Building Applications With Ibeacon Proximity And Location Services With Bluetooth Low Energy Matthew S Gast

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[MOBI] Building Applications With Ibeacon Proximity And ...
By transmitting an identifier, a beacon can define a small area that devices react to, and those reactions can be used to create new applications and new interactions. An iBeacon is a Bluetooth Low Energy proximity beacon that is submitted for compatibility testing under an Apple licensing program, and the Bluetooth proximity functions on Apple systems are referred to in developer documentation as iBeacon frameworks.

1. Introduction - Building Applications with iBeacon [Book]
Book description. High-precision location information is increasingly useful for mobile application developers, since it allows devices to interact with the world around them. This practical book shows you how to achieve arm ' s reach accuracy with iBeacons, simple transmitters that enable your applications to react to nearby surroundings and then deliver timely, relevant information—especially indoors, where GPS and cell service are inaccurate.

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Building Applications with iBeacon: Proximity and Location Services with Bluetooth Low Energy. 1st Edition. by Matthew S. Gast (Author) 2.8 out of 5 stars 8 ratings. ISBN-13: 978-1491904572. ISBN-10: 1491904577.

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Building applications with iBeacon : proximity and ...
Building applications with iBeacon : proximity and location services with bluetooth low energy. [Matthew S Gast; Brian Sawyer; Michael Kosta Loukides; Matthew Hacker; Ellie Volckhausen] -- High-precision location information is increasingly useful for mobile application developers, since it allows devices to interact with the world around them.

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Matthew S. Gast Building Applications with iBeacon ...
8 Apr 2015. RAD Studio XE8 provides you with the tools to rapidly design, build, and deploy connected apps that deliver innovative IoT solutions. The new Beacon component makes it easy to add proximity awareness to your applications. Two beacon formats are available: iBeacon and AltBeacon.

High-precision location information is increasingly useful for mobile application developers, since it allows devices to interact with the world around them. This practical book shows you how to achieve arm ' s reach accuracy with iBeacons, simple transmitters that enable your applications to react to nearby surroundings and then deliver timely, relevant information—especially indoors, where GPS and cell service are inaccurate. Whether you ' re enabling a map, giving users directions, creating a game, recommending purchases, letting users check in, or creating an immersive experience, you ' ll learn how iBeacons provide precise location information, empowering your applications to engage and interact with users nearby. Get examples of several application types you can build with iBeacons Learn how iBeacons provide applications with proximity information Set up, activate, and test iBeacons on both specialized and general-purpose hardware Explore the APIs and tools you need to develop location-aware mobile applications Use built-in iOS features to interact with iBeacons, including Passbook Build networks to help shoppers, travelers, conference attendees, and others find what they ' re looking for

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Smart Sensors Networks: Communication Technologies and Intelligent Applications explores the latest sensor and sensor networks techniques and applications, showing how networked wireless sensors are used to monitor and gather intelligence from our surrounding environment. It provides a systematic look at the unique characteristics of wireless sensor networks through their usage in a broad range of areas, including healthcare for the elderly, energy consumption, industrial automation, intelligent transportation systems, smart homes and cities, and more. The book shows how sensor-networks work and how they are applied to monitor our surrounding environment. It explores the most important aspects of modern sensors technologies, providing insights on the newest technologies and the systems needed to operate them. Readers will find the book to be an entry point for understanding the fundamental differences between the various sensor technologies and their use in for different scenarios. Indexing: The books of this series are submitted to EI-Compendex and SCOPUS Presents numerous specific use-cases throughout, showing practical applications of concepts Contains contributions from leading experts around the globe Collects, in one place, the latest thinking on an emerging topic Addresses the security and privacy issues inherent in sensor deployment

This book constitutes the proceedings of the 7th International Conference on Mobile Computing, Applications, and Services (MobiCASE 2015) held in Berlin, Germany, in November 2015. The 16 full and 4 poster papers were carefully reviewed and selected from 43 submissions, and are presented together with 4 papers from the First Workshop on Situation Recognition by Mining Temporal Information (SIREMETI 2015). The conference papers cover the following topics: intelligent caching, activity recognition and crowdsourcing, mobile frameworks, middleware, interactive applications and mobility.

This book constitutes the refereed proceedings of the 9thInternational Conference on Cloud Computing, CloudComp 2019, and the 4th International Conference on Smart Grid and Innovative Frontiers in Telecommunications, SmartGIFT 2019, both held in Beijing, China, in December 2019. The55 full papers of both conferences were selected from 113 submissions. CloudComp 2019 presents recent advances and experiences in clouds, cloud computing and related ecosystems and business support. The papers are grouped thematically in tracks on cloud architecture and scheduling; cloud-based data analytics; cloud applications; and cloud security and privacy. SmartGIFT 2019 focus on all aspects of smart grids and telecommunications, broadly understood as the renewable generation and distributed energy resources integration, computational intelligence applications, information and communication technologies.

This journal subline serves as a forum for stimulating and disseminating innovative research ideas, theories, emerging technologies, empirical investigations, state-of-the-art methods, and tools in all different genres of edutainment, such as game-based learning and serious games, interactive storytelling, virtual learning environments, VR-based education, and related fields. It covers aspects from educational and game theories, human-computer interaction, computer graphics, artificial intelligence, and systems design. The 25 papers presented in the 13th issue were organized in topical sections named: learning games and visualization; virtual reality and applications; 3D graphics technology, multimedia computing, and others.

This book presents the proceedings of the 20th Congress of the International Ergonomics Association (IEA 2018), held on August 26-30, 2018, in Florence, Italy. By highlighting the latest theories and models, as well as cutting-edge technologies and applications, and by combining findings from a range of disciplines including engineering, design, robotics, healthcare, management, computer science, human biology and behavioral science, it provides researchers and practitioners alike with a comprehensive, timely guide on human factors and ergonomics. It also offers an excellent source of innovative ideas to stimulate future discussions and developments aimed at applying knowledge and techniques to optimize system performance, while at the same time promoting the health, safety and wellbeing of individuals. The proceedings include papers from researchers and practitioners, scientists and physicians, institutional leaders, managers and policy makers that contribute to constructing the Human Factors and Ergonomics approach across a variety of methodologies, domains and productive sectors. This volume includes papers addressing the following topics: Safety and Health, and Slips, Trips and Falls.

Learn the key standards—iBeacon, Eddystone, Bluetooth 4.0, and AltBeacon—and how they work with other proximity technologies. Then build your understanding of the proximity framework and how to identify and deploy the best solutions for your own business, institutional, or consulting needs. Proximity technology—in particular, Bluetooth beacons—is a major source of business opportunity, and this book provides everything you need to know to architect a solution to capitalize on that opportunity. What You'll Learn Understand the disruptive implications of digital–physical convergence and the new applications it makes possible Review the key standards that solutions developers need to understand to capitalize on the business opportunity of proximity technology Discover the new phenomenon of beacon networks, which will be hugely significant in driving strategic decisions and creating wealth See other technologies in the proximity ecosystem catalyzed by and complementary to Bluetooth beacons, including visual light communication, magnetic resonance, and RFID Examine the Beacosystem framework for analyzing the proximity ecosystem Who This Book Is For Solutions architects of all types—venture capitalists, founders, CEOs, strategists, product managers, CTOs, business developers, and programmers Stephen Statler is a writer, public speaker, and consultant working in the beacon ecosystem. He trains and advises retailers, venue owners, VCs, as well as makers of beacon software and hardware, and is a thought leader in the beacosystem community. Previously he was the Senior Director for Strategy and Solutions Management at Qualcomm's Retail Solutions Division, helping to incubate Gimbal, one of the leading Bluetooth beacons in the market. He is also the CEO of Cause Based Solutions, creators of Give the Change, democratizing philanthropy, enabling non-profit supporters to donate the change from charity branded debit cards, and developer of The Good Traveler program. Contributors: Anke Audenaert, CEO, Favrit John Coombs, CEO, Rover Labs Theresa Mary Gordon, Co-Founder, tapGOconnect Phil Hendrix, Director, immr Kris Kolodziej, President, IndoorLBS Patrick Leddy, CEO, Pulsate Ben Parker, VP Business Development, AccelerateIT Mario Proietti, CEO, Location Smart Ray Rotolo, SVP OOH, Gimbal Kjartan Slette, COO, Unacast Jarno Vanto, Partner, Borenius Attorneys LLP David Young, Chief Engineer, Radius Networks Foreword by Asif Khan, President LBMA