

What Is Push Technology

Emerging Information Technology explores cutting-edge research on emerging information technologies and their specific relevance for professionals in the business world. Kenneth E Kendall bridges the gap between the emergence of information technology, and its application and relevance for managers, consultants, decision makers and researchers. Following in the tradition of its popular predecessor, A Practical Guide to Content Delivery Networks, Second Edition offers an accessible and organized approach to implementing networks capable of handling the increasing data requirements of today's always on mobile society. Describing how content delivery networks (CDN) function, it provides an understanding of Web architecture, as well as an overview of the TCP/IP protocol suite. The book reports on the development of the technologies that have evolved over the past decade as distribution mechanisms for various types of Web content. Using a structural and visual approach, it provides step-by-step guidance through the process of setting up a scalable CDN. Supplies a clear understanding of the framework and individual layers of design, including caching and load balancing Describes the terminology, tactics, and potential problems when implementing a CDN Examines cost-effective ways to load balance web service layers Explains how application servers connect to databases and how systems will scale as volume increases Illustrates the impact of video on data storage and delivery, as well as the need for data compression Covers Flash and the emerging HTML5 standard for video Highlighting the advantages and disadvantages associated with these types of networks, the book explains how to use the networks within the Internet operated by various ISPs as mechanisms for effectively delivering Web server based information. It emphasizes a best-of-breed approach to building your network to allow for an effective CDN to be built on practically any budget. To help you get started, this vendor-neutral reference explains how to code Web pages to optimize the delivery of various types of media. It also includes examples of successful approaches, from outsourcing to do it yourself. Selective dissemination of information (SDI) services, also referred to as current

awareness searches, are usually provided by periodically running computer programs (personal profiles) against a cumulative database or databases. This concept of pushing relevant content to users has long been integral to librarianship. Librarians traditionally turned to information companies to implement these searches for their users in business, academia, and the science community. This paper describes how a push technology was implemented on a large scale for scientists and engineers at Argonne National Laboratory, explains some of the challenges to designers/maintainers, and identifies the positive effects that SDI seems to be having on users. Argonne purchases the Institute for Scientific Information (ISI) Current Contents data (all subject areas except Humanities), and scientists no longer need to turn to outside companies for reliable SDI service. Argonne's database and its customized services are known as ACCESS (Argonne-University of Chicago Current Contents Electronic Search Service).

This guide examines the use of technology for sharing information, both within an organisation, and between companies and their clients and customers. It looks in particular at the use of push/ pull technologies for delivering current awareness services. The guide also discusses the pros and cons of the technology, particularly information overload, and suggests a number of ways of minimising the problems. The guide contains a useful list of books, reports, journals and other information sources.

Contents: Introduction; Intranets; Extranets; Groupware; Case studies; Push/pull technologies; Information overload; Key players; Useful information sources; References; Further reading.

The Internet Encyclopedia

Push Technology at Argonne National Laboratory

Handbook of Research in Mobile Business: Technical, Methodological, and Social Perspectives

A Practical Guide to Content Delivery Networks, Second Edition

Lined Notebook

1999 Information Resources Management Association International Conference, Hershey, PA, USA, May 16-19, 1999

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Covers the development, design, and utilization of virtual organizations and communities and the resulting impact of these venues.

This book constitutes the refereed proceedings of the Third International Workshop on Databases in Networked Information Systems, DNIS 2003, held in Aizu, Japan in September 2003. The 11 revised full papers presented together with 9 invited papers were carefully reviewed and selected for presentation. The papers are organized in topical sections on Web intelligence, information interchange and management systems, information interchange among cyber communities, knowledge annotation and visualization.

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Ready for a push technology change? There has never been a push technology Guide like this. It contains 63 answers, much more than you can imagine; comprehensive answers and extensive details and references, with insights that have never before been offered in print. Get the information you need--fast! This all-embracing guide offers a thorough view of key knowledge and detailed insight. This Guide introduces what you want to know about push technology. A quick look inside of some of the subjects covered: TIBCO - Initial public offering, Direct response marketing - Mobile, Apple Push Notification Service, Amazon AWS - Application services, Lightstreamer, Distributed firewall - Push technique, TIBCO Software, Push email, Feed aggregator - Function, GPS tracking - Data pushers, Instant messengers, File transfer, SEVEN Networks - History, Digital Living Network Alliance - Home Network Devices, Simple Mail Transfer Protocol - History, DLNA - Home Network Devices, Web feed, Seaside (software) - Key features, Mozilla Firefox 3.5 - Features, Amazon CloudSearch - Application services, Cif2.net - Smartsites, Google Mail - Gmail Mobile, Instant messaging client, SEVEN Networks - Open Channel, Windows Desktop Update - Key features, Backend as a service, Wireless e-mail, Active Desktop - History, Motoblur, RFC 2822 - Cons, TextSecure - Servers, TIBCO Software - Initial public offering, Node.js - Overview, Backend as a service - Service providers, IOS app approvals - Drone Strike Alert, Email - Cons, Drilling rig - Direct push rigs, GPS tracking - Data pullers, Mark Pincus - Career, Netscape Communicator - Features, Newsfeed - Function, Mac OS X v10.6 - New or changed features, E-mail - Cons, Lightstreamer - Origin, Adobe Flex - Granite Data Services, Xively - Capabilities, Android Cloud to Device Messaging Service, and much more...

The Internet Dictionary

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Proven Online Techniques to Increase Sales and Profits for Hardware, Software and Networking Companies

Databases in Networked Information Systems

Opportunities and Pitfalls

Managing Information Technology Resources in Organizations in the Next Millennium

Internet Marketing for Information Technology Companies

Never before has one resource broken down the process for drafting software patent specifications and claims into manageable segments. Software Patents, Third Edition will show you how to draft accurate, complete patent applications -- applications that will be approved by the patent office and that will stand in court if challenged. It discusses what a software patent is and the legal protection it offers; who holds software patents and for what inventions; and the steps you can take to protect software inventions in the worldwide marketplace. The book also explores internet and e-commerce patents and information protection using the software patent. Completely revised and updated in a new looseleaf format, Software Patents, Third Edition is your authoritative source for expert guidance on: Strategic software patent protection Prior art searches Drafting claims Drafting the software patent specification Requirements for software patent drawings Patent Office examination guidelines International software patent protection Beta testing software inventions Integrating software patents with industry standards Invalidity defenses in software patent litigation

For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

An objective look at what Internet commerce can offer both the consumer and the provider. It covers three main areas of concern to business today: how to join the Internet revolution, how to manage it, and how to benefit from it. The book is primarily of interest as background reading for researchers and advanced level students in the following areas: electronic commerce, business studies, computer-mediated communication, management of information systems, project management, and organisational change. However, it will also be of interest to corporate managers involved in developing their companies' Internet-based strategies, and to anyone interested in how to buy or sell on the Net. Mobile messaging is practically the first data communication service in the wireless domain. It is a major advance on the conventional practice of providing only voice communication service over the wireless interface. Thus, mobile messaging is the initial step to bring the Internet to wireless

terminals and has considerable importance both for mobile communication and the Internet. Mobile Messaging provides an in-depth description of messaging technologies supported by mobile networks. It covers the Short Message Service (SMS), Enhanced Messaging Service (EMS) through to the more complex and emerging Multimedia Messaging Service (MMS). The Short Message System (SMS) has proved to be incredibly popular and is supported by most GSM, TDMA and CDMA mobile networks. This volume focuses on the Short Message Service introduced by the European Telecommunications Standard Institute (ETSI) for GSM and GPRS networks. On the basis of ETSI standard, the 3rd Generation Partnership Project (3GPP) is currently the organisation responsible for maintaining the SMS technical specifications. In its most basic form, the Short Messaging Service allows users to exchange short messages composed of a limited amount of text and it is expected that up to 100 Billion short messages could be exchanged monthly by the end of 2002. The Enhanced Message Service (EMS), an application-level extension of SMS, supersedes basic SMS features by allowing elements such as images, animations, formatted text and monophonic melodies to be inserted in short or concatenated messages. Recently, the 3GPP has been focusing on the development of the Multimedia Message Service (MMS). MMS features include the exchange of messages containing polyphonic melodies, large images, video elements sometimes organised with a multimedia presentation language such as SMIL or xHTML. MMS will be supported by 2.5 G and 3G networks. MMS specifications have reached a fairly mature stage and MMS commercial solutions are appearing on the market. Unlike EMS, MMS has been specified by the 3GPP as a service independent from the underlying network technologies. In parallel to the 3GPP standardisation process, other organisations have specified network-specific implementations of MMS such as the WAP implementation defined by the WAP Forum. In order to develop applications using Short, Enhanced and Multimedia messaging technologies, engineers have to become familiar with the use of technical specifications produced by various standard development organisations such as the 3GPP, the WAP Forum and the IETF and this is the first book to pull this vast array of material together. * Provides an in depth description of the different messaging services and messaging technologies * Presents an introduction to mobile networks * Features numerous practical implementation examples * Provides a unique easy-to-follow presentation of messaging services and mobile networks within a single publication Essential reading for content providers, service providers, network operators and telecommunications manufacturers, researchers, postgraduate students, marketing and standardisation personnel.

Intranets and Push Technology: Creating an Information-Sharing Environment

Socially Aware Organisations and Technologies. Impact and Challenges

Internet Tools and "push Technology"

Organizational and Social Perspectives on Information Technology

Network World

Changing Patterns of Web Technology

Discusses the process of having Netscape NetCaster, Internet Explorer 4.0, and other programs "push" material from web sites to the user's computer, rather than the user having to search.

What is "push Technology"? Push Technology Complete Self-Assessment Guide 5starcooks

What sources do you use to gather information for a Push technology study? What do your reports reflect? How do you verify and validate the Push technology data? Are you relevant? Will you be relevant five years from now? Ten? How is Push technology data gathered? This astounding Push Technology self-assessment will make you the reliable Push Technology domain master by revealing just what you need to know to be fluent and ready for any Push Technology challenge. How do I reduce the effort in the Push Technology work to be done to get problems solved? How can I ensure that plans of action include every Push Technology task and that every Push Technology outcome is in place? How will I save time investigating strategic and tactical options and ensuring Push Technology costs are low? How can I deliver tailored Push Technology advice instantly with structured going-forward plans? There's no better guide through these mind-expanding questions than acclaimed best-selling author Gerard Blokdyk. Blokdyk ensures all Push Technology essentials are covered, from every angle: the Push Technology self-assessment shows succinctly and clearly that what needs to be clarified to organize the required activities and processes so that Push Technology outcomes are achieved. Contains extensive criteria grounded in past and current successful projects and activities by experienced Push Technology practitioners. Their mastery, combined with the easy elegance of the self-assessment, provides its superior value to you in knowing how to ensure the outcome of any efforts in Push Technology are maximized with professional results. Your purchase includes access details to the Push Technology self-assessment dashboard download which gives you your dynamically prioritized projects-ready tool and shows you exactly what to do next. Your exclusive instant access details can be found in your book. You will receive the following contents with New and Updated specific criteria: - The latest quick edition of the book in PDF - The latest complete edition of the book in PDF, which criteria correspond to the criteria in... - The Self-Assessment Excel Dashboard - Example pre-filled Self-Assessment Excel Dashboard to get familiar with results generation - In-depth and specific Push Technology Checklists - Project management checklists and templates to assist with implementation INCLUDES LIFETIME SELF ASSESSMENT UPDATES Every self assessment comes with Lifetime Updates and Lifetime Free Updated Books. Lifetime Updates is an industry-first feature which allows you to receive verified self assessment updates, ensuring you always have the most accurate information at your fingertips.

The Internet Encyclopedia in a 3-volume reference work on the internet as a business tool, IT platform, and communications and commerce medium. Third International Workshop, DNIS 2003, Aizu, Japan, September 22-24, 2003, Proceedings

High Tech, High Touch

Mobile Messaging Technologies and Services

Concepts, Methodologies, Tools and Applications

Push Technology Supporting IS/IT Management Decisions

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preferences. This option is perfect for those students who focus on the textbook as their main course resource. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

"This reference book brings together various perspectives on the usage and application of mobile technologies and networks in global business"--Provided by publisher.

Includes current Internet-related words and their definitions, acronyms and symbols used for email and other wireless communication, and categorized indexes.

Whats the best design framework for Push technology organization now that, in a post industrial-age if the top-down, command and control model is no longer relevant? How do we manage Push technology Knowledge Management (KM)? Does Push technology analysis isolate the fundamental causes of problems? What is Push technology's impact on utilizing the best solution(s)? In a project to restructure Push technology outcomes, which stakeholders would you involve? Defining, designing, creating, and implementing a process to solve a challenge or meet an objective is the most valuable role... In EVERY group, company, organization and department. Unless you are talking a one-time, single-use project, there should be a process. Whether that process is managed and implemented by humans, AI, or a combination of the two, it needs to be designed by someone with a complex enough perspective to ask the right questions. Someone capable of asking the right questions and step back and say, 'What are we really trying to accomplish here? And is there a different way to look at it?' This Self-Assessment empowers people to do just that - whether their title is entrepreneur, manager, consultant, (Vice-)President, CxO etc... - they are the people who rule the future. They are the person who asks the right questions to make Push technology investments work better. This Push technology All-Inclusive Self-Assessment enables You to be that person. All the tools you need to an in-depth Push technology Self-Assessment. Featuring 701 new and updated case-based questions, organized into seven core areas of process design, this Self-Assessment will help you identify areas in which Push technology improvements can be made. In using the questions you will be better able to: - diagnose Push technology projects, initiatives, organizations, businesses and processes using accepted diagnostic standards and practices

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- implement evidence-based best practice strategies aligned with overall goals - integrate recent advances in Push technology and process design strategies into practice according to best practice guidelines Using a Self-Assessment tool known as the Push technology Scorecard, you will develop a clear picture of which Push technology areas need attention. Your purchase includes access details to the Push technology self-assessment dashboard download which gives you your dynamically prioritized projects-ready tool and shows your organization exactly what to do next. Your exclusive instant access details can be found in your book.

Netcasting

Push Technology

Using Push Technology for Business Success

From Browser to Broadcasting

I Want to Push Technology Boundaries to Be More Efficient

Push Technology for Dummies

While information technology (IT) companies have a special affinity for the Internet, they are not necessarily using Internet marketing to its fullest potential. Addressing the specific Internet marketing needs of IT companies and written for IT marketing pros, this how-to guide shows how to make the best of a Web site, get the most out of online advertising and e-mail marketing, build a Web community, and participate in affiliate marketing programs. Numerous case studies from IT companies are used to illustrate the concepts.

High Tech, High Touch illustrates technical solutions that really work, inspired by effective customer service strategies used by businesses. These are unique technology solutions-based on digital libraries, portals, e-mail notifications, and database interfaces to the web-to solve everyday public library problems.

Managing Information Technology Resources in Organizations in the Next Millennium contains more than 200 unique perspectives on numerous timely issues of managing information technology in organizations around the world. This book, featuring the latest research and applied IT practices, is a valuable source in support of teaching and research agendas.

In a landmark decision, the Federal Circuit Court of Appeals, in *Signature Financial v. State Street Bank*, held that business methods may be patented. This holding, together with the

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explosive growth of the Internet, has turned the business method patent into the "hot" new growth area of intellectual property. Business Method Patents is your guide to the unique opportunities and risks in this emerging area of IP law. Depend on it as your authoritative source for court-tested guidance on: - Mechanics of the patent application - Prior art researching - Drafting claims - Drafting the complete specification - Drawings required for business method patents - Illustrating the business system through drawings - Building a patent portfolio for attracting capital - Enforcing and licensing business method patents.

How the Internet Works

NetLingo

Library Customer Service Through Technology

Emerging Information Technology

What is "push Technology"?

SMS, EMS and MMS

Maximize your productivity with Lambda notebooks This notebook features the quote " I want to push technology boundaries to be more efficient " on the cover, it's perfect for anyone to record ideas, or to use for writing and note-taking. It can be used as a notebook, journal or composition book. Simple and elegant. 108 pages, high quality cover and 6 x 9" inches in size.

This book constitutes the refereed proceedings of the 17th IFIP WG 8.1 International Conference on Informatics and Semiotics in Organisations, ICISO 2016, held in Campinas, Brazil, in August 2016. The 16 full papers and 9 short papers presented were carefully reviewed and selected from 30 submissions. The papers are organized in the following topical sections: organisational semiotics: theory and research; semiotics of interactions and socially aware user interface design; digital business ecosystems; knowledge management and engineering; and trends, challenges and new issues in education, health and eScience systems.

The Km Subject Matter Is A Subset Of Content Taught In The Decision Support Systems Course. This Text Is About Knowledge How To Capture It, How To Transfer It, How To Share It, And How To Manage It. Awad Takes Students Through A Process-Oriented Examination Of The Topic, Striking A Balance Between The Behavioral And Technical Aspects Of Knowledge Management And Use It.

The mystery is revealed at last in detailed color diagrams and explanations, graphically depicting the technologies that make the Internet work and how they fit together. You'll be able to understand and even one-up your computer geek friends after reading chapters on the Internet's underlying architecture, communication on the Internet, how the Web works, multimedia, and security and parental controls. For

*anyone interested in the Internet. Annotation copyrighted by Book News, Inc., Portland, OR
Doing Business on the Internet*

Push Technology Complete Self-Assessment Guide

CIO

*Push Technology 63 Success Secrets - 63 Most Asked Questions on Push Technology - What You Need to Know
Potential Uses in the Fruit and Vegetable Export Arena*

InfoWorld

Intelligent agent technology is emerging as one of the most important and rapidly advancing areas. Researchers are developing a number of agent-based applications and multi-agent systems in a variety of fields, such as: electronic commerce, supply chain management, resource allocation, intelligent manufacturing, mass customization, industrial control, information retrieval and filtering, collaborative work, mobile commerce, decision support, and computer games. Application of Agents and Intelligent Information Technologies presents an outstanding collection of the latest research associated with intelligent agents and information technologies.

Application of Agents and Intelligent Information Technologies provides a comprehensive analysis of issues related to agent design, implementation, integration, deployment, evaluation, and business value. This book presents research results and application of agents and other intelligent information technologies in various domains. Application of Agents and Intelligent Information Technologies offers the intelligent information technologies that will potentially revolutionize the work environment as well as social computing.

A breakthrough sourcebook to the challenges and solutions for mobile database systems This text enables readers to effectively manage mobile database systems (MDS) and data dissemination via wireless channels. The author explores the mobile communication platform and analyzes its use in the development of a distributed database management system. Workable solutions for key challenges in wireless information management are presented throughout the text. Following an introductory chapter that includes important milestones in the history and development of mobile data processing, the text provides the information, tools, and resources needed for MDS management, including: * Fundamentals of wireless communication * Location and handoff management * Fundamentals of conventional database management systems and why existing approaches are not adequate for mobile databases * Concurrency control mechanism schemes * Data processing and mobility * Management of transactions * Mobile database recovery schemes * Data dissemination via wireless channels Case studies and examples are used liberally to aid in the understanding and visualization of complex concepts. Various exercises enable readers to test their grasp of each topic before advancing in the text. Each chapter also concludes with a summary of key concepts as well as references for further study. Professionals in the mobile

computing industry, particularly e-commerce, will find this text indispensable. With its extensive use of case studies, examples, and exercises, it is also highly recommended as a graduate-level textbook.

The articles in this book constitute the proceedings papers from the IFIP WG 8.2 Working Conference, "IS2000: The Social and Organizational Perspective on Research and Practice in Information Technology," held June 10-12, 2000, in Aalborg, Denmark. The focus of the conference, and therefore this book, is on the basic aim of the working group, namely, the investigation of the interrelationships among four major components: information systems (IS), information technology (IT), organizations, and society. This basic social and organizational perspective on research and practice in information technology may have evolved substantially since the founding of the group, for example, increasing the emphasis on IS development. The plan for the conference was partially rooted in the early WG 8.2 traditions, in which working conferences were substantially composed of invited papers. For IS2000, roughly half of the paper presentations were planned to be invited; the remaining half were planned to be double-blind refereed in response to a "Call For Papers." Invited papers were single-blind reviewed in order to provide the authors with pre-publication feedback and comments, along with the opportunity to revise their papers prior to its final incorporation in this book.

Push Technology for Dummies (includes 1 CD-ROM).

IFIP TC8 WG8.2 International Working Conference on the Social and Organizational Perspective on Research and Practice in Information Technology June 9-11, 2000, Aalborg, Denmark

Virtual Communities: Concepts, Methodologies, Tools and Applications

MIS

Mobile Database Systems

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