

## Programming Gps And Openstreetmap Applications With Java The Realobject Application Framework By Kristof Beiglbi 1 2 Ck 2012 01 27

Environmental information and systems play a major role in environmental decision making. As such, it is vital to understand the impact that they have on different aspects of sustainable environmental management, as well as to understand the opportunism they might present for further improvement. Environmental Information Systems: Concepts, Methodologies, Tools, and Applications is an innovative reference source containing the latest research on the use of information systems to track and organize environmental data for use in an overall environmental management system. Highlighting a range of topics such as environmental analysis, remote sensing, and geographic information science, this multi-volume book is designed for engineers, data scientists, practitioners, academicians, and researchers interested in all aspects of environmental information systems.

Programming GPS and OpenStreetMap Applications with JavaThe RealObject Application FrameworkCRC Press

This textbook explains how to design and build Agent Based Models and how to link them to Geographical Information Systems.

The five-volume set LNCS 6782 - 6786 constitutes the refereed proceedings of the International Conference on Computational Science and Its Applications, ICCSA 2011, held in Santander, Spain, in June 2011. The five volumes contain papers presenting a wealth of original research results in the field of computational science, from foundational issues in computer science and mathematics to advanced applications in virtually all sciences making use of computational techniques. The topics of the fully refereed papers are structured according to the five major conference themes: geographical analysis, urban modeling, spatial statistics; cities, technologies and planning; computational geometry and applications; computer aided modeling, simulation, and analysis; and mobile communications.

This book reports on a novel concept of mechanism transitions for the design of highly scalable and adaptive publish/subscribe systems. First, it introduces relevant mechanisms for location-based filtering and locality-aware dissemination of events based on a thorough review of the state-of-the-art. This is followed by a detailed description of the design of a transition-enabled publish/subscribe system that enables seamless switching between mechanisms during runtime. Lastly, the proposed concepts are evaluated within the challenging context of location-based mobile applications. The book assesses in depth the performance and cost of transition execution, highlighting the impact of the proposed state transfer mechanism and the potential of coexisting transition-enabled mechanisms.

Geographic Information has an important role to play in linking and combining datasets through shared location, but the potential is still far from fully realized because the data is not well organized and the technology to aid this process has not been available. Developments in the Semantic Web and Linked Data, however, are making it possible to integrate data based on Geographic Information in a way that is more accessible to users. Drawing on the industry experience of a geographer and a computer scientist, Linked Data: A Geographic Perspective is a practical guide to implementing Geographic Information as Linked Data. Combine Geographic Information from Multiple Sources Using Linked Data After an introduction to the building blocks of Geographic Information, the Semantic Web, and Linked Data, the book explores how Geographic Information can become part of the Semantic Web as Linked Data. In easy-to-understand terms, the authors explain the complexities of modeling Geographic Information using Semantic Web technologies and publishing it as Linked Data. They review the software tools currently available for publishing and modeling Linked Data and provide a framework to help you evaluate new tools in a rapidly developing market. They also give an overview of the important languages and syntaxes you will need to master. Throughout, extensive examples demonstrate why and how you can use ontologies and Linked Data to manipulate and integrate real-world Geographic Information data from multiple sources. A Practical, Readable Guide for Geographers, Software Engineers, and Laypersons A coherent, readable introduction to a complex subject, this book supplies the durable knowledge and insight you need to think about Geographic Information through the lens of the Semantic Web. It provides a window to Linked Data for geographers, as well as a geographic perspective for software engineers who need to understand how to work with Geographic Information. Highlighting best practices, this book helps you organize and publish Geographic Information on the Semantic Web with more confidence.

This book reports on the latest advances on the theories, practices, standards and strategies that are related to the modern technology paradigms, the Mobile Cloud computing (MCC) and Big Data, as the pillars and their association with the emerging 5G mobile networks. The book includes 15 rigorously refereed chapters written by leading international researchers, providing the readers with technical and scientific information about various aspects of Big Data and Mobile Cloud Computing, from basic concepts to advanced findings, reporting the state-of-the-art on Big Data management. It demonstrates and discusses methods and practices to improve multi-source Big Data manipulation techniques, as well as the integration of resources availability through the 3As (Anywhere, Anything, Anytime) paradigm, using the 5G access technologies.

This book constitutes the proceedings of the 13th International Conference on Green, Pervasive, and Cloud Computing, GPC 2018, held in Hangzhou, China, in May 2018. The 35 full papers included in this volume were carefully reviewed and selected from 101 initial submissions. They are organized in the following topical sections: network security, and privacy-preserving; pervasive sensing and analysis; cloud computing, mobile computing, and crowd sensing; social and urban computing; parallel and distributed systems, optimization; pervasive applications; and data mining and knowledge mining.

This book aims at showing how big data sources and data analytics can play an important role in sustainable mobility. It is especially intended to provide academicians, researchers, practitioners and decision makers with a snapshot of methods that can be effectively used to improve urban mobility. The different chapters, which report on contributions presented at the 4th Conference on Sustainable Urban Mobility, held on May 24-25, 2018, in Skiathos Island, Greece, cover different thematic areas, such as social networks and traveler behavior, applications of big data technologies in transportation and analytics, transport infrastructure and traffic management, transportation modeling, vehicle emissions and environmental impacts, public transport and demand responsive systems, intermodal interchanges, smart city logistics systems, data security and associated legal aspects. They show in particular how to apply big data in improving urban mobility, discuss important challenges in developing and implementing analytics methods and provide the reader with an up-to-date review of the most representative research on data management techniques for enabling sustainable urban mobility

Using Geodata and Geolocation in the Social Sciences: Mapping our Connected World provides an engaging and accessible introduction to the Geoweb with clear, step-by-step guides for: Capturing Geodata from sources including GPS, sensor networks and Twitter Visualizing Geodata using programmes including QGIS, GRASS and R Featuring colour images, practical exercises and a companion website packed with resources, this book is the perfect guide for students and teachers looking to incorporate location-based data into their social science research.

This book is a printed edition of the Special Issue "Advances in Multi-Sensor Information Fusion: Theory and Applications 2017" that was published in Sensors

This volume presents a timely collection of research papers on the progress, opportunities, and challenges related to the advancement of geospatial technologies for applications in urban health research and management. The chapter authors cover

technologies ranging from traditional GIS and remote sensing technologies, to recently developed tracking/location technologies and volunteered geographic information (VGI). In four main sections, the book uniquely contributes to the conversation of how geospatial technologies and other GIScience research may be enhanced by addressing the data and challenges presented by urban health issues. The book is intended for those with backgrounds in health and medical geography, social epidemiology, urban planning, health management, and lifestyle research. The book starts with an introduction by the editors, providing an overview of traditional and emerging geospatial technologies and how they each can significantly contribute to urban health studies. Section 1 covers urban health risk and disease, and analyses the spatial and temporal patterns of selected urban health issues. Section 2 addresses urban health service access, and demonstrates how traditional and new geospatial technologies apply to different segments of urban populations facing varied challenges. Section 3 focuses on incorporating geospatial technologies in promoting healthy behaviours and lifestyles in urban settings. Section 4 assesses how geospatial technologies may be incorporated into urban health policies and management practices. Adopting a forward-looking perspective, these papers examine the various health challenges in urban systems, and explore how new and emerging geospatial technologies will need to develop to address these problems.

The four-volume set LNCS 8513-8516 constitutes the refereed proceedings of the 8th International Conference on Universal Access in Human-Computer Interaction, UAHCI 2014, held as part of the 16th International Conference on Human-Computer Interaction, HCII 2014, held in Heraklion, Crete, Greece in June 2014, jointly with 14 other thematically similar conferences. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences was carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The total of 251 contributions included in the UAHCI proceedings were carefully reviewed and selected for inclusion in this four-volume set. The 75 papers included in this volume are organized in the following topical sections: design for aging; health and rehabilitation applications; accessible smart and assistive environments; assistive robots and mobility, navigation and safety.

This book is intended for applications of online digital mapping, called mashups (or composite application), and to analyze the mapping practices in online socio-technical controversies. The hypothesis put forward is that the ability to create an online map accompanies the formation of online audience and provides support for a position in a debate on the Web. The first part provides a study of the map: - a combination of map and statistical reason - crosses between map theories and CIS theories - recent developments in scanning the map, from Geographic Information Systems (GIS) to Web map. The second part is based on a corpus of twenty "mashup" maps, and offers a techno-semiotic analysis highlighting the "thickness of the mediation" they are in a process of communication on the Web. Map as a device to "make do" is thus replaced through these stages of creation, ranging from digital data in their viewing, before describing the construction of the map as a tool for visual evidence in public debates, and ending with an analysis of the delegation action against Internet users. The third section provides an analysis of these mapping practices in the case study of the controversy over nuclear radiation following the accident at the Fukushima plant on March 11, 2011. Techno-semiotic method applied to this corpus of radiation map is supplemented by an analysis of web graphs, derived from "digital methods" and graph theory, accompanying the analysis of the previous steps maps (creating Geiger data or retrieving files online), but also their movement, once maps are made.

The popularity of an increasing number of mobile devices, such as PDAs, laptops, smart phones, and tablet computers, has made the mobile device the central method of communication in many societies. These devices may be used as electronic wallets, social networking tools, or may serve as a person's main access point to the World Wide Web. The Handbook of Research on Mobile Software Engineering: Design, Implementation, and Emergent Applications highlights state-of-the-art research concerning the key issues surrounding current and future challenges associated with the software engineering of mobile systems and related emergent applications. This handbook addresses gaps in the literature within the area of software engineering and the mobile computing world.

Development Challenges, South-South Solutions is the monthly e-newsletter of the United Nations Office for South-South Cooperation in UNDP ([www.southerninnovator.org](http://www.southerninnovator.org)). It has been published every month since 2006. Its sister publication, Southern Innovator magazine, has been published since 2011. Contact the Office to receive a copy of the new global magazine Southern Innovator. Issues 1, 2 and 3 are out now and are about innovators in mobile phones and information technology, youth and entrepreneurship, and agribusiness and food security. Why not consider sponsoring or advertising in an issue of Southern Innovator? Follow @SouthSouth1.

Develop sophisticated mapping applications from scratch using Python 3 tools for geospatial development About This Book Build web applications based around maps and geospatial data using Python 3.x Install and use various toolkits and obtain geospatial data for use in your programs This practical, hands-on book will teach you all about geospatial development in Python Who This Book Is For This book is for experienced Python developers who want to learn about geospatial concepts, obtain and work with geospatial data, solve spatial problems, and build sophisticated map-based applications using Python. What You Will Learn Access, manipulate, and display geospatial data from within your Python programs Master the core geospatial concepts of location, distance, units, projections, and datums Read and write geospatial data in both vector and raster format Perform complex, real-world geospatial calculations using Python Store and access geospatial information in a database Use points, lines, and polygons within your Python programs Convert geospatial data into attractive maps using Python-based tools Build complete web-based mapping applications using Python In Detail Geospatial development links your data to locations on the surface of the Earth. Writing geospatial programs involves tasks such as grouping data by location, storing and analyzing large amounts of spatial information, performing complex geospatial calculations, and drawing colorful interactive maps. In order to do this well, you'll need appropriate tools and techniques, as well as a thorough understanding of geospatial concepts such as map projections, datums, and coordinate systems. This book provides an overview of the major geospatial concepts, data sources, and toolkits. It starts by showing you how to store and access spatial data using Python, how to perform a range of spatial calculations, and how to store spatial data in a database. Further on, the book teaches you how to build your own slippy map interface within a web application, and finishes with the detailed construction of a geospatial data editor using the GeoDjango framework. By the end of this book, you will be able to confidently use Python to write your own geospatial applications ranging from quick, one-off utilities to sophisticated web-based applications using maps and other geospatial data. Style and approach This book is a comprehensive course in geospatial development. The concepts you need to know are presented in a hands-on fashion with example code to help you to solve real-world problems right away. Larger programs are built up step by step while guiding you through the process of building your own sophisticated mapping applications.

This edited volume presents a collection of lessons learned with, and research conducted on, OpenStreetMap, the goal being to promote the project's integration. The respective chapters address a) state-of-the-art and cutting-edge approaches to data quality analysis in OpenStreetMap, b) investigations on understanding OpenStreetMap contributors and the nature of their contributions, c) identifying patterns of contributions and contributors, d) applications of OpenStreetMap in different domains, e) mining value-added knowledge and information from OpenStreetMap, f) limitations in the analysis OpenStreetMap data, and g) integrating OpenStreetMap with commercial and non-commercial datasets. The book offers an ideal opportunity to present and disseminate a number of cutting-edge developments and applications in the field of geography, spatial statistics, GIS, social science, and cartography.

Discover how data science can help you gain in-depth insight into your business – the easy way! Jobs in data science abound, but few people have the data science skills needed to fill these increasingly important roles. Data Science For Dummies is the perfect starting point for IT professionals and students who want a quick primer covering all areas of the expansive data science space. With a focus on business cases, the book explores topics in big data, data science, and data engineering, and how these three areas are combined to produce tremendous value. If you want to pick-up the skills you need to begin a new career or initiate a new project, reading this book will help you understand what technologies, programming languages, and mathematical methods on which to focus. While this book serves as a wildly fantastic guide through the broad aspects of the topic, including the sometimes intimidating field of big data and data science, it is not an instructional manual for hands-on implementation. Here's what to expect in Data Science for Dummies: Provides a background in big data and data engineering before moving on to data science and how it's applied to generate value. Includes coverage of big data frameworks and applications like Hadoop, MapReduce, Spark, MPP platforms, and NoSQL. Explains machine learning and many of its algorithms, as well as artificial intelligence and the evolution of the Internet of Things. Details data visualization techniques that can be used to showcase, summarize, and communicate the data insights you generate. It's a big, big data world out there – let Data Science For Dummies help you get started harnessing its power so you can gain a competitive edge for your organization.

The International Encyclopedia of Human Geography provides an authoritative and comprehensive source of information on the discipline of human geography and its constituent, and related, subject areas. The encyclopedia includes over 1,000 detailed entries on philosophy and theory, key concepts, methods and practices, biographies of notable geographers, and geographical thought and praxis in different parts of the world. This groundbreaking project covers every field of human geography and the discipline's relationships to other disciplines, and is global in scope, involving an international set of contributors. Given its broad, inclusive scope and unique online accessibility, it is anticipated that the International Encyclopedia of Human Geography will become the major reference work for the discipline over the coming decades. The Encyclopedia will be available in both limited edition print and online via ScienceDirect - featuring extensive browsing, searching, and internal cross-referencing between articles in the work, plus dynamic linking to journal articles and abstract databases, making navigation flexible and easy. For more information, pricing options and availability visit [http://info.sciencedirect.com/content/books/ref\\_works/coming/](http://info.sciencedirect.com/content/books/ref_works/coming/) Available online on ScienceDirect and in limited edition print format Broad, interdisciplinary coverage across human geography: Philosophy, Methods, People, Social/Cultural, Political, Economic, Development, Health, Cartography, Urban, Historical, Regional Comprehensive and unique - the first of its kind in human geography

This book collects innovative research presented at the 19th Conference of the Association of Geographic Information Laboratories in Europe (AGILE) on Geographic Information Science, held in Helsinki, Finland in 2016.

This practical book shows the procedure to integrate, in a practical way, empirical propagation methods with geographical information systems (GIS) to obtain the radio coverage in open environments. It includes the theoretical explanation of empirical methods and GIS but as a basis to develop a real tool that combines both aspects to provide the user a suitable method for the wireless network planning in urban areas. The book introduces the empirical propagation methods and their application to wireless network planning. The motivation for combining them with the information obtained from geographical information systems is illustrated as well as their application to real situations. The most important empirical methods used to calculate the propagation in open environments are reviewed. Focus is given to the geometrical information needed to prove the necessity of obtaining some geographical information if these methods must be applied to realistic network planning. A review of the most important GIS is also described. The advantages and disadvantages of every system is analyzed from the point of view of its integration with an empirical propagation method. An application that combines a geographical information system with an empirical propagation method is fully described. The practical features of this integration are completely studied to allow an engineer to use and develop his own tool. Examples are given in each chapter to fully describe and illustrate the process.

The five-volume set LNCS 7971-7975 constitutes the refereed proceedings of the 13th International Conference on Computational Science and Its Applications, ICCSA 2013, held in Ho Chi Minh City, Vietnam in June 2013. The 248 revised papers presented in five tracks and 33 special sessions and workshops were carefully reviewed and selected. The 46 papers included in the five general tracks are organized in the following topical sections: computational methods, algorithms and scientific applications; high-performance computing and networks; geometric modeling, graphics and visualization; advanced and emerging applications; and information systems and technologies. The 202 papers presented in special sessions and workshops cover a wide range of topics in computational sciences ranging from computational science technologies to specific areas of computational sciences such as computer graphics and virtual reality.

Maps are a fundamental resource in a diverse array of applications ranging from everyday activities, such as route planning through the legal demarcation of space to scientific studies, such as those seeking to understand biodiversity and inform the design of nature reserves for species conservation. For a map to have value, it should provide an accurate and timely representation of the phenomenon depicted and this can be a challenge in a dynamic world. Fortunately, mapping activities have benefitted greatly from recent advances in geoinformation technologies. Satellite remote sensing, for example, now offers unparalleled data acquisition and authoritative mapping agencies have developed systems for the routine production of maps in accordance with strict standards. Until recently, much mapping activity was in the exclusive realm of authoritative agencies but technological development has also allowed the rise of the amateur mapping community. The proliferation of inexpensive and highly mobile and location aware devices together with Web 2.0 technology have fostered the emergence of the citizen as a source of data. Mapping presently benefits from vast amounts of spatial data as well as people able to provide observations of geographic phenomena, which can inform map production, revision and evaluation. The great potential of these developments is, however, often limited by concerns. The latter span issues from the nature of the citizens through the way data are collected and shared to the quality and trustworthiness of the data. This book reports on some of the key issues connected with the use of citizen sensors in mapping. It arises from a European Co-operation in Science and Technology (COST) Action, which explored issues linked to topics ranging from citizen motivation, data acquisition, data quality and the use of citizen derived data in the production of maps that rival, and sometimes surpass, maps arising from authoritative agencies.

Advancements in technology have allowed for the creation of new tools and innovations that can improve different aspects of life. These applications can be utilized across different technological platforms. Application Development and Design: Concepts, Methodologies, Tools, and Applications is a comprehensive reference source for the latest scholarly material on trends, techniques, and uses of various technology applications and examines the benefits and challenges of these computational developments. Highlighting a range of pertinent topics such as software design, mobile applications, and web applications, this multi-volume book is ideally designed for researchers, academics, engineers, professionals, students, and practitioners interested in emerging technology applications.

"This book provides the most up-to-date research findings and future directions for customer relationship management in contemporary enterprises, covering a wide range of topics such as management issues, innovative ideas, state-of-the-art business applications, and evaluation of social media products and services"--Provided by publisher.

Advances in network connectivity, power consumption, and physical size create new possibilities for using interactive computing outdoors. However, moving computing outdoors can drastically change the human outdoor experience. This impact is felt in many kinds of outdoor activities such as citizen science, personal recreation, search and rescue, informal education, and others. It is also felt across outdoor settings that range from remote wilderness to crowded cities. Understanding these effects can lead to ideas, designs and systems that improve, rather than diminish, outdoor experiences. This book represents the current results emerging from recent workshops focused on HCI outdoors and held in conjunction with CHI, GROUP, UbiComp, and MobileHCI conferences. Based on feedback at those workshops, and outreach to other leaders in the field, the chapters collected were crafted to highlight methods and approaches for understanding how technologies such as handhelds, wearables, and installed standalone devices impact individuals, groups, and even communities. These findings frame new ways of thinking about HCI outdoors, explore logistical issues associated with moving computing outdoors, and probe new experiences created by involving computing in outdoor pursuits. Also important are the ways that social media has influenced preparation, experience, and reflection related to outdoor experiences. HCI Outdoors: Theory, Design, Methods and Applications is of interest to HCI researchers, HCI practitioners, and outdoor enthusiasts who want to shape future understanding and current practice related to technology in every kind of outdoor experience.

The main purpose of this Handbook is to provide overviews and assessments of the state-of-the-art regarding research methods, approaches and applications central to economic geography. The chapters are written by distinguished researchers from a variety

This is a tutorial style book that will teach usage of Python tools for GIS using simple practical examples and then show you how to build a complete mapping application from scratch. The book assumes basic knowledge of Python. No knowledge of Open Source GIS is required. Experienced Python developers who want to learn about geospatial concepts, work with geospatial data, solve spatial problems, and build map-based applications. This book will be useful those who want to get up to speed with Open Source GIS in order to build GIS applications or integrate Geo-Spatial features into their existing applications.

A revision of Openshaw and Abrahart's seminal work, GeoComputation, Second Edition retains influences of its originators while also providing updated, state-of-the-art information on changes in the computational environment. In keeping with the field's development, this new edition takes a broader view and provides comprehensive coverage across the field of GeoComputation. See What's New in the Second Edition: Coverage of ubiquitous computing, the GeoWeb, reproducible research, open access, and agent-based modelling Expanded chapter on Genetic Programming and a separate chapter developed on Evolutionary Algorithms Ten chapters updated by the same or new authors and eight new chapters added to reflect state of the art Each chapter is a stand-alone entity that covers a particular topic. You can simply dip in and out or read it from cover to cover. The opening chapter by Stan Openshaw has been preserved, with only a limited number of minor essential modifications having been enacted. This is not just a matter of respect. Openshaw's work is eloquent, prophetic, and his overall message remains largely unchanged. In contrast to other books on this subject, GeoComputation: Second Edition supplies a state-of-the-art review of all major areas in GeoComputation with chapters written especially for this book by invited specialists. This approach helps develop and expand a computational culture, one that can exploit the ever-increasing richness of modern geographical and geospatial datasets. It also supplies an instructional guide to be kept within easy reach for regular access and when need arises.

This book gathers the latest developments in modern cartography, ranging from the innovative approaches being pursued at national mapping agencies and topographic mapping, to new trends in the fields of Atlas Cartography, Cartographic Modelling, Multimedia Cartography, Historical Cartography and Cartographic Education. Europe can look back on a long and outstanding history in the field of Cartography and Geoinformation Science. Its rich and leading role in the domain of cartography is proven by contributions from various countries and with a diverse range of backgrounds.

Jump in and build working Android apps with the help of more than 230 tested recipes. The second edition of this acclaimed cookbook includes recipes for working with user interfaces, multitouch gestures, location awareness, web services, and specific device features such as the phone, camera, and accelerometer. You also get useful info on packaging your app for the Google Play Market. Ideal for developers familiar with Java, Android basics, and the Java SE API, this book features recipes contributed by more than three dozen Android developers. Each recipe provides a clear solution and sample code you can use in your project right away. Among numerous topics, this cookbook helps you: Get started with the tooling you need for developing and testing Android apps Create layouts with Android's UI controls, graphical services, and pop-up mechanisms Build location-aware services on Google Maps and OpenStreetMap Control aspects of Android's music, video, and other multimedia capabilities Work with accelerometers and other Android sensors Use various gaming and animation frameworks Store and retrieve persistent data in files and embedded databases Access RESTful web services with JSON and other formats Test and troubleshoot individual components and your entire application

This handbook is a resource for enhancing disaster resilience in urban areas. It summarizes the guiding principles, tools, and practices in key economic sectors that can facilitate incorporation of resilience concepts into decisions about infrastructure investments and urban management that are integral to reducing disaster and climate risks.

The six-volume set LNCS 8579-8584 constitutes the refereed proceedings of the 14th International Conference on Computational Science and Its Applications, ICCSA 2014, held in Guimarães, Portugal, in June/July 2014. The 347 revised papers presented in 30 workshops and a special track were carefully reviewed and selected from 1167. The 289 papers presented in the workshops cover various areas in computational science ranging from computational science technologies to specific areas of computational science such as computational geometry and security.

Written by an expert in the development of GPS systems with digital maps and navigation, Programming GPS and OpenStreetMap Applications with Java: The RealObject Application Framework provides a concrete paradigm for object-oriented modeling and programming. It presents a thorough introduction to the use of available global positioning data for the development of applications involving digital maps. The author first describes the different formats of GPS data and digital maps and shows how to use recorded GPS traces to replay and display this data on a digital map. Then, he works through in detail the processing steps of obtaining dedicated data from OpenStreetMaps and how to extract a network for a simple navigation application. For each topic covered—GPS data, OpenStreetMaps, and navigation—Java code is developed that can easily be adapted to the readers' needs and locality. Finally, all components are put together in a sample computer-game application modeled on the well-known board game, Scotland Yard. The computer game is intended to be a basis from which readers can develop and customize their own application for their desired geographical area. The developed application can be "published" on the Internet and made available for interactive multiplayer competition. This book provides a fun and interesting way to learn distributed programming with Java and real-world

data. Open-source software is available on a companion website at [www.roaf.de](http://www.roaf.de)

Practical Sports Coaching is a thorough and engaging guide for all sports coaching students and practitioners. Drawing on real-life case studies and examples, the book is designed to develop practical coaching skills and provides readers with the methods and tools they need to become an expert coach. Structured around all facets of the coaching process, the text comprehensively covers topics such as: preparation for coaching mentoring the philosophy of coaching direct intervention coaching methods the use of modern technology. The book's practical approach allows the reader to consider common challenges faced by coaches, suggesting solutions to performance concerns and preparing students for the realities of professional sports coaching. A companion website containing presentation slides and useful weblinks makes the book a complete resource for students and lecturers alike. Practical Sports Coaching helps to bridge the gap between theory and practical coaching skills, and is an essential text for coaching students looking to deepen their understanding of sports coaching and experienced coaches developing their own practical skills.

This book promotes the exploitation of novel and emerging approaches for mapping environmental and urban informatics empowered by citizens. Chapters are grouped in three sections representing the main subjects. The first section describes data acquisition and modeling. The second section focuses on the quality and reliability of data. The final section presents different methods of environmental monitoring and perception. The book includes diverse case studies from Mexico, the United States and Czech Republic. Topics covered in Citizen Empowered Mapping are of interest for research scholars, practitioners, postgraduates, and professionals from a variety of disciplines including geography, environmental science, geographic information science, social science, and computer science.

[Copyright: 0d07da63fb0bc2512665603a6c12b8eb](#)