "The Runaway Species approach[es] creativity scientifically but sensitively, feeling its roots without pulling them out."** —The Economist **Build Your Own Security Lab A Field Guide for Network Testing** [John Wiley & Sons](#) If your job is to design or implement IT security solutions or if you're studying for any security certification, this is the how-to guide you've been looking for. Here's how to assess your needs, gather the tools, and create a controlled environment in which you can experiment, test, and develop the solutions that work. With liberal examples from real-world scenarios, it tells you exactly how to implement a strategy to secure your systems now and in the future. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. **The Michigan Journal Mobile Computing, Applications, and Services First International ICST Conference, MobiCASE 2009, San Diego, CA, USA, October 26-29, 2009, Revised Selected Papers** [Springer Science & Business Media](#) This proceedings volume includes the full research papers presented at the First International Conference on Mobile Computing, Applications, and Services (MobiCASE) held in San Diego, California, during October 26-29, 2009. It was sponsored by ICST and held in conjunction with the First Workshop on Innovative Mobile User Interactivity (WIMUI). MobiCASE highlights state-of-the-art academic and industry research work in - main topics above the OSI transport layer with an emphasis on complete end-to-end systems and their components. Its vision is largely influenced by what we see in the consumer space today: high-end mobile phones, high-bandwidth wireless networks, novel consumer and enterprise mobile applications, scalable software infrastructures, and of course an increasingly larger user base that is moving towards an almost a- mobile lifestyle. This year's program spanned a wide range of research that explored new features, algorithms, and infrastructure related to mobile platforms. We received submissions from many countries around the world with a high number from Europe and Asia in addition to the many from North America. Each paper received at least three independent reviews from our Technical Program Committee members during the Spring of 2009, with final results coming out in July. As a result of the review process, we selected 15 high-quality papers and complemented them with six invited submissions from leading researchers, reaching the final count of 21 papers in the program. **Manual of Tests and Criteria The Manual of Tests and Criteria contains criteria, test methods and procedures to be used for classification of dangerous goods according to the provisions of Parts 2 and 3 of the United Nations Recommendations on the Transport of Dangerous Goods, Model Regulations, as well as of chemicals presenting physical hazards according to the Globally Harmonized System of Classification and Labelling of Chemicals (GHS). As a**

consequence, it supplements also national or international regulations which are derived from the United Nations Recommendations on the Transport of Dangerous Goods or the GHS. At its ninth session (7 December 2018), the Committee adopted a set of amendments to the sixth revised edition of the Manual as amended by Amendment 1. This seventh revised edition takes account of these amendments. In addition, noting that the work to facilitate the use of the Manual in the context of the GHS had been completed, the Committee considered that the reference to the "Recommendations on the Transport of Dangerous Goods" in the title of the Manual was no longer appropriate, and decided that from now on, the Manual should be entitled "Manual of Tests and Criteria".

Beginner's Guide to Digital Painting in Procreate [How to Create Art on an iPad 3dtotal Publishing](#) Delve into the world of digital painting on an iPad with step-by-step tutorials, hints, and tips from professional artists.

Adobe Photoshop Elements 3.0 [Adobe Press](#) Showcases the computer graphics program's updated features while demonstrating fundamental and advanced Photoshop concepts and displaying professionally designed projects.

Principles of Marketing [Ingram](#)

Mac OS X Lion Server For Dummies [John Wiley & Sons](#) The perfect guide to help administrators set up Apple's Mac OS X Lion Server

With the overwhelming popularity of the iPhone and iPad, more Macs are appearing in corporate settings. The newest version of Mac Server is the ideal way to administer a Mac network. This friendly guide explains to both Windows and Mac administrators how to set up and configure the server, including services such as iCal Server, Podcast Producer, Wiki Server, Spotlight Server, iChat Server, File Sharing, Mail Services, and support for iPhone and iPad. It explains how to secure, administer, and troubleshoot the network, and shows Windows admins how to incorporate a Mac subnet into the Windows Active Directory domain using Apple Open Directory. Explains all the necessary information about administering, securing, and troubleshooting a network with Mac OS X Lion Server

Enables you to set up and configure the server as well as the iCal Server, Podcast Producer, Wiki Server, Spotlight Server, iChat Server, File Sharing, Mail Services, and support for iPhone and iPad

Helps Windows administrators learn to easily incorporate a Mac subnet into the Windows Active Directory domain using Apple Open Directory

With this easy guide at hand, implementing Mac OS X Lion Server and administering a Mac network is a breeze.

Practical WebObjects [Apress](#) While Apple provides a modicum of documentation for developers just starting with WebObjects, more-skilled WebObjects developers typically learn from each other or via trial and error. Practical WebObjects formalizes this process for the skilled and experienced WebObjects developer with this 100% pragmatic resource. Written by two expert WebObjects developers, Charles Hill and Sacha Mallais, this book features working, world-tested solutions for difficult problems. Endorsed by Global Village, Practical WebObjects includes many topics not covered anywhere else, including localization, validation, and optimization. Practical WebObjects will prove invaluable for WebObjects developers trying to solve specific problems and wanting to increase their overall knowledge of WebObjects.

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The Ultimate Digital Music Guide [Que Publishing](#)

Discusses all aspects of digital music, including navigating Internet radio, determining the best audio file format, creating playlists, and sharing music through social media outlets.

Forecasting Product Liability Claims

Epidemiology and Modeling in the Manville Asbestos Case [Springer Science & Business Media](#)

This selection of papers encompasses recent methodological advances in several important areas, such as multivariate failure time data and interval censored data, as well as innovative applications of the existing theory and methods. Using a rigorous account of statistical forecasting efforts that led to the successful resolution of the John-Manville asbestos litigation, the models in this volume can be adapted to forecast industry-wide asbestos liability. More generally, because the models are not overly dependent on the U.S. legal system and the role of asbestos, this volume will be of interest in other product liability cases, as well as similar forecasting situations for a range of insurable or compensational events. Throughout the text, the emphasis is on the iterative nature of model building and the uncertainty generated by lack of complete knowledge of the injury process. This uncertainty is balanced against the court's need for a definitive settlement, and how these opposing principles can be reconciled. A valuable reference for researchers and practitioners in the field of survival analysis.

Invisible Engines [How Software Platforms Drive Innovation and Transform Industries](#) [MIT Press](#)

Harnessing the power of software platforms: what executives and entrepreneurs must know about how to use this technology to transform industries and how to develop the strategies that will create value and drive profits. Software platforms are the invisible engines that have created, touched, or transformed nearly every major industry for the past quarter century. They power everything from mobile phones and automobile navigation systems to search engines and web portals. They have been the source of enormous value to consumers and helped some entrepreneurs build great fortunes. And they are likely to drive change that will dwarf the business and technology revolution we have seen to this point. Invisible Engines examines the business dynamics and strategies used by firms that recognize the transformative power unleashed by this new revolution—a revolution that will change both new and old industries. The authors argue that in order to understand the successes of software platforms, we must first understand their role as a technological meeting ground where application developers and end users converge. Apple, Microsoft, and Google, for example, charge developers little or nothing for using their platforms and make most of their money from end users; Sony PlayStation and other game consoles, by contrast, subsidize users and make more money from developers, who pay royalties for access to the code they need to write games. More applications attract more users, and more users attract more applications. And more applications and more users lead to more profits. Invisible Engines explores this story through the lens of the companies that have mastered this platform-balancing act. It offers detailed studies of the personal computer, video game console, personal digital assistant, smart mobile phone, and digital media software platform industries, focusing on the business decisions made by industry players to drive profits and stay a step ahead of the competition. Shorter discussions of Internet-based software platforms provide an important glimpse into a future in which the way we buy, pay, watch, listen, learn, and communicate will change forever. An electronic version

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