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Introduction to Transients in Electrical Circuits **Software Defined Radio Getting and Writing IT Requirements in a Lean and Agile World Design Thinking for Software Engineering** Optimizing Digital Solutions for Hyper-Personalization in Tourism and Hospitality *Lean B2B* **Digital SLR Cameras and Photography For Dummies®** *The New Digital Enterprise Agile Processes in Software Engineering and Extreme Programming* Solution Architecture with .NET **Complete Guide to Digital Project Management** *Computer Graphics and Imaging The Digital Guide To Software Development* **Software Business** Software Business **Proceedings of 10th International Conference on Recent Advances in Civil Aviation** **Canon EOS Digital Photography Photo Workshop** *Canon EOS 6D Digital Field Guide* **Canon Rebel T6/EOS 1300D Creative Solutions for a Sustainable Development** **High Performance Multimedia** Digital Risk Governance **Writing Effective User Stories** **Software Defined-WAN for the Digital Age** *Digital Systems Design with FPGAs and CPLDs* **Smart Digital Manufacturing** *DSP Software Development Techniques for Embedded and Real-Time Systems* Canon EOS 6D **Software Radio** *Computer-Organized Cost Engineering* Agile Processes in Software Engineering and Extreme Programming Lean Digital Thinking **eWork and eBusiness in Architecture, Engineering and Construction: ECPPM 2016** **Service Oriented, Holonic and Multi-agent Manufacturing Systems for Industry of the**

Future How to Be a Successful Software Project Manager
Plunkett's Infotech Industry Almanac 2006 Digital Transformation
with Dataverse for Teams Canon EOS 80D For Dummies
Computerworld

This proceedings book presents selected peer-reviewed papers from the 9th International Workshop on 'Service Oriented, Holonic and Multi-agent Manufacturing Systems for the Industry of the Future' organized by Universitat Politècnica de València, Spain, and held on October 3-4, 2019. The SOHOMA 2019 Workshop aimed to foster innovation in the digital transformation of manufacturing and logistics by promoting new concepts and methods and solutions through service orientation in holonic and agent-based control with distributed intelligence. The book provides insights into the theme of the SOHOMA'19 Workshop - 'Smart anything everywhere - the vertical and horizontal manufacturing integration, ' addressing 'Industry of the Future' (IoF), a term used to describe the 4th industrial revolution initiated by a new generation of adaptive, fully connected, analytical and highly efficient robotized manufacturing systems. This global IoF model describes a new stage of manufacturing, that is fully automatized and uses advanced information, communication and control technologies such as industrial IoT, cyber-physical production systems, cloud manufacturing, resource virtualization, product intelligence, and digital twin, edge and fog computing. It presents the IoF interconnection of distributed manufacturing entities using a 'system-of-systems' approach, discussing new types of highly interconnected and self-organizing production resources in the entire value chain; and new types of intelligent decision-making support based on from real-time production data collected from resources, products and machine learning processing. This book is intended for researchers and engineers working in the manufacturing value chain, and specialists developing computer-based control and

robotics solutions for the 'Industry of the Future'. It is also a valuable resource for master's and Ph.D. students in engineering sciences programs. The focus of High Performance Multimedia is on the ever expanding European e-content industry. Production, aggregation and distribution of that content are the starting points to any future development towards a flourishing industry sector of the third millennium. Nevertheless, in addition to the diffusion of knowledge throughout the industry, digitalisation has completely changed the structure of the content business through the dissociation of content and media channel. This movement creates problems in the process of the business. Highest technological demands in time and money are limiting the size of e-content enterprises today. In contrast, its distribution is still being dominated by broadcasters and telecom providers that skim the biggest part of the profits. However, possibilities do arise when analyzing the industry of e-content. The European e-content market will be able to play a major role in the future by including all relevant players and their abilities. The challenge during the next years will be to stop the concentration on high-end technology and to create new adequate e-content services providing added value to everyone in Europe. The effective digitalization of business can make you a business leader; however, if not executed accurately, it can destroy your business too. Around 70 per cent of digital transformation projects have been failing. Even successful digitalization projects have become white elephants or expensive during the operations phase. Lean Digital Thinking introduces the '12-12-5 model'-12 lean digital thinking principles, 12 digital business building blocks and 5 lean digitalization phases-a brilliant guide that will enable business executives to become digital business champions. Leading digital expert, author VSR, as he is popularly known, introduces the world's first lean digital thinking philosophy with 12 principles to acquire a new digital mindset and throws in critical questions: Why digitalize? Where to digitalize? What to digitalize? And how

at all to digitalize? He provides lean digital methods, templates and frameworks for digitalizing 12 business building blocks at an optimal cost. Further, new business models, products, services, processes, digital workplaces and operating models, driven by digital technologies, have been discussed with insights on how to leverage digitalization to get ready for the new normal that has emerged with the COVID-19 pandemic. An effective practitioner's guide, this is a must-read for business and technology executives and anyone wishing to master the art of digital business. Take professional-quality photos with your Canon EOS 80D Your Canon EOS 80D gives you pro-level photo power. All you need is some know-how about your camera's capabilities and a little experience to start capturing brag-worthy photos—and the expert tips and tricks inside get you there in a flash. Essentially a photography class in a book, Canon EOS 80D For Dummies offers plain-English explanations of your camera's settings, how to shoot in auto mode, ways to get creative with exposure settings, ideas for getting artistic, and so much more. Complemented with inspiring full-color examples and simple photo 'recipes' for getting better portraits and close-up images, this hands-on guide covers the gamut of how to use your Canon EOS 80D like the pros. In no time, you'll get up to speed on making sense of your camera's menus and functions, capturing first shots in auto mode, adjusting exposure settings, taking control of focus and color, shooting action shots, sharing your photos, and everything else in between. Gain photography skills while learning your camera's controls Build the confidence to apply pro techniques when you shoot Follow simple steps for better portraits and action shots Customize your Canon EOS 80D Written with hobbyists and inexperienced photographers in mind, this no-nonsense guide shows you how to capture must-have images you'll be proud to add to your personal or professional portfolio. Learn about the responsibilities of a .NET solution architect and explore solution architecture principles, DevOps solutions, and design techniques

and standards with hands-on examples of design patterns
Key Features
Find out what are the essential personality traits and responsibilities of a solution architect
Become well-versed with architecture principles and modern design patterns with hands-on examples
Design modern web solutions and make the most of Azure DevOps to automate your development life cycle
Book Description
Understanding solution architecture is a must to build and integrate robust systems to meet your client's needs. This makes it crucial for a professional .NET software engineer to learn the key skills of a .NET solution architect to create a unique digital journey and build solutions for a wide range of industries, from strategy and design to implementation. With this handbook, developers working with the .NET technology will be able to put their knowledge to work. The book takes a hands-on approach to help you become an effective solution architect. You'll start by learning the principles of the software development life cycle (SDLC), the roles and responsibilities of a .NET solution architect, and what makes a great .NET solution architect. As you make progress through the chapters, you'll understand the principles of solution architecture and how to design a solution, and explore designing layers and microservices. You'll complete your learning journey by uncovering modern design patterns and techniques for designing and building digital solutions. By the end of this book, you'll have learned how to architect your modern web solutions with ASP.NET Core and Microsoft Azure and be ready to automate your development life cycle with Azure DevOps. What you will learn
Understand the role and core responsibilities of a .NET solution architect
Study popular UML (Unified Modeling Language) diagrams for solution architecture
Work with modern design patterns with the help of hands-on examples
Become familiar with microservices and designing layers
Discover how to design modern web solutions
Automate your development life cycle with Azure DevOps
Who this book is for
This book is for intermediate and advanced .NET developers and software

engineers who want to advance their careers and expand their knowledge of solution architecture and design principles. Beginner or intermediate-level solution architects looking for tips and tricks to build large-scale .NET solutions will find this book useful. This book constitutes the refereed proceedings of the 10th International Conference on Software Business, ICSOB 2019, held in Jyväskylä, Finland, in November 2019. On the occasion of its tenth anniversary the conference theme this year was “The First Decade and Beyond” and focused on the development during the past decade, addressing the future of software-intensive business as well as studies on new and emerging ideas. The 18 full papers and 10 short papers presented together with 3 invited talks, 6 emerging research papers and a tutorial were carefully reviewed and selected from 52 submissions. They are organized in the following topical sections: software ecosystems; management of software products; continual improvement and product development; impacts of digitalization; software business education; software startups and digital business. This book constitutes the refereed proceedings of the 21st International TRIZ Future Conference on Automated Invention for Smart Industries, TFC 2021, held virtually in September 2021 and sponsored by IFIP WG 5.4. The 28 full papers and 8 short papers presented were carefully reviewed and selected from 48 submissions. They are organized in the following thematic sections: inventiveness and TRIZ for sustainable development; TRIZ, intellectual property and smart technologies; TRIZ: expansion in breadth and depth; TRIZ, data processing and artificial intelligence; and TRIZ use and divulgation for engineering design and beyond. Chapter ‘Domain Analysis with TRIZ to Define an Effective “Design for Excellence’ is available open access under a Creative Commons Attribution 4.0 International License via link.springer.com. Computer graphics development is so quick that it has expanded from devices designed for military and top industrial applications to equipment

for schools and households as common information media for education and entertainment. Computer graphics helps to mass expand computers and remove the barriers that ordinary people experience when working with them. In this book, modern approaches, procedures, algorithms, as well as devices in the area of light and colors, shading and lighting, realistic and photorealistic imaging, definition of graphical scenes or objects, and security based on graphical objects are presented. Graphical transformations and projections, spatial imaging, curves and surfaces, filling and texturing, image filtering, and virtual reality are also covered. For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network. Providing a sequence of steps for matching cost engineering needs with helpful computer tools, this reference addresses the issues of project complexity and uncertainty; cost estimation, scheduling, and cost control; cost and result uncertainty; engineering and general purpose software; utilities th This book constitutes the refereed proceedings of the 13th International Conference on Software Business, ICSOB 2022, which was held during November 8-11, 2022 in Bolzano, Italy. The special theme of ICSOB 2022 was "Software for Digital Transformation". The 19 full papers together with 6 short papers presented were carefully reviewed and selected from 53 submissions. The conference is covering different aspects of Digital Transformation, Software Startups, Software Ecosystems, Software Processes, Platform Economy, Software Sustainability, and People and Process Analytics. The Canon Rebel T6/EOS 1300D is a budget-friendly, entry-level DSLR, an upgrade on the extremely popular Rebel T5/EOS 1200D. This book offers the perfect guide to mastering the full creative possibilities of this camera. Digital Systems Design with

FPGAs and CPLDs explains how to design and develop digital electronic systems using programmable logic devices (PLDs). Totally practical in nature, the book features numerous (quantify when known) case study designs using a variety of Field Programmable Gate Array (FPGA) and Complex Programmable Logic Devices (CPLD), for a range of applications from control and instrumentation to semiconductor automatic test equipment. Key features include: * Case studies that provide a walk through of the design process, highlighting the trade-offs involved. * Discussion of real world issues such as choice of device, pin-out, power supply, power supply decoupling, signal integrity- for embedding FPGAs within a PCB based design. With this book engineers will be able to: * Use PLD technology to develop digital and mixed signal electronic systems * Develop PLD based designs using both schematic capture and VHDL synthesis techniques * Interface a PLD to digital and mixed-signal systems * Undertake complete design exercises from design concept through to the build and test of PLD based electronic hardware This book will be ideal for electronic and computer engineering students taking a practical or Lab based course on digital systems development using PLDs and for engineers in industry looking for concrete advice on developing a digital system using a FPGA or CPLD as its core. Case studies that provide a walk through of the design process, highlighting the trade-offs involved. Discussion of real world issues such as choice of device, pin-out, power supply, power supply decoupling, signal integrity- for embedding FPGAs within a PCB based design. Today's embedded and real-time systems contain a mix of processor types: off-the-shelf microcontrollers, digital signal processors (DSPs), and custom processors. The decreasing cost of DSPs has made these sophisticated chips very attractive for a number of embedded and real-time applications, including automotive, telecommunications, medical imaging, and many others—including even some games and home appliances. However, developing embedded and real-

time DSP applications is a complex task influenced by many parameters and issues. DSP Software Development Techniques for Embedded and Real-Time Systems is an introduction to DSP software development for embedded and real-time developers giving details on how to use digital signal processors efficiently in embedded and real-time systems. The book covers software and firmware design principles, from processor architectures and basic theory to the selection of appropriate languages and basic algorithms. The reader will find practical guidelines, diagrammed techniques, tool descriptions, and code templates for developing and optimizing DSP software and firmware. The book also covers integrating and testing DSP systems as well as managing the DSP development effort. Digital signal processors (DSPs) are the future of microchips! Includes practical guidelines, diagrammed techniques, tool descriptions, and code templates to aid in the development and optimization of DSP software and firmware

The Canon EOS 6D is the latest of Canon's full-frame DSLR cameras. Its impressive array of advanced capabilities allows the photographer more influence over the final image. This book's exploration of the EOS 6D goes beyond that of the user's manual. It provides illustrations, step-by-step setting adjustments, helpful suggestions for setup, and detailed explanations for each of the camera's many features and menu configurations. The text is illustrated with easy-to-follow screenshots and example images. This book will also introduce intermediate-level camera users to DSLR model-differentiating features: built-in GPS and Wi-Fi. The content covers effective use of the camera's hardware (and some software) as well as certain related accessories, with little emphasis on general photography. Author James Johnson covers everything from basic camera features to advanced photographic options. With this book as your guide, you'll learn to successfully use this powerful camera. Get a 360-degree view of digital project management. Learn proven best practices from case studies and real-world scenarios. A variety of project management tools,

templates, models, and frameworks are covered. This book provides an in-depth view of digital project management from initiation to execution to monitoring and maintenance. Covering end-to-end topics from pre-sales to post-production, the book explores project management from various dimensions. Each core concept is complemented by case studies and real-world scenarios. The Complete Guide to Digital Project Management provides valuable tools for your use such as: Frameworks: governance, quality, knowledge transfer, root cause analysis, digital product evaluation, digital consulting, estimation Templates: estimation, staffing, resource induction, RACI Models: governance, estimation, pricing, digital maturity continuous execution, earned value management and effort forecast Metrics: project management, quality What You'll Learn Study best practices and failure scenarios in digital projects, including common challenges, recurring problem themes, and leading indicators of project failures Explore an in-depth discussion of topics related to project quality and project governance Understand Agile and Scrum practices for Agile execution See how to apply Quality Management in digital projects, including a quality strategy, a quality framework, achieving quality in various project phases, and quality best practices Be able to use proven metrics and KPIs to track, monitor, and measure project performance Discover upcoming trends and innovations in digital project management Read more than 20 real-world scenarios in digital project management with proven best practices to handle the scenarios, and a chapter on a digital transformation case study Who This Book Is For Software project managers, software program managers, account managers, software architects, lead developers, and digital enthusiasts Next-generation mobile communications are likely to employ different techniques and standards. The implementation in software of as many receiver functionalities as possible appears to be the most effective solution for coping with the multiplicity of communications

alternatives. The concept of software radio, dating back to 1991, originally attracted commercial interest owing to the possibility that transmission layer functions could be fully software-defined. The same approach can be extended to protocols of the higher layers too, thus conceiving a programmable hardware to implement the functionalities of several layers of protocols by resident software or software downloaded from the network. Consisting of selected technical contributions to the Workshop on "Software Radio", this volume deals with state-of-the-art surveys of the enabling technologies and the prospective services of software radio implementations for future mobile communications. Original and state-of-the-art research and development is presented in fields such as: - Software radio for universal wireless internet access - Software radio for multimedia communications - Software radio architecture - Network architecture, protocols and services - Software radio technology towards pervasive appliance. This volume on software radio is a valuable reference for both researchers and telecommunications professionals. This book integrates analytical and digital solutions through Alternative Transients Program (ATP) software, recognized for its use all over the world in academia and in the electric power industry, utilizing a didactic approach appropriate for graduate students and industry professionals alike. This book presents an approach to solving singular-function differential equations representing the transient and steady-state dynamics of a circuit in a structured manner, and without the need for physical reasoning to set initial conditions to zero plus ($0+$). It also provides, for each problem presented, the exact analytical solution as well as the corresponding digital solution through a computer program based on the Electromagnetics Transients Program (EMTP). Of interest to undergraduate and graduate students, as well as industry practitioners, this book fills the gap between classic works in the field of electrical circuits and more advanced works in the field of transients in electrical power

systems, facilitating a full understanding of digital and analytical modeling and solution of transients in basic circuits. Here is the first published description of the processes and practices, tools, and methods this industry giant uses to develop its software products. This 'shirt-sleeves' guide is packed with diagrams and tables that illustrate each step in the complex software development process. You'll learn all about Digital's standard 'phase review process,' the role of teams and their leaders, how CASE tools work, and how to control a project while improving productivity and product quality. Plunkett's InfoTech Industry Almanac presents a complete analysis of the technology business, including the convergence of hardware, software, entertainment and telecommunications. This market research tool includes our analysis of the major trends affecting the industry, from the rebound of the global PC and server market, to consumer and enterprise software, to super computers, open systems such as Linux, web services and network equipment. In addition, we provide major statistical tables covering the industry, from computer sector revenues to broadband subscribers to semiconductor industry production. No other source provides this book's easy-to-understand comparisons of growth, expenditures, technologies, imports/exports, corporations, research and other vital subjects. The corporate profile section provides in-depth, one-page profiles on each of the top 500 InfoTech companies. We have used our massive databases to provide you with unique, objective analysis of the largest and most exciting companies in: Computer Hardware, Computer Software, Internet Services, E-Commerce, Networking, Semiconductors, Memory, Storage, Information Management and Data Processing. We've been working harder than ever to gather data on all the latest trends in information technology. Our research effort includes an exhaustive study of new technologies and discussions with experts at dozens of innovative tech companies. Purchasers of the printed book or PDF version may receive a free CD-ROM

database of the corporate profiles, enabling export of vital corporate data for mail merge and other uses. The ideal guide for beginning DSLR camera users, with full-color examples of what you can achieve Make the most of your Canon, Nikon, Sony, Pentax, or Olympus digital SLR camera! This guide explains the different lenses, the many settings and how to use them, the results you can get from using different controls, how to use lighting and exposure, and much more. If you haven't purchased your camera yet, you'll also find tips on choosing a camera and accessories. And you'll find out how to make your pictures even better with Photoshop. Updated for all the newest camera models Introduces you to all the features common to DSLR cameras Illustrated with more than 300 full-color photos and screen shots Shares tips on composition, lighting and exposure controls, and file formats Explains Adobe Photoshop and how to create fine prints from your photos Offers advice on improving your photos and where to find help If you're new to digital SLR photography, here's just what you need to have fun and success with your camera! SD-WAN is an advanced networking approach that creates hybrid networks to integrate broadband or other network services into the corporate WAN, not only just handling general business workloads and traffic, but also being capable of maintaining the performance and security of real-time and sensitive applications. This book posits that Software Defined (SD) WAN is the answer to questions such as what changes can be made to the networking sector? What innovations can make WAN, which plays a vital integrated part of the cloud ecosystem, more cost effective, performance robust, provisioning efficient, and operation intelligent? This book explores the possibility of integrating design thinking into today's technical contexts. Despite the popularity of design thinking in research and practice, this area is still too often treated in isolation without a clear, consistent connection to the world of software development. The book presents design thinking approaches and

experiences that can facilitate the development of software-intensive products and services. It argues that design thinking and related software engineering practices, including requirements engineering and user-centric design (UX) approaches, are not mutually exclusive. Rather, they provide complementary methods and tools for designing software-intensive systems with a human-centric approach. Bringing together prominent experts and practitioners to share their insights, approaches and experiences, the book sheds new light on the specific interpretations and meanings of design thinking in various fields such as engineering, management, and information technology. As such, it provides a framework for professionals to demonstrate the potential of design thinking for software development, while offering academic researchers a roadmap for further research. The world progresses toward Industry 4.0, and manufacturers are challenged to successfully navigate this unique digital journey. To some, digitalization is a golden opportunity; to others, it is a necessary evil. But to optimist and pessimist alike, there is a widespread puzzlement over the practical details of digitalization. To many manufacturers, digital transformation is a vague and confusing concept they nevertheless must grapple with in order to survive the Fourth Industrial Revolution. The proliferation of digital manufacturing technologies adds to the confusion, leaving many manufacturers perplexed and unprepared, with little real insight into how emerging technologies can help them sustain a competitive edge in their markets. This book effectively conveys Siemens's knowledge and experience through a concept called "Smart Digital Manufacturing," a stepwise approach to realizing the promise of the Fourth Industrial Revolution. The Smart Digital Manufacturing roadmap provides guidance and enables low-risk, high-reward adoption of new manufacturing software technologies through a series of tipping-point investment decisions that result in optimized manufacturing performance.

The book provides readers with a clear understanding of what digital technology has to offer them, and how and when to invest in these essential components of tomorrow's factories. René Wolf is Senior Vice President of Manufacturing Operations Management Software for Siemens Digital Industries Software, a business unit of the Siemens Digital Factory Division. Raffaello Lepratti is Vice President of Business Development and Marketing for Siemens Digital Industries Software. "This book contributes in an objective way for leveraging digital solutions to optimize the concept of hyper personalization in the tourist experience, emphasizing the importance of hyperpersonalization models, processes, strategies and issues within tourism and hospitality fields with a particular focus on digital IT solutions"--

Design, build, and deploy multi-platform apps to overcome crucial business problems by leveraging the capabilities of low-code and no-code development enabled through Microsoft Power Platform and Teams Key Features

Find out how you can accelerate the digital transformation of your organization as a citizen developer

Build your first app with the help of step-by-step guidance and add capabilities with flows and bots

Learn about lifecycle management for applications, environments, and licensing

Book Description

Microsoft Dataverse for Teams is a built-in, low-code data platform for Teams and enables everyone to easily build and deploy apps, flows, and intelligent chatbots using Power Apps, Power Automate, and Power Virtual Agents (PVA) embedded in Microsoft Teams. Without learning any coding language, you will be able to build apps with step-by-step explanations for setting up Teams, creating tables to store data, and leverage the data for your digital solutions. With the techniques covered in the book, you'll be able to develop your first app with Dataverse for Teams within an hour! You'll then learn how to automate repetitive tasks or build alerts using Power Automate and Power Virtual Agents. As you get to grips with building these digital solutions, you'll also be able to understand

when to consider upgrading from Dataverse for Teams to Dataverse, along with its advanced features. Finally, you'll explore features for administration and governance and understand the licensing requirements of Microsoft Dataverse for Teams and PowerApps. Having acquired the skills to build and deploy an enterprise-grade digital solution, by the end of the book, you will have become a qualified citizen developer and be ready to lead a digital revolution in your organization. What you will learn

Gain a deeper understanding of Microsoft Dataverse for Teams by exploring various business scenarios
Design, build, and deploy enterprise-grade applications for Teams
Develop Power Automate flows and PVA bots using Dataverse for Teams
Discover administration and security best practices
Understand the licensing requirements and advanced features of Microsoft Dataverse
Identify scenarios in your organizations where your citizen development skills can be leveraged

Who this book is for
The book is for citizen developers, business professionals, or anyone looking to develop applications to solve critical business problems. Basic knowledge of using software like PowerPoint, Excel-like formulae, and navigating between application screens is all you need to get started with this book. The research based book is the strategic partner to the software project managers and the project management researchers who are in search of the right recipe that will generate success to the software development projects on a sustained basis. Veteran professional photographer Serge Timacheff walks you through the features of the Canon EOS DSLR camera; selecting, understanding, and using lenses and accessories; and caring for your equipment. You'll also get professional insight into protecting your gear and building your skill set. Once you understand how to build a photography system that meets your needs and discover which filters and accessories are best for you, you can begin to embrace all the Canon EOS camera system has to offer. Note: CD-ROM/DVD and other supplementary materials are not included as

part of eBook file. This book discusses digital risk governance in a global context and provides practical solutions for sound digital policy. From cyber-attacks to the mechanisms of digital technical management on a global scale, this book identifies the fundamental areas of digital vulnerability for both states and businesses and outlines the means of securing them. Written with the digital security needs of the public and private sectors in mind, chapters provide approachable guidance on navigating national digital strategies for public and corporate cyber-risks, identifying mechanisms for embedding digital security over time, protecting both personal and strategic economic data, adapting regulations to digital challenges, and leveraging innovation and multilateralism for digital security. Providing a comprehensive view of digital risk mechanisms for multiple stakeholders, this volume will be useful for professionals and practitioners in technology governance, digital management, IS/risk management, digital security, and internet policy. Software defined radio (SDR) is one of the most important topics of research, and indeed development, in the area of mobile and personal communications. SDR is viewed as an enabler of global roaming and as a unique platform for the rapid introduction of new services into existing live networks. It therefore promises mobile communication networks a major increase in flexibility and capability. SDR brings together two key technologies of the last decade - digital radio and downloadable software. It encompasses not only reconfiguration of the air interface parameters of handset and basestation products but also the whole mobile network, to facilitate the dynamic introduction of new functionality and mass-customised applications to the user's terminal, post-purchase. This edited book, contributed by internationally respected researchers and industry practitioners, describes the current technological status of radio frequency design, data conversion, reconfigurable signal processing hardware, and software issues at all levels of the protocol stack

and network. The book provides a holistic treatment of SDR addressing the full breadth of relevant technologies - radio frequency design, signal processing and software - at all levels. As such it provides a solid grounding for a new generation of wireless engineers for whom radio design in future will assume dynamic flexibility as a given. In particular it explores * The unique demands of SDR upon the RF subsystem and their implications for front end design methodologies * The recent concepts of the 'digital front end' and 'parametrization' * The role and key influence of data conversion technologies and devices within software radio, essential to robust product design * The evolution of signal processing technologies, describing new architectural approaches * Requirements and options for software download * Advances in 'soft' protocols and 'on-the-fly' software reconfiguration * Management of terminal reconfiguration and its network implications * The concepts of the waveform description language The book also includes coverage of * Potential breakthrough technologies, such as superconducting RSFQ technology and the possible future role of MEMS in RF circuitry * Competing approaches, eg all-software radios implemented on commodity computing vs advanced processing architectures that dynamically optimise their configuration to match the algorithm requirements at a point in time The book opens with an introductory chapter by Stephen Blust, Chair of the ITU-R WP8F Committee and Chair of the SDR Forum presenting a framework for SDR, in terms of definitions, evolutionary perspectives, introductory timescales and regulation. Suitable for today's engineers, technical staff and researchers within the wireless industry, the book will also appeal to marketing and commercial managers who need to understand the basics and potential of the technology for future product development. Its balance of industrial and academic contributors also makes it suitable as a text for graduate and post-graduate courses aiming to prepare the next generation of wireless engineers. This open access book

constitutes the proceedings of the 21st International Conference on Agile Software Development, XP 2020, which was planned to be held during June 8-12, 2020, at the IT University of Copenhagen, Denmark. However, due to the COVID-19 pandemic the conference was postponed until an undetermined date. XP is the premier agile software development conference combining research and practice. It is a hybrid forum where agile researchers, academics, practitioners, thought leaders, coaches, and trainers get together to present and discuss their most recent innovations, research results, experiences, concerns, challenges, and trends. Following this history, for both researchers and seasoned practitioners XP 2020 provided an informal environment to network, share, and discover trends in Agile for the next 20 years. The 14 full and 2 short papers presented in this volume were carefully reviewed and selected from 37 submissions. They were organized in topical sections named: agile adoption; agile practices; large-scale agile; the business of agile; and agile and testing. To keep up with a fluctuating business environment, new demographics in their workforce and an increasingly dispersed staff, organizations have implemented three (3) basic advances in the development of their digital presence: ?Low-code/no-code software. New platforms allow software to be developed using a suite of built-in, easy-to-use functions. ?Collaborative design. This human-centered design framework provides the steps needed to understand problems, provide innovative solutions, and roll out systems using prototypes. ?Digital design hubs. These networks of co-workers and end-users bring knowledge and innovation to the development process. They are able to span both the informal and formal organization. By combining these recent advances into a hybrid system of design, organizations have a more reliable way to transform their organizations while at the same time reducing time and resources needed on their projects. « This is a must read for every B2B entrepreneur, SaaS creator or consultant and

business school student. It's the kind of book you don't read once, you go back to it on a regular basis. » - Carmen Gereá, CEO & Co-founder, UsabilityChefs Lean B2B helps entrepreneurs and innovators quickly find traction in the enterprise. Packed with more than 20 case studies and used by thousands around the world, Lean B2B consolidates the best thinking around Business-to-Business (B2B) customer development to help entrepreneurs and innovators focus on the right things each step of the way, leaving as little as possible to luck. The book helps:

- Assess the market potential of opportunities to find the right opportunity for your team
- Find early adopters, quickly establish credibility and convince business stakeholders to work with you
- Find and prioritize business problems in corporations and identify the stakeholders with the power to influence a purchase decision
- Create a minimum viable product and a compelling offer, validate a solution and evaluate whether your team has found product-market fit
- Identify and avoid common challenges faced by entrepreneurs and learn ninja techniques to speed up product-market validation

« The book will pay itself off in the first couple of pages! » - Ben Sardella, Co-Founder, Datanyze ★★★★ 86% of Readers Rated it 5-Stars ★★★★ « Treat this book like a map to show you where you are and a compass to show you the direction. I wish I could have read it 2 or 3 years ago. » - Jonathan Gebauer, Founder, exploreB2B « Lean B2B is filled with rock-solid advice for technology entrepreneurs who want a rapid-growth trajectory. Read it to increase your certainty and your success rate. » - Jill Konrath, Author of AGILE SELLING and Selling to Big Companies « Probably the most slept on book in the Lean startup market right now.... There is no sugarcoating here. Garbugli tells you exactly what needs to happen and how to make it happen... literally holds your hand and spells it out. I was really impressed with the overall depth and advice presented. » - AJ, B2B Entrepreneur « The book I read of which I have learned the most. » - Etienne Thouin, Founder and CTO, SQLNext Software « This

book is essential reading for would-be entrepreneurs who face the daunting task of entering B2B markets. » - Paul Gillin, Co-Author, Social Marketing to the Business Customer eWork and eBusiness in Architecture, Engineering and Construction 2016 collects the papers presented at the 11th European Conference on Product & Process Modelling (ECPPM 2016, Cyprus, 7-9 September 2016), The contributions cover complementary thematic areas that hold great promise for the advancement of research and technological development in the modelling of complex engineering systems, encompassing a substantial number of high quality contributions on a large spectrum of topics pertaining to ICT deployment instances in AEC/FM, including:

- Information and Knowledge Management
- Construction Management
- Description Logics and Ontology Application in AEC
- Risk Management
- 5D/nD Modelling, Simulation and Augmented Reality
- Infrastructure Condition Assessment
- Standardization of Data Structures
- Regulatory and Legal Aspects
- Multi-Model and distributed Data Management
- System Identification
- Industrialized Production, Smart Products and Services
- Interoperability
- Smart Cities
- Sustainable Buildings and Urban Environments
- Collaboration and Teamwork
- BIM Implementation and Deployment
- Building Performance Simulation
- Intelligent Catalogues and Services

WHAT IS THIS BOOK ABOUT? This Book Is About the “Card” (User Story: Card, Criteria, Conversation) User Stories are a great method for expressing stakeholder requirements, whether your projects follow an Agile, Iterative, or a Waterfall methodology. They are the basis for developers to deliver a suitable information technology (IT) app or application. Well-structured user stories express a single action to achieve a specific goal from the perspective of a single role. When writing user stories, stakeholders knowledgeable about the role should focus on the business result that the IT solution will enable while leaving technology decisions up to the developers. Good user stories are relevant to the project, unambiguous, and

understandable to knowledge peers. The best user stories also contain crucial non-functional (quality) requirements, which are the best weapon in the war against unsatisfactory performance in IT solutions. This book presents two common user story structures to help you ensure that your user stories have all the required components and that they express the true business need as succinctly as possible. It offers five simple rules to ensure that your user stories are the best that they can be. That, in turn, will reduce the amount of time needed in user story elaboration and discussion with the development team. This book targets business professionals who are involved with an IT project, Product Owners in charge of managing a backlog, or Business Analysts working with an Agile team.

Author's Note The term "User Story" is a relative new addition to our language and its definition is evolving. In today's parlance, a complete User Story has three primary components, namely the "Card", the "Conversation", and the "Criteria". Different roles are responsible for creating each component. The "Card" expresses a business need. A representative of the business community is responsible for expressing the business need. Historically (and for practical reasons) the "Card" is the User Story from the perspective of the business community. Since we wrote this book specifically to address that audience, we use the term "User Story" in that context throughout. The "Conversation" is an ongoing discussion between a developer responsible for creating software that meets the business need and the domain expert(s) who defined it (e.g., the original author of the "Card"). The developer initiates the "Conversation" with the domain expert(s) to define the "Criteria" and any additional information the developer needs to create the application. There is much to be written about both the "Conversation" and the "Criteria", but neither component is dealt with in any detail in this publication. A well-written User Story ("Card") can drastically reduce the time needed for the "Conversation". It reduces misinterpretations,

misunderstandings, and false starts, thereby paving the way for faster delivery of working software. We chose to limit the content of this publication to the “User Story” as understood by the business community to keep the book focused and address the widest possible audience. WHO WILL BENEFIT FROM READING THIS BOOK? How organizations develop and deliver working software has changed significantly in recent years. Because the change was greatest in the developer community, many books and courses justifiably target that group. There is, however, an overlooked group of people essential to the development of software-as-an-asset that have been neglected. Many distinct roles or job titles in the business community perform business needs analysis for digital solutions. They include: - Product Owners - Business Analysts - Requirements Engineers - Test Developers - Business- and Customer-side Team Members - Agile Team Members - Subject Matter Experts (SME) - Project Leaders and Managers - Systems Analysts and Designers - AND “anyone wearing the business analysis hat”, meaning anyone responsible for defining a future IT solution

TOM AND ANGELA’S (the authors) STORY Like all good IT stories, theirs started on a project many years ago. Tom was the super techie, Angela the super SME. They fought their way through the 3-year development of a new policy maintenance system for an insurance company. They vehemently disagreed on many aspects, but in the process discovered a fundamental truth about IT projects. The business community (Angela) should decide on the business needs while the technical team’s (Tom)’s job was to make the technology deliver what the business needed. Talk about a revolutionary idea! All that was left was learning how to communicate with each other without bloodshed to make the project a resounding success. Mission accomplished. They decided this epiphany was so important that the world needed to know about it. As a result, they made it their mission (and their passion) to share this ground-breaking concept with the rest of

the world. To achieve that lofty goal, they married and began the mission that still defines their life. After over 30 years of living and working together 24x7x365, they are still wildly enthusiastic about helping the victims of technology learn how to ask for and get the digital (IT) solutions they need to do their jobs better. More importantly, they are more enthusiastically in love with each other than ever before! WHAT IS THIS BOOK ABOUT? Communicate Business Needs in an Agile (e.g. Scrum) or Lean (e.g. Kanban) Environment Problem solvers are in demand in every organization, large and small, from a Mom and Pop shop to the federal government. Increase your confidence and your value to organizations by improving your ability to analyze, extract, express, and discuss business needs in formats supported by Agile, Lean, and DevOps. The single largest challenge facing organizations around the world is how to leverage their Information Technology to gain competitive advantage. This is not about how to program the devices; it is figuring out what the devices should do. The skills needed to identify and define the best IT solutions are invaluable for every role in the organization. These skills can propel you from the mail room to the boardroom by making your organization more effective and more profitable. Whether you: - are tasked with defining business needs for a product or existing software, - need to prove that a digital solution works, - want to expand your User Story and requirements discovery toolkit, or - are interested in becoming a Business Analyst, this book presents invaluable ideas that you can steal. The future looks bright for those who embrace Lean concepts and are prepared to engage with the business community to ensure the success of Agile initiatives. WHAT YOU WILL LEARN Learn Step by Step When and How to Define Lean / Agile Requirements Agile, Lean, DevOps, and Continuous Delivery do not change the need for good business analysis. In this book, you will learn how the new software development philosophies influence the discovery, expression, and analysis of

business needs. We will cover User Stories, Features, and Quality Requirements (a.k.a. Non-functional Requirements - NFR). User Story Splitting and Feature Drill-down transform business needs into technology solutions. Acceptance Tests (Scenarios, Scenario Outlines, and Examples) have become a critical part of many Lean development approaches. To support this new testing paradigm, you will also learn how to identify and optimize Scenarios, Scenario Outlines, and Examples in GIVEN-WHEN-THEN format (Gherkin) that are the bases for Acceptance Test Driven Development (ATDD) and Behavior Driven Development (BDD). This book presents concrete approaches that take you from day one of a change initiative to the ongoing acceptance testing in a continuous delivery environment. The authors introduce novel and innovative ideas that augment tried-and-true techniques for: - discovering and capturing what your stakeholders need, - writing and refining the needs as the work progresses, and - developing scenarios to verify that the software does what it should. Approaches that proved their value in conventional settings have been redefined to ferret out and eliminate waste (a pillar of the Lean philosophy). Those approaches are fine-tuned and perfected to support the Lean and Agile movement that defines current software development. In addition, the book is chock-full of examples and exercises that allow you to confirm your understanding of the presented ideas. WHO WILL BENEFIT FROM READING THIS BOOK? How organizations develop and deliver working software has changed significantly in recent years. Because the change was greatest in the developer community, many books and courses justifiably target that group. There is, however, an overlooked group of people essential to the development of software-as-an-asset that have been neglected. Many distinct roles or job titles in the business community perform business needs analysis for digital solutions. They include: - Product Owners - Business Analysts - Requirements Engineers - Test Developers - Business- and Customer-side Team

Members - Agile Team Members - Subject Matter Experts (SME) - Project Leaders and Managers - Systems Analysts and Designers - AND "anyone wearing the business analysis hat", meaning anyone responsible for defining a future IT solution TOM AND ANGELA'S (the authors) STORY Like all good IT stories, theirs started on a project many years ago. Tom was the super techie, Angela the super SME. They fought their way through the 3-year development of a new policy maintenance system for an insurance company. They vehemently disagreed on many aspects, but in the process discovered a fundamental truth about IT projects. The business community (Angela) should decide on the business needs while the technical team's (Tom)'s job was to make the technology deliver what the business needed. Talk about a revolutionary idea! All that was left was learning how to communicate with each other without bloodshed to make the project a resounding success. Mission accomplished. They decided this epiphany was so important that the world needed to know about it. As a result, they made it their mission (and their passion) to share this ground-breaking concept with the rest of the world. To achieve that lofty goal, they married and began the mission that still defines their life. After over 30 years of living and working together 24x7x365, they are still wildly enthusiastic about helping the victims of technology learn how to ask for and get the IT solutions they need to do their jobs better. More importantly, they are more enthusiastically in love with each other than ever before! The volume comprises proceedings of the 10th International Conference on Recent Advances in Civil Aviation. The contents focus on air traffic control and management, quality control and reliability improvement of radio equipment and avionics, designing and testing aircraft assemblies and mechanisms, reliability improvement of aircraft management systems, aviation enterprise management, etc. There is also emphasis on the current problems and prospects for development of unmanned aircraft systems. This volume will be beneficial to

researchers, practitioners, and policy-makers alike. The Canon EOS 6D is Canon's smallest and lightest full-frame DSLR camera to date and boasts an extensive feature set. This full-color, portable guide goes beyond the owner's manual to deliver clear, succinct descriptions of how these features and functions work and explains how they affect the resulting photos. With the expert advice and clear instructions, the Canon EOS 6D Digital Field Guide makes this sophisticated camera accessible to even first-time DSLR users

Helps you to consistently achieve professional-level photography using the Canon EOS 6D

Walks you through the essential controls, features, and functions using step-by-step instructions and providing full-color images of each menu screen

Shows you how to get the exact shots you want, when you want them, and is packed with beautiful color photos

Shoot in Live View, choose the best settings for movie-making, and learn how to share your images and video online via the built-in Wi-Fi

Includes step-by-step techniques and professional tips on taking exceptional photos with your Canon EOS 6D

Canon EOS 6D Digital Field Guide is packed with so much helpful advice for getting the most out of your Canon EOS 6D, you'll find yourself referencing it again and again