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Negotiation is a critical skill needed for effective management. Negotiation: Readings, Exercises, and Cases 7e by Roy J. Lewicki, Bruce Barry, and David M. Saunders takes an experiential approach and explores the major concepts and theories of the psychology of bargaining and negotiation and the dynamics of interpersonal and inter-group conflict and its resolution. It is relevant to a broad spectrum of management students, not only human resource management or industrial relations candidates. The Readings portion of the book is ordered into seven sections: (1) Negotiation Fundamentals, (2) Negotiation Subprocesses, (3) Negotiation Contexts, (4) Individual Differences, (5) Negotiation across Cultures, (6) Resolving Differences, and (7) Summary. The next section of the book presents a collection of role-play exercises, cases, and self-assessment questionnaires that can be used to teach negotiation processes and subprocesses.

Today's Web 2.0 applications (think Facebook and Twitter) go far beyond the confines of the desktop and are widely used on mobile devices. The mobile Web has become incredibly popular given the success of the iPhone and BlackBerry, the importance of Windows Mobile, and the emergence of Palm Pre (and its webOS platform). At Apress, we are fortunate to have Gail Frederick of the well-known training site Learn the Mobile Web offer her expert advice in Beginning Smartphone Web Development. In this book, Gail teaches the web standards and fundamentals specific to smartphones and other feature-driven mobile phones and

devices. Shows you how to build interactive mobile web sites using web technologies optimized for browsers in smartphones Details markup fundamentals, design principles, content adaptation, usability, and interoperability Explores cross-platform standards and best practices for the mobile Web authored by the W3C, dotMobi, and similar organizations Dives deeps into the feature sets of the most popular mobile browsers, including WebKit, Chrome, Palm Pre webOS, Pocket IE, Opera Mobile, and Skyfire By the end of this book, you'll have the training, tools, and techniques for creating robust mobile web experiences on any of these platforms for your favorite smartphone or other mobile device.

The term "haptics" refers to the science of sensing and manipulation through touch. Multiple disciplines such as biomechanics, psychophysics, robotics, neuroscience, and software engineering converge to support haptics, and generally, haptic research is done by three communities: the robotics community, the human computer interface community, and the virtual reality community. This book is different from any other book that has looked at haptics. The authors treat haptics as a new medium rather than just a domain within one of the above areas. They describe human haptic perception and interfaces and present fundamentals in haptic rendering and modeling in virtual environments. Diverse software architectures for standalone and networked haptic systems are explained, and the authors demonstrate the vast application spectrum of this emerging technology along with its accompanying trends. The primary objective is to provide a comprehensive overview and a practical understanding of haptic technologies. An appreciation of the close relationship between the wide range of disciplines that constitute a haptic system is a key principle towards being able to build successful collaborative haptic environments.

Structured as a reference to allow for fast accommodation of the issues concerned, this book is intended for researchers interested in studying touch and force feedback for use in technological multimedia systems in computer science, electrical engineering, or other related disciplines. With its novel approach, it paves the way for exploring research trends and challenges in such fields as interpersonal communication, games, or military applications.

This is the definitive guide for Symbian C++ developers looking to use Symbian SQL in applications or system software. Since Symbian SQL and SQLite are relatively new additions to the Symbian platform, Inside Symbian SQL begins with an introduction to database theory and concepts, including a Structured Query Language (SQL) tutorial. Inside Symbian SQL also provides a detailed overview of the Symbian SQL APIs. From the outset, you will "get your hands dirty" writing Symbian SQL code. The book includes snippets and examples that application developers can immediately put to use to get started quickly. For device creators and system software developers, Inside Symbian SQL offers a unique view into the internals of the implementation and a wealth of practical advice on how to make best and most efficient use of the Symbian SQL database. Several case studies are presented – these are success stories 'from the trenches', written by Symbian engineers. Special Features: The book assumes no prior knowledge of databases Includes detailed and approachable explanations of database concepts Easy to follow SQL tutorial with SQLite examples Unique view into the Symbian SQL internals Troubleshooting section with solutions to common problems Written by the Symbian engineers who implemented SQLite on Symbian, with more than 40 years combined Symbian C++ experience, this book is for anyone interested in finding out more about

using a database on Symbian.

Build mobile applications for Nokia's S60 phones using the hot Qt GUI tool This vital primer—written by developers involved in the latest release of Qt—is a must for anyone wanting to learn this cutting-edge programming environment. Qt is a multi-platform, C++ GUI toolkit that allows you to develop applications and user interfaces once, then deploy them across many desktop and embedded operating systems, without rewriting the source code. Now being applied to the S60 platform (Nokia's new, uniform UI), Qt promises to save development resources, cut costs, and get you to market faster. This unique guide helps you master this exciting tool with step-by-step instruction from some of the best developers in the S60 field. Find easy-to-access tips, techniques, examples, and much more. Walks you through installation of the Qt developer platform and SDK Explains the basic Qt environment and how it can save you development time Delves into the extension of Qt for the S60, including communication and sensors Provides plenty of examples to help you quickly grasp concepts Help revolutionize the S60 mobile market and stay ahead of the crowd with your own state-of-the-art applications, developed with Qt and the detailed information in this unique guide.

"You can be lonely anywhere, but there is a particular flavor to the loneliness that comes from living in a city, surrounded by thousands of strangers. The Lonely City is a roving cultural history of urban loneliness, centered on the ultimate city: Manhattan, that teeming island of gneiss, concrete, and glass. What does it mean to be lonely? How do we live, if we're not intimately involved with another human being? How

do we connect with other people, particularly if our sexuality or physical body is considered deviant or damaged? Does technology draw us closer together or trap us behind screens? Olivia Laing explores these questions by travelling deep into the work and lives of some of the century's most original artists, among them Andy Warhol, David Wojnarowicz, Edward Hopper, Henry Darger and Klaus Nomi. Part memoir, part biography, part dazzling work of cultural criticism, The Lonely City is not just a map, but a celebration of the state of loneliness. It's a voyage out to a strange and sometimes lovely island, adrift from the larger continent of human experience, but visited by many - millions, say - of souls"--

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.

"Ade McCormack sounds a much-needed clarion call for IT to ?grow up? and become a mature business function" ?Nicholas Carr, Author of Does IT Matter and The Big Switch "The wit, imagination and insight that Ade brings to his regular Boardroom Debate column in the Financial Times Digital Business section shine through his new book. Ade looks at where the power, blame, influence and value in IT all sit as business technology matures and the game shifts towards maximising its value." ?Peter Whitehead, FT Digital Business editor "This excellent book is a must read for anyone in business. As in his first book Ade McCormack demystifies IT and makes it clear, relevant and interesting for business." ?Dr Gerard-Lyons, Chief Economist at Standard Chartered "Ade McCormack hits at the key issues, the Business/IT relationship can no longer be one of master/slave, but must evolve into one of value based partnership for business advantage. An essential read for those organisations who believe there has to be a third way between traditional business and IT approaches." ?Eddie Short, Vice President, Global Lead - Business Information Management, Capgemini, London Successful IT value realisation is a cloudy subject. This in part contributes to the overall dissatisfaction many organisations have with IT. This book tackles the subject of IT value realisation head on. Most importantly it provides a model to help CIOs and business leaders maximize the return on their IT investment. This book is based on the author's IT Value Stack methodology, which

helps business leaders take control of their IT investment. Boardroom-bound CIOs will also find this book of value. As will those that advise on strategic business-IT matters. The model is corroborated with input from influential people working within the world?s most successful end-user, business advisory and technology organisations. The book covers: The IT Value Stack Model Business-IT strategy entwinement Process-IT entwinement User-technologist entwinement Technology management IT service management Circulation management Value management. Valuable input from influential contributors from the end-user, technology and advisory communities.

Eight references in one-fully revised to include all the new features and updates to Windows 7 As the #1 operating system in the world, Windows provides the platform upon which all essential computing activities occur. This much-anticiapted version of the popular operating system offers an improved user experience with an enhanced interface to allow for greater user control. This All-in-One reference is packed with valuable information from eight minibooks, making it the ultimate resource. You'll discover the improved ways in which Windows 7 interacts with other devices, including mobile and home theater. Windows 7 boasts numerous exciting new features, and this reference is one-stop shopping for discovering them all! Eight minibooks cover Windows 7 basics, security, customizing, the Internet, searching and sharing, hardware, multimedia, Windows media center, and wired and wireless networking Addresses the new multi-touch feature that will allow you to control movement on the screen with your fingers With this comprehensive guide at your fingertips, you'll quickly start taking advantages of all the exciting new features of Windows 7.

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