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This open access book constitutes the proceedings of the 22nd International Conference on Agile Software Development, XP 2021, which was held virtually during June 14-18, 2021. XP is the premier agile software development conference combining research and practice. It is a unique forum where agile researchers, practitioners, thought leaders, coaches, and trainers get together to present and discuss their most recent innovations, research results, experiences, concerns, challenges, and trends. XP conferences provide an informal environment to learn and trigger discussions and welcome both people new to agile and seasoned agile practitioners. This year's conference was held with the theme "Agile Turns Twenty While the World Goes Online". The 11 full and 2 short papers presented in this volume were carefully reviewed and selected from 38 submissions. They were organized in topical sections named: agile practices; process assessment; large-scale agile; and short contributions.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. The much-anticipated fifth edition of *Designing the User Interface* provides a comprehensive, authoritative introduction to the dynamic field of human-computer interaction (HCI). Students and professionals learn practical principles and guidelines needed to develop high quality interface designs—ones that users can understand, predict, and control. It covers theoretical foundations, and design processes such as expert reviews and usability testing. Numerous examples of direct manipulation, menu selection, and form fill-in give readers an understanding of excellence in design. The new edition provides updates on current HCI topics with balanced emphasis on mobile devices, Web, and desktop platforms. It addresses the profound changes brought by user-generated content of text, photo, music, and video and the raised expectations for compelling user experiences. Provides a broad survey of designing, implementing, managing, maintaining, training, and refining the user interface of interactive systems. Describes practical techniques and research-supported design guidelines for effective interface designs. Covers both professional applications (e.g. CAD/CAM, air traffic control) and consumer examples (e.g.

web services, e-government, mobile devices, cell phones, digital cameras, games, MP3 players) Delivers informative introductions to development methodologies, evaluation techniques, and user-interface building tools. Supported by an extensive array of current examples and figures illustrating good design principles and practices. Includes dynamic, full-color presentation throughout. Guides students who might be starting their first HCI design project Accompanied by a Companion Website with additional practice opportunities and informational resources for both students and professors.

The current Symbian Press list focuses very much on the small scale features of Symbian OS in a programming context. The Architecture Sourcebook is different. It's not a how-to book, it's a 'what and why' book. And because it names names as it unwinds the design decisions which have shaped the OS, it is also a 'who' book. It will show where the OS came from, how it has evolved to be what it is, and provide a simple model for understanding what it is, how it is put together, and how to interface to it and work with it. It will also show why design decision were made, and will bring those decisions to life in the words of Symbian's key architects and developers, giving an insider feel to the book as it weaves the "inside story" around the architectural presentation. The book will describe the OS architecture in terms of the Symbian system model. It will show how the model breaks down the system into parts, what role the parts play in the system, how the parts are architected, what motivates their design, and how the design has evolved through the different releases of the system. Key system concepts will be described; design patterns will be explored and related to those from other operating systems. The unique features of Symbian OS will be highlighted and their motivation and evolution traced and described. The book will include a substantial reference section itemising the OS and its toolkit at component level and providing a reference entry for each component.

The 3-volume set LNCS 8510, 8511 and 8512 constitutes the refereed proceedings of the 16th International Conference on Human-Computer Interaction, HCII 2014, held in Heraklion, Crete, Greece in June 2014. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences was carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas.

Want to build apps for Android devices? This book is the perfect way to master the fundamentals. Written by an expert who's taught this mobile platform to hundreds of developers in large organizations, this gentle introduction shows experienced object-oriented programmers how to use Android's basic building blocks to create user interfaces, store data, connect to the network, and more. You'll build a Twitter-like application throughout the course of this book, adding new features with each chapter. Along the way, you'll also create your own toolbox of code patterns to help you program any type of Android application with ease. Get an overview of the Android platform and discover how it fits into the mobile ecosystem Learn about the Android stack, including its application framework, and the structure and distribution of application packages (APK) Set up your Android development environment and get started with simple programs Use Android's building blocks—Activities, Intents, Services, Content Providers, and Broadcast Receivers Learn how to build basic Android user interfaces and organize UI elements in Views and Layouts Build a service that uses a background process to update data in your application Get an introduction to Android Interface Definition Language

(AIDL) and the Native Development Kit (NDK)

Golf architecture-related essay, outlining the principles and practises of design practitioners.

We revisit Lipset's law, which posits a positive and significant relationship between income and democracy. Using dynamic and heterogeneous panel data estimation techniques, we find a significant and negative relationship between income and democracy: higher/lower incomes per capita hinder/trigger democratization. Decomposing overall income per capita into its resource and non-resource components, we find that the coefficient on the latter is positive and significant while that on the former is significant but negative, indicating that the role of resource income is central to the result.

From #1 New York Times bestseller Mike Lupica! It's simple. All Billy Raynor wants to do is shoot. After all, he is one of the best shooters in the league. But with his dad as his coach, and his parents newly separated, somehow everything's become complicated. His brother Ben hardly talks anymore. His mom is always traveling on business. And his dad is always on his case about not being a team player. But when Ben's piano recital falls on the same day as the championship game, it's Billy who teaches his dad the meaning of being a team player.

Explaining what CWDM is, how it is achieved, and why it should be deployed, Coarse Wavelength Division Multiplexing: Technologies and Applications merges coverage of isolated aspects of Coarse Wavelength Division Multiplexing (CWDM) traditionally found as device-related or specific system topics. Emphasizing cost savings and performance enhancement, the book integrates information on component issues, system architectures, concepts for extensions and upgrades, as well as practical applications into a comprehensive, single-volume resource. Beginning with a summary of the ITU-T standards defining CWDM, the book addresses the three essential component classes, optical fibers, transceivers, and WDM filters, which combine to form the basis for the CWDM transmission link. The following chapters include coverage of different architectures such as hubbed rings and meshed networks, and upgrade paths to overcome limitations of current CWDM systems. The book outlines the feasibility of optically amplified CWDM systems, investigates the challenges present with high-speed CWDM and bidirectional transmission, and finally elucidates the importance of CWDM for a wide range of applications. Each chapter provides sufficient information to be used independently and contains references to relevant papers and articles for further study. The last sections of the book focus on applications and case studies where CWDM plays an ever-increasing role. They include extensive studies on networking, reach extension by amplification, and the latest concepts of transmission capacity upgrades using increased bit-rates or new channel plans. Filled with practical information, the book provides a clear understanding of recent developments in the dynamic field of CWDM.

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