

Usb Complete Complete Guides

From 50 yards and in, no golfer in history has demonstrated more talent, flair, creativity and precision, or generated more raw excitement, than Phil Mickelson. His ability with the sand wedge and putter are legendary not only among fans but his peers as well, and it is his skill with those clubs that is primarily responsible for his winning 34 tournaments on the PGA Tour, including three major championships. In his first-ever instruction book, Mickelson explains in detail how to master every phase of the short game. Mickelson maintains that any golfer of average ability can become a deadly short-game player by approaching the subject with a blend of science (proper mechanics and setup) and art (imagination and feel). Mickelson does a fine job explaining both; combining the wisdom of his great teachers with his own fertile imagination, cultivated from 34 years of experimentation, trial and error. No golfer can afford to miss out on Mickelson's secrets and tips.

A guide to using embedded systems with Ethernet covers such topics as hardware and firmware, TCP/IP protocols, creating embedded Web sites, local networks and the Internet, and sending and receiving e-mail using SMTP and POP3.

Developers who design and program USB devices have a new resource in the fifth edition of USB Complete: The Developer's Guide. This edition adds an introduction to USB 3.1 and SuperSpeedPlus bus, which offers a 2x increase in bus speed over USB 3.0's SuperSpeed. For designs that don't require USB 3.1's capabilities, the book also covers USB 2.0 technology and applications. USB Complete Fifth Edition bridges the gap between the technical specifications and the real world of design and programming. Author Jan Axelson distills the fundamentals of the protocols and guides developers in choosing device hardware, deciding whether to target a USB class driver or another host driver, and writing device firmware and host applications. Example code in Visual C# shows how to detect and access USB devices and how to program and communicate with vendor-defined devices that use the human-interface-device (HID) class driver and Microsoft's WinUSB driver. Also covered are how to use bus power, including new advanced power delivery capabilities, wireless communications for USB devices, and developing embedded hosts, including dual-role USB On-The-Go devices. Programmers and hardware designers can rely on USB Complete's Fifth Edition to help get projects up and running quickly. Students and hobbyists will learn how to use the interface built into every PC. Instructors will find inspiration and guidance for class projects.

Provides information on designing devices that share and store data with PCs and other USB hosts.

The Microcontroller Idea Book

Designing and Programming Small Devices for Networking

The Essential Guide to Telecommunications

The Easiest Way to Get What You Want from Your Computer

Raspberry Pi User Guide

Secrets of the Short Game

- Over 38 percent of all seniors in the U.S. now use the Internet. - Covers the most popular activities seniors enjoy - Facebook, GoogleSearch, and more!

Capitalist Nigger is an explosive and jarring indictment of the black race. The book asserts that the Negroid race, as naturally endowed as any other, is culpably a non-productive race, a consumer race that depends on other communities for its culture, its language, its feeding and its clothing. Despite enormous natural resources, blacks are economic slaves because they lack the 'devil-may-care' attitude and the 'killer instinct' of the Caucasian, as well as the spider web mentality of the Asian. A Capitalist Nigger must embody ruthlessness in pursuit of excellence in his drive towards achieving the goal of becoming an economic warrior. In putting forward the idea of the Capitalist Nigger, Chika Onyeani charts a road to success whereby black economic warriors employ the 'Spider Web Doctrine' - discipline, self-reliance, ruthlessness - to escape from their victim mentality. Born in Nigeria, Chika Onyeani is a journalist, editor and former diplomat.

8115C-5.TXT The complete guide to the revolutionary new USB standard. Written for everyone-from users to engineers. Operating system support and troubleshooting techniques. USB hubs, bus interconnects, devices, hosts, protocols, and more. The new Universal Serial Bus standard handles everything from joysticks to live video, all at breathtaking speeds. USB devices are coming fast, and built-in USB support is a key feature of Windows 98. Now there's a complete guide to making the most of this hot new connectivity standard: Universal Serial Bus Explained. Co-authored by the best-selling author of RS-232 Made Easy, this book is written in layman's terms for every interested computer user-and it's comprehensive enough to serve the needs of hardware and software developers. You'll find thorough coverage of: Setting up USB hardware and interfacing peripherals. USB protocols and data flow: what actually happens "on the wire." A close look inside USB hubs, bus interconnects, devices, and hosts. Troubleshooting USB: Analyzing bus traffic and device configuration. USB support in Windows and other operating systems. Universal Serial Bus Explained shows how the USB standard delivers easy peripheral expansion, fast data transfer, guaranteed bandwidth for multimedia, low cost, true "plug-and-play" support, and a whole lot more. It answers today's most frequently asked questions about USB and the new generation of devices that utilize it. Detailed appendices provide more information about the USB specification; Internet-based resources, periodicals and technical conferences; and an extensive source list for USB devices and software. Whether you want to use USB devices or invent them, this is the only USB book you'll ever need.

This unique guide goes beyond all the USB specification overviews to provide designers with the expert knowledge and skills they need to design and implement USB I/O devices.

Linux Device Drivers

Frommer's Israel

The Complete Guide to High-end Audio

The Complete Guide to Sharpening

Cabling

A Novel

Learn the Raspberry Pi 3 from the experts! Raspberry Pi User Guide, 4th Edition is the "unofficial official" guide to everything Raspberry Pi 3. Written by the Pi's creator and a leading Pi guru, this book goes straight to the source to bring you the ultimate Raspberry Pi 3 manual. This new fourth edition has

been updated to cover the Raspberry Pi 3 board and software, with detailed discussion on its wide array of configurations, languages, and applications. You'll learn how to take full advantage of the mighty Pi's full capabilities, and then expand those capabilities even more with add-on technologies. You'll write productivity and multimedia programs, and learn flexible programming languages that allow you to shape your Raspberry Pi into whatever you want it to be. If you're ready to jump right in, this book gets you started with clear, step-by-step instruction from software installation to system customization. The Raspberry Pi's tremendous popularity has spawned an entire industry of add-ons, parts, hacks, ideas, and inventions. The movement is growing, and pushing the boundaries of possibility along with it—are you ready to be a part of it? This book is your ideal companion for claiming your piece of the Pi. Get all set up with software, and connect to other devices Understand Linux System Admin nomenclature and conventions Write your own programs using Python and Scratch Extend the Pi's capabilities with add-ons like Wi-Fi dongles, a touch screen, and more The credit-card sized Raspberry Pi has become a global phenomenon. Created by the Raspberry Pi Foundation to get kids interested in programming, this tiny computer kick-started a movement of tinkerers, thinkers, experimenters, and inventors. Where will your Raspberry Pi 3 take you? The Raspberry Pi User Guide, 3rd Edition is your ultimate roadmap to discovery. An illustrated introduction to digital photography, examining hardware such as cameras, computers, scanners, and printers and the relationship between them; looking at image-editing software, tools, and techniques; featuring step-by-step instructions for taking professional-quality photographs; and discussing special-effects options.

Ideal for PC owners looking for an accessible, easy-to-follow reference, this beginner's guide to PC hardware offers expert advice on every component--processors, motherboards, memory, BIOS, CD-ROM and DVD drives, video cards, and much more. You'll also get details on external devices, including monitors, printers, keyboards, and modems. The book covers both Intel and non-Intel CPUs and USB and AGP ports.

Expanded and revised to cover recent developments, this text should tell you what you need to know to become a better listener and buyer of quality high-fidelity components. New sections include: super audio CD; high-resolution audio on DVD; and single-ended amplifiers.

USB

Something in the Water

The Universal Serial Bus

Designing Embedded Hardware

USB 3.0 Technology

Corona Renderer. The Complete Guide

Maximize the impact and precision of your message! Now in its fourth edition, the Microsoft Manual of Style provides essential content creators, journalists, technical writers, editors, and everyone else who writes about computer technology. Direct from the Style Board at Microsoft—you get a comprehensive glossary of both general technology terms and those specific to Microsoft usage and style guidelines with helpful examples and alternatives; guidance on grammar, tone, and voice; and best practices for content for the web, optimizing for accessibility, and communicating to a worldwide audience. Fully updated and optimized for the Microsoft Manual of Style is designed to help you communicate clearly, consistently, and accurately about technical topics—audiences and media.

Maps on the inside front and back covers.

USB Complete: The Developer's Guide, Fifth Edition Lakeview Research LLC

A hands-on introduction to microcontroller project design with dozens of example circuits and programs. Presents practical code for data loggers, controllers, and other small-computer applications. Example circuits and programs in the book are based on the 8052-BASIC microcontroller, whose on-chip BASIC programming language makes it easy to write, run, and test your programs. Commands, instructions, and operators, the BASIC-52 interpreter can do much more than other single-chip BASICs. Its abilities include floating-point math, string handling, and special commands for storing programs in EPROM, EEPROM, or battery-backed RAM.

Embedded Ethernet and Internet Complete

Introduction to Embedded Systems

Complete A+ Guide to IT Hardware and Software

GoPro MAX: How To Use GoPro Max

IBM FlashSystem 5200 Product Guide

The Complete Guide to Copper and Fiber-Optic Networking

As more and more equipment is interface or 'bus' driven, either by the use of controllers or directly from PCs, the question of which bus to use is becoming increasingly important both in industry and in the office. 'Computer Busses' has been designed to help choose the best type of bus for the particular application. There are several books which cover individual busses, but none which provide a complete guide to computer busses. The author provides a basic theory of busses and draws examples and applications from real bus case studies. Busses are analysed using from a top-down approach, helping the undergraduate electrical or computer engineer to choose the right type of bus for their particular application. This book is essential reading for students of software engineering and electronic design, as well as for those working in disciplines such as production engineering or process control. It will also be a handy reference book for professional engineers, systems designers, consultants and those working in technical support. Provides a complete guide to computer busses Contains application-specific programme examples Plenty of real-life case studies

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"Features family stories and guidance"--Cover.

Have you ever wondered how to use the USB hardware to send and receive data from an attached device? Wondered how to detect and initialize the controller, retrieve the device's descriptors, configure the device, and then communicate with it to send or retrieve its data? This book explains the ins and outs of the four major controllers, starting with the UHCI, OHCI, EHCI, and then the new Super Speed xHCI Controller. It explains in detail how to communicate with the various devices such as HID mice and keyboards, mass storage devices, including UASP devices, printers, and other USB devices. If you are interested in working with bare hardware to communicate with the USB, with no operating system to get in the way, you don't need to look any further. This book does not need to be on the shelf every USB enthusiast, it needs to be right on the desk. Third Edition -- 20180420

A Cyber-Physical Systems Approach

Capitalist Nigger

AA CompTIA A+ Core 1 (220-1001) & CompTIA A+ Core 2 (220-1002) Textbook

Everything You Need to Develop Custom USB Peripherals

Understanding the NICU

Guide to Computer Forensics and Investigations

When PCs and peripherals began showing up with USB ports in the late 1990s, many predicted that legacy serial (COM) ports would soon be obsolete. The predictions were wrong. While most standard peripherals now use USB, serial ports are the interface of choice for devices that require simple programming, long cables, operation in harsh environments, or basic networking capabilities. Serial ports are more versatile than ever due to developments such as USB virtual COM ports, the .NET SerialPort class, enhanced microcontroller USARTs, and new wireless interfaces. Serial Port Complete Second Edition is a completely revised and updated guide to programming and interfacing to COM ports, USB virtual COM ports, and serial ports in embedded systems. Author Jan Axelson shows how to: § Access COM ports using the SerialPort class in Microsoft's .NET Framework. § Program embedded systems for serial-port communications. § Design and program USB devices accessed as virtual COM ports. § Upgrade RS-232 designs to USB with no changes to host software or device firmware. § Design circuits for electrically harsh environments. § Create serial networks of embedded systems and PCs. § Use serial ports in wireless links. Example code is provided for PCs and embedded systems in both Basic and C/C#. The author maintains a website with articles, program code, and other links of interest to developers of serial-port applications (janaxelson.com).

Discusses sharpening equipment, explains techniques and methods, and provides step-by step instructions for sharpening everything from chisels to drill bits

Master IT hardware and software installation, configuration, repair, maintenance, and troubleshooting and fully prepare for the CompTIA® A+ Core 1 (220-1001) and Core 2 (220-1002) exams. This is your all-in-one, real-world, full-color guide to connecting, managing, and troubleshooting modern devices and systems in authentic IT scenarios. Its thorough instruction built on the CompTIA A+ Core 1 (220-1001) and Core 2 (220-1002) exam objectives includes coverage of Windows 10, Mac, Linux, Chrome OS, Android, iOS, cloud-based software, mobile and IoT devices, security, Active Directory, scripting, and other modern techniques and best practices for IT management. Award-winning instructor Cheryl Schmidt also addresses widely-used legacy technologies—making this the definitive resource for mastering the tools and technologies you'll encounter in real IT and business environments. Schmidt's emphasis on both technical and soft skills will help you rapidly become a well-qualified, professional, and customer-friendly technician. LEARN MORE QUICKLY AND THOROUGHLY WITH THESE STUDY AND REVIEW TOOLS: Learning Objectives and chapter opening lists of CompTIA A+ Certification Exam Objectives make sure you know exactly what you'll be learning, and you cover all you need to know Hundreds of photos, figures, and tables present information in a visually compelling full-color design Practical Tech Tips provide real-world IT tech support knowledge Soft Skills best-practice advice and team-building activities in every chapter cover key tools and skills for becoming a professional, customer-friendly technician Review Questions—including true/false, multiple choice, matching, fill-in-the-blank, and open-ended questions—carefully assess your knowledge of each learning objective Thought-provoking activities help students apply and reinforce chapter content, and allow instructors to "flip" the classroom if they choose Key Terms identify exam words and phrases associated with each topic Detailed Glossary clearly defines every key term Dozens of Critical Thinking Activities take you beyond the facts to deeper understanding Chapter Summaries recap key concepts for more efficient studying Certification Exam Tips provide insight into the certification exam and preparation process

Updated with the latest advances from the field, GUIDE TO COMPUTER FORENSICS AND INVESTIGATIONS, Fifth Edition combines all-encompassing topic coverage and authoritative information from seasoned experts to deliver the most comprehensive forensics resource available. This proven author team's wide ranging areas of expertise mirror the breadth of coverage provided in the book, which focuses on techniques and practices for gathering and analyzing evidence used to solve crimes involving computers. Providing clear instruction on the tools and techniques of the

trade, it introduces readers to every step of the computer forensics investigation—from lab set-up to testifying in court. It also details step-by-step guidance on how to use current forensics software. Appropriate for learners new to the field, it is also an excellent refresher and technology update for professionals in law enforcement, investigations, or computer security. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The Linux Command Line

USB Explained

Guide to Security for Full Virtualization Technologies

USB Complete

Circuits, Programs & Applications Featuring the 8052-BASIC Microcontroller

Erin is a documentary filmmaker on the brink of a professional breakthrough, Mark a handsome investment banker with big plans.

Passionately in love, they embark on a dream honeymoon to the tropical island of Bora Bora, where they enjoy the sun, the sand, and each other. Then, while scuba diving in the crystal blue sea, they find something in the water.... Suddenly the newlyweds must make a dangerous choice: to speak out or to protect their secret. After all, if no one else knows, who would be hurt? Their decision will trigger a devastating chain of events....

This is a "How-To" book which explains, with hands-on examples, how to design and implement a SuperSpeed USB peripheral that can interface to your hardware using a 32-bit 100MHz bus with standard or custom protocols. The book is based on the Cypress FX3 SuperSpeed Device and the firmware examples are written around a low-cost SuperSpeed Explorer board and a companion CPLD board which are available from www.cypress.com/fx3book. The software examples are written for the Windows operating system and the CPLD examples are written in Verilog. The source code for all of the examples is downloadable from the book web site. If you currently think that SuperSpeed USB design is only for the elite then look inside this book and discover that SuperSpeed technology has now been made accessible to the rest of us!

Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market. Designing Embedded Hardware carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few are available if you want to learn to create hardware. Designing Embedded Hardware provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design building blocks to understand the architectures of embedded systems. Written to provide the depth of coverage and real-world examples developers need, Designing Embedded Hardware also provides a road-map to the pitfalls and traps to avoid in designing embedded systems. Designing Embedded Hardware covers such essential topics as: The principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O Analog-digital conversion Timers (internal and external) UART Serial Peripheral Interface Inter-Integrated Circuit Bus Controller Area Network (CAN) Data Converter Interface (DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers.

Provides information on writing a driver in Linux, covering such topics as character devices, network interfaces, driver debugging, concurrency, and interrupts.

A Complete Introduction

USB Mass Storage

The Complete Idiot's Guide to Using Your Computer—for Seniors

The Complete Guide to Digital Photography

Computer Busses

A Practical Guide to Building I/O Devices

A comprehensive guide to finishing woodworking projects includes numerous techniques for finishing as well as advice on how to disguise defects, adjust color, and repair damaged finishes. Original.

For those who have tried and failed to follow through on a plan to study the entire Bible, Chuck Missler has the answer. Learn the Bible in 24 Hours is an ideal study aid to help you grasp the big picture of Scripture. Each chapter is designed for study in an hour or less. Features include: Sound, fresh teaching on Scripture Historical and cultural insight into biblical passages Sidebars that highlight the primary concepts of the chapter

This guide takes the pain out of designing for this popular interface with specific, detailed examples that show how to develop USB devices and the applications that communicate with them. How the USB communicates with the PC, deciding if a project should use a USB interface, choosing a USB controller chip for peripheral design, and determining code with Windows applications are covered in detail.

Developers who want to access USB devices from their embedded systems will find a helpful resource in USB Embedded Hosts: The Developer's Guide. This new book from the author of USB Complete shows how small systems can take advantage of the same wealth of USB devices available to conventional PCs. The book begins with a review of USB host communication protocols. Readers then learn which USB host requirements are relaxed for embedded systems and what new requirements some embedded systems must meet. To help in selecting a development platform, the book explores available hardware and software for USB host communications in small systems. The heart of the book focuses on communicating with USB devices. The topics (with example code) include USB drives, keyboards, virtual serial ports, network bridges, mics, speakers, video cameras, and printers, plus devices that don't fit defined USB classes. Also discussed are systems that support both USB host and device functions. The example code is written for the

BeagleBoard-xM open development board using a distribution of Linux targeted to small systems. Also covered is how to use Linux commands and utilities to learn about, monitor, and debug communications with USB devices.

Taunton's Complete Illustrated Guide to Finishing

Microsoft Manual of Style

What Parents of Premies and Other Hospitalized Newborns Need to Know

SuperSpeed Device Design by Example

Robert's Rules of Order

The Developer's Guide

This IBM® Redbooks® Product Guide publication describes the IBM FlashSystem® 5200 solution, which is a next-generation IBM FlashSystem control enclosure. It is an NVMe end-to-end platform that is targeted at the entry and midrange market and delivers the full capabilities of IBM FlashCore® technology. It also provides a rich set of software-defined storage (SDS) features that are delivered by IBM Spectrum® Virtualize, including the following features: Data reduction and deduplication Dynamic tiering Thin provisioning Snapshots Cloning Replication Data copy services Transparent Cloud Tiering IBM HyperSwap® including 3-site replication for high availability (HA) Scale-out and scale-up configurations further enhance capacity and throughput for better availability. The IBM FlashSystem 5200 is a high-performance storage solution that is based on a revolutionary 1U form factor. It consists of 12 NVMe Flash Devices in a 1U storage enclosure drawer with full redundant canister components and no single point of failure. It is designed for businesses of all sizes, including small, remote, branch offices and regional clients. It is a smarter, self-optimizing solution that requires less management, which enables organizations to overcome their storage challenges. Flash has come of age and price point reductions mean that lower parts of the storage market are seeing the value of moving over to flash and NVMe--based solutions. The IBM FlashSystem 5200 advances this transition by providing incredibly dense tiers of flash in a more affordable package. With the benefit of IBM FlashCore Module compression and new QLC flash-based technology becoming available, a compelling argument exists to move away from Nearline SAS storage and on to NVMe. With the release of IBM FlashSystem 5200 Software V8.4, extra functions and features are available, including support for new Distributed RAID1 (DRAID1) features, GUI enhancements, Redirect-on-write for Data Reduction Pool (DRP) snapshots, and 3-site replication capabilities. This book is aimed at pre-sales and post-sales technical support and marketing and storage administrators.

An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-physical systems. The most visible use of computers and software is processing information for human consumption. The vast majority of computers in use, however, are much less visible. They run the engine, brakes, seatbelts, airbag, and audio system in your car. They digitally encode your voice and construct a radio signal to send it from your cell phone to a base station. They command robots on a factory floor, power generation in a power plant, processes in a chemical plant, and traffic lights in a city. These less visible computers are called embedded systems, and the software they run is called embedded software. The principal challenges in designing and analyzing embedded systems stem from their interaction with physical processes. This book takes a cyber-physical approach to embedded systems, introducing the engineering concepts underlying embedded systems as a technology and as a subject of study. The focus is on modeling, design, and analysis of cyber-physical systems, which integrate computation, networking, and physical processes. The second edition offers two new chapters, several new exercises, and other improvements. The book can be used as a textbook at the advanced undergraduate or introductory graduate level and as a professional reference for practicing engineers and computer scientists. Readers should have some familiarity with machine structures, computer programming, basic discrete mathematics and algorithms, and signals and systems.

You've experienced the shiny, point-and-click surface of your Linux computer—now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell. Along the way you'll learn the timeless skills handed down by generations of gray-bearded, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to: * Create and delete files, directories, and symlinks * Administer your system, including networking, package installation, and process management * Use standard input and output, redirection, and pipelines * Edit files with Vi, the world's most popular text editor * Write shell scripts to automate common or boring tasks * Slice and dice text files with cut, paste, grep, patch, and sed Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust. A featured resource in the Linux Foundation's "Evolution of a SysAdmin" "Annabel Dodd has cogently untangled the wires and switches and technobabble of the telecommunications revolution and explained how the introduction of the word 'digital' into our legislative and regulatory lexicon will affect consumers, companies and society into the next millennium." - United States Senator Edward J. Markey of Massachusetts; Member, U.S. Senate Subcommittee on Communications, Technology, Innovation, and the Internet "Annabel Dodd has a unique knack for explaining complex technologies in understandable ways. This latest revision of her book covers the rapid changes in the fields of broadband, cellular, and streaming technologies; newly developing 5G networks; and the constant changes happening in both wired and wireless networks. This book is a must-read for anyone who wants to understand the rapidly evolving world of telecommunications in the 21st century!" - David Mash, Retired Senior Vice President for Innovation, Strategy, and Technology, Berklee College of Music Completely updated for current trends and technologies, The Essential Guide to Telecommunications, Sixth Edition, is the world's top-selling, accessible guide to the fast-changing global telecommunications industry. Writing in easy-to-understand language, Dodd demystifies

today's most significant technologies, standards, architectures, and trends. She introduces leading providers worldwide, explains where they fit in the marketplace, and reveals their key strategies. New topics covered in this edition include: LTE Advanced and 5G wireless, modern security threats and countermeasures, emerging applications, and breakthrough techniques for building more scalable, manageable networks. Gain a practical understanding of modern cellular, Wi-Fi, Internet, cloud, and carrier technologies Discover how key technical, business, and regulatory innovations are changing the industry See how streaming video, social media, cloud computing, smartphones, and the Internet of Things are transforming networks Explore growing concerns about security and privacy, and review modern strategies for detecting and mitigating network breaches Learn how Software Defined Networks (SDN) and Network Function Virtualization (NFV) add intelligence to networks, enabling automation, flexible configurations, and advanced networks Preview cutting-edge, telecom-enabled applications and gear-from mobile payments to drones Whether you're an aspiring network engineer looking for a broad understanding of the industry, or a salesperson, marketer, investor, or customer, this indispensable guide provides everything you need to know about telecommunications right now. This new edition is ideal for both self-study and classroom instruction. Register your product for convenient access to downloads, updates, and/or corrections as they become available.

Serial Port Complete: The Developer's Guide, Second Edition

USB Embedded Hosts

Learn the Bible in 24 Hours

USB Complete: The Developer's Guide, Fifth Edition

Designing and Programming Devices and Embedded Hosts

PC Hardware: A Beginner's Guide

*Learn everything you need to know to master your GoPro MAX 360 camera in this guide book from the #1 AMAZON BEST SELLING AUTHOR on how to use GoPro cameras. Written specifically for GoPro Max, this is the perfect guide book for anyone who wants to learn how to use the GoPro Max camera to capture unique 360 and traditional videos and photos. Packed with color images, this book provides clear, step-by-step lessons to get you out there using your GoPro MAX camera to document your life and your adventures. This book covers everything you need to know about using your GoPro MAX camera. The book teaches you: *how to operate your GoPro Max camera; *how to choose settings for full 360 spherical video; *how you can tap into the most powerful, often overlooked settings for traditional video; *tips for the best GoPro mounts to use with GoPro Max; *vital 360 photography/cinematography knowledge; *simple photo, video and time lapse editing techniques for 360 and traditional output and *the many ways to share your edited videos and photos. Through the SEVEN STEPS laid out in this book, you will understand your camera and learn how to use mostly FREE software to finally do something with your results. This book is perfect for beginners, but also provides in depth knowledge that will be useful for intermediate camera users. Written specifically for the GoPro MAX camera.*

The Road To Success - A Spider Web Doctrine

USB Design by Example