Sony Ericsson Xperia Arc S User Guide

1000 New Designs 2 and Where to Find Them is a comprehensive round-up of the best in contemporarydesign. Featuring a huge range of striking new products, chapters include: Tables and chairs; Sofas and beds; Storage; Kitchens and bathrooms; Tableware; Textiles; Lighting; Electronics, and more. Works by the finest international talents, such as Konstantin Grcic, Tokujin Yoshioka, Ron Arad, Patricia Urquiola, and Stephen Burks, are featured, along with commentaries giving an insight into current developments in design and in-depth studies on selected products.

There are many Android programming guides that give you the basics. This book goes beyond simple apps into many areas of Android development that you simply will not find in competing books. Whether you want to add home screen app widgets to your arsenal, or create more complex maps, integrate multimedia features like the camera, integrate tightly with other applications, or integrate scripting languages, this book has you covered. Moreover, this book has over 50 pages of Honeycomb-specific material, from dynamic fragments, to integrating navigation into the action bar, to creating list-based app widgets. It also has a chapter on using NFC, the wireless technology behind Google Wallet and related

services. This book is one in CommonsWare's growing series of Android related titles, including "The Busy Coder's Guide to Android Development," "Android Programming Tutorials," and the upcoming "Tuning Android Applications." Table of Contents WebView, Inside and Out Crafting Your Own Views More Fun With ListViews Creating Drawables Home Screen App Widgets Interactive Maps Creating Custom Dialogs and Preferences Advanced Fragments and the Action Bar Animating Widgets Using the Camera Playing Media Handling System Events Advanced Service Patterns Using System Settings and Services Content Provider Theory Content Provider Implementation Patterns The Contacts ContentProvider Searching with SearchManager Introspection and Integration Tapjacking Working with SMS More on the Manifest Device Configuration Push Notifications with C2DM NFC The Role of Scripting Languages The Scripting Layer for Android JVM Scripting Languages Reusable Components Testing Production

This book provides an in-depth overview of artificial intelligence and deep learning approaches with case studies to solve problems associated with biometric security such as authentication, indexing, template protection, spoofing attack detection, ROI detection, gender classification etc. This text highlights a showcase of cutting-edge research on the use of convolution neural networks,

autoencoders, recurrent convolutional neural networks in face, hand, iris, gait, fingerprint, vein, and medical biometric traits. It also provides a step-by-step guide to understanding deep learning concepts for biometrics authentication approaches and presents an analysis of biometric images under various environmental conditions. This book is sure to catch the attention of scholars, researchers, practitioners, and technology aspirants who are willing to research in the field of AI and biometric security.

The revised and extended papers collected in this volume represent the cutting-edge of research at the nexus of electrical engineering and intelligent systems. They were selected from well over 1000 papers submitted to the high-profile international World Congress on Engineering held in London in July 2011. The chapters cover material across the full spectrum of work in the field, including computational intelligence, control engineering, network management, and wireless networks. Readers will also find substantive papers on signal processing, Internet computing, high performance computing, and industrial applications. The Electrical Engineering and Intelligent Systems conference, as part of the 2011 World Congress on Engineering was organized under the auspices of the non-profit International Association of Engineers (IAENG). With more than 30 nations represented on the conference committees alone, the

Congress features the best and brightest scientific minds from a multitude of disciplines related to engineering. These peer-reviewed papers demonstrate the huge strides currently being taken in this rapidly developing field and reflect the excitement of those at the frontiers of this research.

Describes what women seek in a man and the steps a man needs to take to win women over.

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 83. Chapters: Comparison of Android devices, Nexus One, Acer Aspire One, Motorola Droid, Samsung Galaxy S, Samsung Galaxy Tab, HTC Dream, Sony Ericsson Xperia Play, Samsung Galaxy S II, HTC Evo 4G, HTC Magic, HTC Hero, LG Optimus One, Barnes & Noble Nook, Sony Ericsson Xperia X10, HTC Desire, Adam tablet, Google TV, HTC Evo Shift 4G, PocketBook eReader, Droid Incredible, Motorola CLIQ, Nexus S, Motorola Droid 2, Motorola Xoom, Motorola Atrix 4G, HTC Desire HD, ZTE Blade, HTC Wildfire, Samsung i7500, Nook Color, GeeksPhone One, Samsung SPH-M900, Motorola Droid X, HTC Legend, T-Mobile Pulse, Dell Streak, T-Mobile G2, Archos Generation 6, LG Optimus 2X, ViewSonic G Tablet, Samsung Behold II, HTC Desire Z, Advent Vega, Samsung i5700, T-Mobile myTouch 3G Slide, HTC Tattoo, Motorola Backflip, HTC Flyer, LG GT540, Sony Ericsson

Xperia X10 Mini, T-Mobile myTouch 4G, HTC Aria, Motorola DEFY, Motorola Droid Bionic, Neo FreeRunner, Acer Liquid A1, Kyocera Zio, SmartQ 5, LG VS740, Sony Ericsson Xperia Arc, Zii EGG, HTC Inspire, Samsung i5800, Sony Ericsson Xperia Pro, OlivePad, Sony Ericsson Xperia X8, HTC Thunderbolt, Droid Pro, Motorola i1, Motorola Devour, Samsung Galaxy Ace, Samsung M910 Intercept, Vibo A688, Alex eReader, Acer Stream, Samsung Transform, Creative Zii, LG GW620, IPed, T-Mobile G-Slate, Motorola Calgary, HTC Desire S, Acer beTouch E130, Kogan Agora, Samsung Infuse 4G, Motorola Charm, Samsung i5500, LG LU2300, Vox 4, Dell Venue, Acer beTouch E400, Odroid, Huawei Ascend, Acer beTouch E120, Acer beTouch E110, Kyocera Echo, Archos 101, Motorola Flipout. Excerpt: Android is a software stack for mobile devices that includes an operating system, middleware and key applications. This page seeks to list and compare hardware devices that are shipped with either Google's Android operating system or its OPhone derivative from China... Technological advancements are often regarded as positive, as they are usually expected to make life and business easier. While this can often be the case, it is not always true, and much of the improvement in the realm of technology comes from analysis of new technologies for effectiveness. Technology Management in Organizational and Societal Contexts is a critical scholarly publication that

explores the relationship between businesses and institutions and technology and analyzes the outcomes in order to promote improvement. Featuring coverage on a wide range of topics, such as e-services, multimedia in education, and issues of emerging technologies, this publication is geared towards academicians, researchers, and students seeking relevant and current research on the interactions between organizations and technology.

Android is a software stack for mobile devices that includes an operating system, middleware and key applications. Google Inc. purchased the initial developer of the software, Android Inc., in 2005. Android's mobile operating system is based on the Linux kernel. Google and other members of the Open Handset Alliance collaborated on Android's development and release. The Android Open Source Project (AOSP) is tasked with the maintenance and further development of Android. The Android operating system is currently the world's best-selling Smartphone platform. The Android open-source software stack consists of Java applications running on a Java-based, object-oriented application framework on top of Java core libraries running on a Dalvik virtual machine featuring JIT compilation. Libraries written in C include the surface manager, OpenCore media framework, SQLite relational database management system, OpenGL ES 2.0 3D graphics API, WebKit layout engine, SGL graphics engine, SSL, and Bionic libc.

This book is your ultimate resource for Android. Here you will find the most up-to-date information, analysis, background and everything you need to know. In easy to read chapters, with extensive references and links to get you to know all there is to know about Android right away, covering: Android (operating system), Andrography, Android Dev Phone, Android Developer Challenge, Android Market, Android software development, Android version history, Android x86, APK (file format), Bionic (software), Comparison of Android devices, CyanogenMod, Dalvik (software), Dalvik Turbo virtual machine, Droid (font), GeoReader, Google Goggles, Groundhog (newsreader), HTC Sense, Index of Android OS-related articles, OPhone, Rooting (Android OS), Scripting Layer for Android, Trapster (speed trap sharing system), Acer Aspire One, Acer beTouch E110, Acer beTouch E120, Adam tablet, Advent Vega, Alcatel One Touch 980, Alex eReader, Archos 101, Archos Generation 6, ASUS Eee Pad Transformer, Acer beTouch E130, Acer Liquid A1, Acer Stream, Acer beTouch E400, Barnes & Noble Nook, Nook Color, Nook Simple Touch, Creative Zii, Casio G'zOne Commando, Dell Streak, Dell Venue, Droid Pro, GeeksPhone One, Google TV, HTC Aria, HTC Desire, HTC Desire HD, HTC Desire S, HTC Desire Z, HTC Dream, HTC Droid Incredible, HTC Evo 4G, HTC Evo Shift 4G, HTC Flyer, HTC Hero, HTC Inspire, HTC Legend, HTC Magic, HTC Sensation, HTC ThunderBolt,

HTC Tattoo, HTC Wildfire, HTC Wildfire S, Huawei Ascend, Huawei U8230, Huawei U8800, IPed, Kogan Agora, Kyocera Echo, Kyocera Zio, LG GT540, LG GW620, LG LU2300, LG Optimus 2X, LG Optimus Black, LG Optimus One, LG Optimus Chat, LG VS740, Meizu M9, Motorola Backflip, Motorola Calgary, Motorola Charm, Motorola CLIQ, Motorola DEFY, Motorola Devour, Motorola Droid, Motorola Flipout, Motorola Xoom, Motorola Atrix 4G, Motorola Droid 2, Motorola Droid 3, Motorola Droid Bionic, Motorola Droid X, Motorola Triumph, Motorola i1, Neo FreeRunner, Nexus One, Nexus S, Odroid, OlivePad, PocketBook eReader, Samsung Galaxy Fit, Samsung Galaxy Gio, Samsung Galaxy S, Samsung Galaxy S II, Samsung Galaxy Tab, Samsung Galaxy Tab 10.1, Samsung i5700, Samsung i5800, Samsung i7500, Samsung Infuse 4G, SmartQ 5, Sony Ericsson Xperia Play, Sony S1, Sony S2, Samsung Behold II, Samsung Droid Charge, Samsung Galaxy Ace, Samsung Galaxy Mini, Samsung M910 Intercept, Samsung SPH-M900, Samsung Transform, Samsung i5500, Sony Ericsson Xperia Arc, Sony Ericsson Xperia Pro, Sony Ericsson Xperia X10, Sony Ericsson Xperia X10 Mini, Sony Ericsson Xperia X8, T-Mobile G-Slate, MyTouch, T-Mobile myTouch 3G Slide, T-Mobile myTouch 4G, T-Mobile Pulse, ViewSonic G Tablet, Vibo A688, Vox 4, Xperia acro...and much more This book explains in-depth the real drivers and workings of Android. It reduces the risk of

your technology, time and resources investment decisions by enabling you to compare your understanding of Android with the objectivity of experienced professionals.

This book highlights new advances in biometrics using deep learning toward deeper and wider background, deeming it "Deep Biometrics". The book aims to highlight recent developments in biometrics using semi-supervised and unsupervised methods such as Deep Neural Networks, Deep Stacked Autoencoder, Convolutional Neural Networks, Generative Adversary Networks, and so on. The contributors demonstrate the power of deep learning techniques in the emerging new areas such as privacy and security issues, cancellable biometrics, soft biometrics, smart cities, big biometric data, biometric banking, medical biometrics, healthcare biometrics, and biometric genetics, etc. The goal of this volume is to summarize the recent advances in using Deep Learning in the area of biometric security and privacy toward deeper and wider applications. Highlights the impact of deep learning over the field of biometrics in a wide area; Exploits the deeper and wider background of biometrics, such as privacy versus security, biometric big data, biometric genetics, and biometric diagnosis, etc.; Introduces new biometric applications such as biometric banking, internet of things, cloud computing, and medical biometrics.

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You can't see electricity or magnetism, but scientists have harnessed their amazing power to become essential features of modern life. Electronics, transportation, and industry all depend on electricity and magnetism. So do some animals! Find out how electricity and magnetism were discovered and try some fun experiments to see how they work.

Mobile devices, such as smart phones, have achieved computing and networking capabilities comparable to traditional personal computers. Their successful consumerization has also become a source of pain for adopting users and organizations. In particular, the widespread presence of information-stealing applications and other types of mobile malware raises substantial security and privacy concerns. Android Malware presents a systematic view on state-of-the-art mobile malware that targets the popular Android mobile platform. Covering key topics like the Android malware history, malware behavior and classification, as well as, possible defense techniques.

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Across industries, firms vary broadly on how they operate with respect to their Research & Development (R&D) activities. This volume presents a holistic approach to evaluating the critical elements of R&D management, including planning, organization, portfolio management,

project management, and knowledge transfer—by assessing R&D management from different sectors. Featuring empirical research and in-depth case studies from industries as diverse as medical imaging, electric vehicles, and cyber security, the authors identify common features of successful R&D management, despite fundamental differences, such as company size, number of employees, industry sector, and the R&D budget. In particular, they consider the implications for decision making with respect to resource allocation and investments, such as site selection, purchasing, and cross-departmental communication. ????????????????????????????????

In Shadow Show, acclaimed writers and artists come together to pay tribute to the work of the one and only Ray Bradbury! The stories featured include "Who Knocks," written by Dave Eggers with art by Matthew Dow Smith, a classic horror tale about what lurks beneath the water; "Earth: A Gift Shop" by Charles Yu and Christine Larsen, about the future role of our planet as an intergalactic curio shop; and "Altenmoor, where the dogs dance" by Mort Castle and S L Gallant, where a young boy discovers the world that his grandfather wrote about in his fantasy novels.

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Chapter 1????????? ?1??????????????????? ?2???????????????? ?3???????? ?4??????3D? Chapter 2?????????? ? Android OS?????????Android Market? iOS?????????App Store ? Windows Phone?????????Marketplace ? Symbian?????????Ovi Store Chapter 3??????????? ? Apple ?????Apple iPhone 4 ? HTC ?????HTC EVO 3D ? Motorola ?????MOTO ATRIX ? Samsung ?????Samsung GALAXY S II i9100 ? Sony Ericsson ?????Sony Ericsson XPERIA Arc ? LG ?????LG Optimus 2X ? NOKIA ?????NOKIA X7-00 Chapter 4?????3D?????? HTC Sensation LG Optimus 2X P990 Motorola ATRIX Samsung GALAXY S II i9100 HTC EVO 3D LG Optimus 3D ????????? -------------------- ???2D???? -------------------- ???3D???? -------------------- ?????????? Chapter 5????????????????? HTC ChaCha HTC Salsa HTC Incredible S HTC Desire S HTC Wildfire S Sony Ericsson XPERIA ray Sony

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Samsung GALAXY S i9003 Samsung GALAXY S Plus i9001 Samsung GALAXY
Gio S5660 Samsung Nexus S Samsung S3778 Motorola XT316 Acer ICONIA
Smart Acer Liquid mini E310 Chapter 6???

A highly visual, example-led introduction to the video game industry, its context
and practitioners. Video Games explores the industry's diversity and breadth
through its online communities and changing demographics, branding and
intellectual property, and handheld and mobile culture. Bossom and Dunning
offer insights into the creative processes involved in making games, the global
business behind the big budget productions, console and online markets, as well
as web and app gaming. With 19 interviews exploring the diversity of roles and
different perspectives on the game industry you'll enjoy learning from a range of
international practitioners.

Singapore's leading tech magazine gives its readers the power to decide with its
informative articles and in-depth reviews.

Want to get started building applications for Android, the world's hottest, fast-
growing mobile platform? Already building Android applications and want to get
better at it? This book brings together all the expert guidance—and code—you'll

need! Completely up-to-date to reflect the newest and most widely used Android SDKs, The Android Developer's Cookbook is the essential resource for developers building apps for any Android device, from phones to tablets. Proven, modular recipes take you from the absolute basics to advanced location-based services, security techniques, and performance optimization. You'll learn how to write apps from scratch, ensure interoperability, choose the best solutions for common problems, and avoid development pitfalls. Coverage includes: Implementing threads, services, receivers, and other background tasks Providing user alerts Organizing user interface layouts and views Managing user-initiated events such as touches and gestures Recording and playing audio and video Using hardware APIs available on Android devices Interacting with other devices via SMS, web browsing, and social networking Storing data efficiently with SQLite and its alternatives Accessing location data via GPS Using location-related services such as the Google Maps API Building faster applications with native code Providing backup and restore with the Android Backup Manager Testing and debugging apps throughout the development cycle Turn to The Android Developer's Cookbook for proven, expert answers—and the code you need to implement them. It's all you need to jumpstart any Android project, and create high-value, feature-rich apps that sell!

The Design Book brings together the best in contemporary design for the home, presenting a huge range of striking new products: tables and chairs, sofas and beds, storage, kitchens and bathrooms, tableware, textiles and surfaces, lighting, electronics and more. Works by the finest international talents, including Shin and Tomoko Azumi, Sebastian Bergne, Ronan and Erwan Bouroullec, Fernando and Humberto Campana, Piet Hein Eek, Jaime Hayon, Thomas Heatherwick, Javier Mariscal and Patricia Urquiola, are featured. In-depth interviews with twelve key designers explore pivotal projects and approaches to design. Web addresses of designers and manufacturers are given for every object, along with full captions and colour illustrations, making every design easy to source.
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Gadget berbasis Android belakangan kian bersaing ketat dengan Operating System lainnya. Inovasi aplikasi gratis dan berbayar yang serbacepat menjadi keunggulannya. Oleh karena itu, tak heran bila anak-anak muda yang berjiwa

dinamis menjatuhkan pilihan pada Android. Makin populer penggunaannya, makin banyak pula rasa ingin tahu yang muncul dari pengguna Android khususnya para pemula. Permasalahan klasik seperti fasilitas, fitur, dan aplikasi Android yang selalu update setidaknya menjadi kebingungan tersendiri bagi pengguna karena tiap permasalahan benar-benar diuraikan dan solusinya dipaparkan secara gamblang sehingga pengguna dan calon pengguna Android dapat memaksimalkan kemampuan operating system yang berintegrasi dengan Google ini. Buku terbitan GalangPress (Galangpress Group).

The two-volume set LNCS 9172 and 9173 constitutes the refereed proceedings of the Human Interface and the Management of Information thematic track, held as part of the 17th International Conference on Human-Computer Interaction, HCII 2015, held in Los Angeles, CA, USA, in August 2015, jointly with 15 other thematically similar conferences. The total of 1462 papers and 246 posters presented at the HCII 2015 conferences were carefully reviewed and selected from 4843 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation 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. This

volume contains papers addressing the following major topics: information visualization; information presentation; knowledge management; haptic, tactile and multimodal interaction; service design and management; user studies. This book combines the three dimensions of technology, society and economy to explore the advent of today's cloud ecosystems as successors to older service ecosystems based on networks. Further, it describes the shifting of services to the cloud as a long-term trend that is still progressing rapidly.The book adopts a comprehensive perspective on the key success factors for the technology – compelling business models and ecosystems including private, public and national organizations. The authors explore the evolution of service ecosystems, describe the similarities and differences, and analyze the way they have created and changed industries. Lastly, based on the current status of cloud computing and related technologies like virtualization, the internet of things, fog computing, big data and analytics, cognitive computing and blockchain, the authors provide a revealing outlook on the possibilities of future technologies, the future of the internet, and the potential impacts on business and society. This work has been selected by scholars as being culturally important, and is part of the knowledge base of civilization as we know it. This work was reproduced from the original artifact, and remains as true to the original work as possible.

Therefore, you will see the original copyright references, library stamps (as most of these works have been housed in our most important libraries around the world), and other notations in the work. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. As a reproduction of a historical artifact, this work may contain missing or blurred pages, poor pictures, errant marks, etc. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.
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This book highlights the field of selfie biometrics, providing a clear overview and presenting recent advances and challenges. It also discusses numerous selfie

authentication techniques on mobile devices. Biometric authentication using mobile devices is becoming a convenient and important means of verifying identity for secured access and services such as telebanking and electronic transactions. In this context, face and ocular biometrics in the visible spectrum has gained increased attention from the research community. However, device mobility and operation in uncontrolled environments mean that facial and ocular images captured with mobile devices exhibit substantial degradation as a result of adverse lighting conditions, specular reflections and motion and defocus blur. In addition, low spatial resolution and the small sensor of front-facing mobile cameras further degrade the sample quality, reducing the recognition accuracy of face and ocular recognition technology when integrated into smartphones. Presenting the state of the art in mobile biometric research and technology, and offering an overview of the potential problems in real-time integration of biometrics in mobile devices, this book is a valuable resource for final-year undergraduate students, postgraduate students, engineers, researchers and academics in various fields of computer engineering.

This book constitutes the proceedings of the 17th International Conference on Product-Focused Software Process Improvement, PROFES 2016, held in Trondheim, Norway, in November 2016. The 24 revised full papers presented

together with 21 short papers, 1 keynote, 3 invited papers, 5 workshop papers. 2 doctoral symposium papers, and 6 tutorials were carefully reviewed and selected from 82 submissions. The papers are organized in topical sections on Early Phases in Software Engineering; Organizational Models; Architecture; Methods and Tools; Verification and Validation; Process Improvement; Speed and Agility in System Engineering; Requirements and Quality; Process and Repository Mining; Business Value and Benefits; Emerging Research Topics; and Future of Computing.

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There is one simple way to exponentially increase the amount of traffic coming to your website and the number of people aware of your product or service: through the use of Google AdWords and related marketing technologies. The Definitive Guide to Google AdWords will walk you through every step needed to maximize your marketing and advertising power. Everything related to the platforms are covered in detail—account setup, campaign creation, reporting, optimization, analytics, ad creation, mobile advertising, and much more. Learn to take full advantage of all of the marketing options available through AdWords, including: Geo-targeting, distribution, and placement of ads Advanced account management and budget strategies Keywords, metrics, and ROI management Tools such as Keywords Editor, Website Optimizer, and Conversion Optimizer Mobile marketing implementations and strategies Working with the various APIs available for developers With The Definitive Guide to Google AdWords, you will learn how AdWords works and how you can harness its power to increase your visibility and dramatically impact your potential for increased revenue. 1. iPad 3????APPLE????????????????GOGO???1????? 2. ??30?APP?Android?Windows Mobile??????? 3. ?????Android 4.0????????????????????????? 4. ?????????? 5. 212??????

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Once the treasured piece of the elite class, mobile phones have now become a prerequisite of every commoner. From schoolchildren to pensioners, from bureaucrats to fruit vendors, all depend greatly on their mobile phones. The reason can be given to its impeccable potential to perform various applications efficiently, within no time. This book on Mobile Commerce gives an in-depth insight on the role of a mobile in revolutionizing various industry verticals, specifically business and commerce. The book shows the evolution of a mobile phone from a mere gadget meant for communication to a smarter one performing business transactions. The book is divided into seven parts segregated as—Basic concepts, Technology, Key players, Key products, Security of legal aspects, the Future trends and the Case studies. The book also discusses various technologically advanced handheld devices, like Smartphones, PDA's, Laptops, Tablets and Portable gaming consoles, in detail. Besides, the basic technology and concepts involved in mobile commerce is discussed comprehensively. The key concepts, like mobile marketing, mobile ticketing, mobile computing, mobile payments and mobile banking are discussed vis-a-vis latest technologies, like wireless and mobile communication technology, digital cellular technology, mobile access technology and 4G and 5G systems. The book also throws light on the issues, such as mobile security hazards, and the necessary measures to protect the same. A chapter is devoted to laws governing the mobile phone usage and its privacy. The Case Studies are provided elucidating the role of mobile commerce in the real-life scenarios. This book is intended for the undergraduate and postgraduate students of

Communication Engineering, Information Technology and Management.