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~~Motorola Xoom Screen Resolution~~

Motorola has the top contender in its Xoom, with a screen larger than iPad's, higher resolution, Adobe Flash, two cameras, and Google's Android. But not until this summer. Around the corner were ...

~~Tablet computer competition heats up at CES~~

We can assure you that the iPad 2 will not find its way into our 6 best Android tablets of 2011 list. Really, Apple products just attract an indecent amount ...

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~~The Very Best Android Tablets 2011~~

Not everyone's likely to be a fan of the Apple tablet and that's mainly why we've got together a list of the 8 best iPad alternatives. If you run through the ...

~~8 Best iPad Alternatives~~

They're identical except for the fingerprint scanner on the front of the G4 Plus and a high resolution camera ... for the budget segment like Motorola's Backtrack rear trackpad, an accelerometer than ...

~~Motorola Phone Reviews~~

We reported that the handset would nix physical menu keys going forward, and would feature a monster 720p -resolution

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... With the Motorola DROID and Motorola XOOM, Google launched its flagship ...

~~Google's first Ice Cream Sandwich phone to be manufactured by Samsung, possibly dubbed "Nexus Prime"~~
Motorola has started rolling out Android 4.0 or Ice Cream Sandwich to Motorola Xoom owners in the U.S., but only those who have the Wi-Fi version of the device. This will bring a redesigned app ...

~~Motorola Xoom~~

Google Nexus 10 The Nexus 10 always felt like the spiritual successor to the Motorola Xoom, taking Google tablets ... with 300pp, a higher resolution than the current Apple iPad,

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but even through ...

~~A history of Google tablets: The Nexus and Pixel slates that are no more~~

Tiny laptops have always been devices that promise so much, yet fail somehow to deliver. From the Atari Portfolio palmtops through to the recent crop of netbooks they have been either eye ...

~~Turn That Old Tablet Into A Sub-\$100 Linux Laptop~~

That puts it slightly ahead of the Motorola Xoom but again behind the Tab and ... Finally, webOS on the big screen -- or bigger anyway. The TouchPad is HP's first device running webOS 3.0, a ...

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~~HP TouchPad review~~

If you are constantly on the go and you need a device that is not only portable but allows you to work from anywhere, then a Motorola tablet is something you should consider. These devices are ...

~~motorola Tablets~~

The Moto G8 features a 6.4-inch HD+ display with a screen resolution of 1560 x 720 pixels and 19:9 aspect ratio. The smartphone is powered by Octa Core Snapdragon 665 processor coupled with 4GB of ...

~~Motorola Moto G8~~

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For the full-color interactive magazines that Barnes and Noble offers, you must have an iPad or full-sized Android tablet with a touch-sensitive color LCD screen ... on the Motorola Xoom, the ...

~~Tablets Compatible With Nook Books~~

Motorola XOOM and any mobile phone with an HDMI Micro D connection Shopper Connecting the cable from smart phone to flat screen tv. Would I be able to see movies coming from the smart phone to the ...

~~Logear GHDC3402 High Speed 6.5 Feet HDMI Cable with Ethernet~~

Motorola PHOTON 4G does it all, providing users with an

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array of versatile tools, like the Motorola webtop application, allowing users to access and create content from a larger screen while ...

~~Motorola Photon 4G gets official on Sprint, available this summer~~

s new four-inch screen and higher resolution by rolling out a new mobile ... the commercial availability of the Android 3.0 Honeycomb operating system on the Motorola Xoom tablet. Automaker Toyota's ...

~~CNN strengthens mobile experience with new iPhone 5 app~~
You get a good, thin, tablet form factor with a nice high resolution display and functional ... hopes for this Asus Infinity

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Pad as my Motorola Xoom was, I thought, well past it. The rear two ...

~~ASUS Transformer Pad Infinity TF700~~

This is a good looking tablet that's compact enough to fit in a large pocket or purse, but it feels roomier than the Nexus 7 thanks to the 1.3" increase in screen real estate ... is just a bit smaller ...

~~LG Phone Reviews~~

Samsung's official Twitter account has announced that the Samsung Galaxy S II will be released in April as planned - indicating there is no delay to it. A new yet-to-be officially official HTC ...

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Zoom into the next generation of mobile pad technology with Xoom. The buzz on Motorola's new Xoom tablet is that it's made of some pretty powerful hardware and boasts a larger screen, higher resolution, and a more powerful, dual-core CPU than other tablets on the market. On top of that, it runs on Android 3.0—the latest operating system designed specifically for tablets. Get thoroughly up to speed on the unique Motorola Xoom and take advantage of all the amazing things it can do with *Motorola Xoom For Dummies*. This full-color book is packed with practical how-tos, Xoom features, smart techniques, and even insider info on the device, thanks to author Andy Rathbone's deep expertise. Learn how to

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browse the web, download apps, access social networks, customize your Xoom, track down the handiest accessories, and more. Gets you up to speed on the Motorola Xoom tablet Clarifies the basics of how to use it, how the technology works, how to configure everything, and which ten free apps and ten paid apps you absolutely must have Delivers a full slate of features, tips, tricks, and techniques, all in full color Walks you through basic training, browsing the web, sending and receiving e-mail, accessing social networks, downloading apps, using all the fun multimedia features—music, movies, photos, and books—and more Explores how to maintain and customize your Xoom and includes a handy list of Ten Tips 'n Tricks Get the very most out of the exciting Motorola Xoom. This jam-packed, full-color For Dummies guide makes it easy.

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Practical Android 4 Games Development continues your journey to becoming a hands-on Android game apps developer. This title guides you through the process of designing and developing game apps that work on both smartphones and tablets, thanks to the new Android SDK 4.0 which merges the User Interface and Experience APIs and more. The author, J.F. DiMarzio, has written eight books, including Android: A Programmer's Guide—the first Android book approved by Google—recently updated and translated for sale in Japan. He has an easy-to-read, concise, and logical writing style that is well suited for teaching complex technologies like the Java-based Android. From 2D-based casual games to 3D OpenGL-based first-person shooters,

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you find that learning how to create games on the fastest growing mobile platform has never been easier. Create 2D and 3D games for Android 4.0 phones and tablets such and the Motorola Xoom Build your own reusable "black box" for game development Easy-to-follow examples make creating the sample games a hands-on experience

Did you know you can take your Flash skills beyond the browser, allowing you to make apps for Android, iOS and the BlackBerry Tablet OS? Build dynamic apps today starting with the easy-to-use Android smartphones and tablets. Then, take your app to other platforms without writing native code. Pro Android Flash is the definitive guide to building Flash and other rich Internet applications (RIAs) on the Android

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platform. It covers the most popular RIA frameworks for Android developers—Flash and Flex—and shows how to build rich, immersive user experiences on both Android smartphones and tablets. You'll learn how to incorporate multimedia, animation, and special effects into your apps for maximum visual appeal. You'll also cover advanced topics, including input methods, hardware inputs, deployment, and performance optimization.

Motorola Xoom is the first tablet to rival the iPad, and no wonder with all of the great features packed into this device. But learning how to use everything can be tricky—and Xoom doesn't come with a printed guide. That's where this Missing Manual comes in. Gadget expert Preston Gralla helps you

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master your Xoom with step-by-step instructions and clear explanations. As with all Missing Manuals, this book offers refreshing, jargon-free prose and informative illustrations. Use your Xoom as an e-book reader, music player, camcorder, and phone Keep in touch with email, video and text chat, and social networking apps Get the hottest Android apps and games on the market Do some work with Google Docs, Microsoft Office, or by connecting to a corporate network Tackle power-user tricks, such as barcode scanning, voice commands, and creating a Wi-Fi hotspot Sync your Xoom with a PC or a Mac

If you thought your phone was smart, you should see the new Android tablets! Based on Android 3 Honeycomb, these

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tablets provide all the computing power you'll need on a device light enough to carry wherever you go. Get the most out of your Android 3.0 Honeycomb tablet with *Android Tablets Made Simple*—learn all the key features, understand what's new, and utilize dozens of time-saving tips and tricks. *Android Tablets Made Simple* includes over 500 pages of easy-to-read instructions and over 1,000 carefully annotated screen shots to guide you to Android tablet mastery. You'll never be left wondering, "How did they do that?" This book guides you through:

- Finding and purchasing the right Android tablet
- Understanding the Android Honeycomb interface
- Downloading and using tablet apps

Provides information on using Android 3 to build and enhance

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mobile applications, covering such topics as creating user interfaces, using intents, databases, creating and controlling services, creating app widgets, playing audio and video, telephony, and using sensors. Original.

Get up to speed on the hottest opportunity in the application development arena App development for tablets is a booming business. Android tablets, including the popular Motorola Xoom, are gaining market share at breakneck speed, and this book can have even novice programmers creating great Android apps specifically for tablets quickly and easily. A little Java knowledge is helpful but not essential to get started creating apps. Android expert Donn Felker helps you get the Android environment up and running, use XML to create

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application menus, create an icon for your app, and submit your app to the Android Market. You'll also learn to create an SQLite database to run behind your app and how to allow users to tailor your app to their needs. Tablet application development is booming, and Android tablets, including the Samsung Galaxy Tab and Motorola Xoom, are rapidly gaining market share This easy-to-follow guide helps new and veteran programmers set up the Android tablet environment, work with Google's notification system, and design apps that take advantage of larger tablet screens Covers using XML to create application menus, creating an icon for your app, and submitting your app to the Android Market Demonstrates notifications, how to create an SQLite database to run behind an application, and how to set up your app so users can

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choose options that tailor the app to their individual needs If you want to break into the growing Android tablet application development market, look no further than Android Tablet Application Development For Dummies!

With Beginning Android Web Apps Development, you'll learn how to apply HTML5, CSS3, JavaScript, Ajax and other Web standards for use on the Android mobile platform, by building a variety of fun and visually stimulating games and other web applications! If you've done some basic web development, and you want to build your skills to create exceptional web apps, you'll find everything you seek in the discussions and examples in this book. Each application you'll build in Beginning Android Web Application Development will show

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you solutions that you can apply to many of your own projects. Each example shares techniques and coding solutions that will inspire your own work. You'll learn how to tie your Android apps into Twitter through two apps that you'll build: Who's that Tweet?!, a quiz game based on celebrity accounts, and I Love Ham, a coding investigation into search phrases and rhyming. Your Android web app development skills will then proceed in another direction, as you discover the power of HTML5 in two game apps: Scavenger Hunt, which introduces you to the HTML5 GPS location API, and Spies!, a location-based application that shows you how to use CSS3, Ajax, and HTML5 within multi-player environments. You'll also create an Android web application which checks the arrival time of buses and light-rails through

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the use of Portland, Oregon's open Tri-Met data API! This app is a great template for other apps you may want to build in the future, and showcases the important techniques for incorporating cloud-based apps into web games. After reading Beginning Android Web Apps Development, you will have built real apps and developed along the way the skills you'll need to create highly interactive, professional web applications... and, your journey will be engaging and enjoyable!

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

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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

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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.

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This book constitutes the proceedings of the 20th Collaboration Researchers' International Working Group Conference on Collaboration and Technology, held in Santiago, Chile, in September 2014. The 16 revised papers presented together with 18 progress papers and 3 invited talks were carefully reviewed and selected from 49 submissions. The papers published in proceedings of this year's and past CRIWG conferences reflect the trends in collaborative computing research and its evolution. There was a growing interest in social networks analysis, crowdsourcing and computer support for large communities in general. A special research topic which has been traditionally present in the CRIWG proceedings has been collaborative learning.

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