

## Compaq Ipaq Desktop Manual

Embedded Linux System Design and Development  
Digital Buying Guide  
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Computers  
Pocket PC Clear and Simple  
High-Tech Toys for Your TV  
GPS For Dummies  
Embedded Visual Basic  
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Spoken Multimodal Human-Computer Dialogue in Mobile Environments  
How to Do Everything with Your IPAQ Pocket PC  
Emerging Topics and Technologies in Information Systems  
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Laptops For Dummies  
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Responsive Design with WordPress  
Pervasive Computing Handbook  
Far Eastern Economic Review  
PC Mag  
How to Do Everything with Your Pocket PC and Handheld  
PC  
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Building Embedded Linux Systems  
The Pocket PC  
Mastering Embedded Linux Programming  
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Business Week  
Mastering Embedded Linux Programming  
Maximum Wireless Security  
Genealogical Computing  
Bedford's Tech Edge  
How To Do Everything With Your Pocket PC, 2nd Edition  
Arborist News  
Proceedings of Wisconsin's Annual Potato Meeting  
CHI Conference Proceedings  
Embedded Computing  
Network World  
PC Magazine  
The HP Way

## Embedded Linux System Design and Development

With a generous dash of humor and fun, bestselling author Dan Gookin shows

people how to select the right machine and tackle typical laptop challenges Laptop sales recently surpassed those of desktop machines-a trend that seems likely to continue A must for laptop newbies as well as road warriors who need to get the most out of their machines Covers synchronizing with the desktop, accessing the desktop remotely, coordinating e-mail pickup between two machines, wireless networking, managing power, and securing a laptop

### **Digital Buying Guide**

### **Franchise Times**

Linux® is being adopted by an increasing number of embedded systems developers, who have been won over by its sophisticated scheduling and networking, its cost-free license, its open development model, and the support offered by rich and powerful programming tools. While there is a great deal of hype surrounding the use of Linux in embedded systems, there is not a lot of practical information. Building Embedded Linux Systems is the first in-depth, hard-core guide to putting together an embedded system based on the Linux kernel. This indispensable book features arcane and previously undocumented procedures for: Building your own GNU development toolchain Using an efficient embedded

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development framework  
Selecting, configuring, building, and installing a target-specific kernel  
Creating a complete target root filesystem  
Setting up, manipulating, and using solid-state storage devices  
Installing and configuring a bootloader for the target  
Cross-compiling a slew of utilities and packages  
Debugging your embedded system using a plethora of tools and techniques  
Details are provided for various target architectures and hardware configurations, including a thorough review of Linux's support for embedded hardware. All explanations rely on the use of open source and free software packages. By presenting how to build the operating system components from pristine sources and how to find more documentation or help, this book greatly simplifies the task of keeping complete control over one's embedded operating system, whether it be for technical or sound financial reasons. Author Karim Yaghmour, a well-known designer and speaker who is responsible for the Linux Trace Toolkit, starts by discussing the strengths and weaknesses of Linux as an embedded operating system. Licensing issues are included, followed by a discussion of the basics of building embedded Linux systems. The configuration, setup, and use of over forty different open source and free software packages commonly used in embedded Linux systems are also covered. uClibc, BusyBox, U-Boot, OpenSSH, tftpd, tftp, strace, and gdb are among the packages discussed.

### **Computers**

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Explains how to use television technology to achieve a better viewing experience, discussing topics including TiVo, game consoles, and video convergence devices.

### **Pocket PC Clear and Simple**

Master the techniques needed to build great, efficient embedded devices on Linux  
About This Book Discover how to build and configure reliable embedded Linux devices This book has been updated to include Linux 4.9 and Yocto Project 2.2 (Morty) This comprehensive guide covers the remote update of devices in the field and power management Who This Book Is For If you are an engineer who wishes to understand and use Linux in embedded devices, this book is for you. It is also for Linux developers and system programmers who are familiar with embedded systems and want to learn and program the best in class devices. It is appropriate for students studying embedded techniques, for developers implementing embedded Linux devices, and engineers supporting existing Linux devices. What You Will Learn Evaluate the Board Support Packages offered by most manufacturers of a system on chip or embedded module Use Buildroot and the Yocto Project to create embedded Linux systems quickly and efficiently Update IoT devices in the field without compromising security Reduce the power budget of devices to make batteries last longer Interact with the hardware without having to write kernel device drivers Debug devices remotely using GDB, and see how to measure the performance of the systems using powerful tools such as perk, ftrace,

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and valgrind Find out how to configure Linux as a real-time operating system In Detail Embedded Linux runs many of the devices we use every day, from smart TVs to WiFi routers, test equipment to industrial controllers - all of them have Linux at their heart. Linux is a core technology in the implementation of the interconnected world of the Internet of Things. The comprehensive guide shows you the technologies and techniques required to build Linux into embedded systems. You will begin by learning about the fundamental elements that underpin all embedded Linux projects: the toolchain, the bootloader, the kernel, and the root filesystem. You'll see how to create each of these elements from scratch, and how to automate the process using Buildroot and the Yocto Project. Moving on, you'll find out how to implement an effective storage strategy for flash memory chips, and how to install updates to the device remotely once it is deployed. You'll also get to know the key aspects of writing code for embedded Linux, such as how to access hardware from applications, the implications of writing multi-threaded code, and techniques to manage memory in an efficient way. The final chapters show you how to debug your code, both in applications and in the Linux kernel, and how to profile the system so that you can look out for performance bottlenecks. By the end of the book, you will have a complete overview of the steps required to create a successful embedded Linux system. Style and approach This book is an easy-to-follow and pragmatic guide with in-depth analysis of the implementation of embedded devices. It follows the life cycle of a project from inception through to completion, at each stage giving both the theory that underlies the topic and

practical step-by-step walkthroughs of an example implementation.

### **High-Tech Toys for Your TV**

0672324881.Id A detailed guide to wireless vulnerabilities, written by authors who have first-hand experience with wireless crackers and their techniques. Wireless technology and Internet security are the two fastest growing technology sectors. Includes a bonus CD packed with powerful free and demo tools to audit wireless networks. Reviewed and endorsed by the author of WEPCrack, a well-known tool for breaking 802.11 WEP encryption keys. Maximum Wireless Security is a practical handbook that reveals the techniques and tools crackers use to break into wireless networks, and that details the steps network administrators need to take to secure their systems. The authors provide information to satisfy the experts hunger for in-depth information with actual source code, real-world case studies, and step-by-step configuration recipes. The book includes detailed, hands-on information that is currently unavailable in any printed text -- information that has been gleaned from the authors work with real wireless hackers ("war drivers"), wireless security developers, and leading security experts. Cyrus Peikari is the chief technical officer for VirusMD Corporation and has several patents pending in the anti-virus field. He has published several consumer security software programs, including an encrypted instant messenger, a personal firewall, a content filter and a suite of network connectivity tools. He is a repeat speaker at Defcon. Seth Fogie, MCSE, is a

former United State Navy nuclear engineer. After retiring, he has worked as a technical support specialist for a major Internet service provider. He is currently the director of engineering at VirusMD Corporation, where he works on next-generation wireless security software. He has been invited to speak at Defcon in 2003.

### **GPS For Dummies**

### **Embedded Visual Basic**

In the fall of 1930, David Packard left his hometown of Pueblo, Colorado, to enroll at Stanford University, where he befriended another freshman, Bill Hewlett. After graduation, Hewlett and Packard decided to throw their lots in together. They tossed a coin to decide whose name should go first on the notice of incorporation, then cast about in search of products to sell. Today, the one-car garage in Palo Alto that housed their first workshop is a California historic landmark: the birthplace of Silicon Valley. And Hewlett-Packard has produced thousands of innovative products for millions of customers throughout the world. Their little company employs 98,400 people and boasts constantly increasing sales that reached \$25 billion in 1994. While there are many successful companies, there is only one Hewlett-

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Packard, because from the very beginning, Hewlett and Packard had a way of doing things that was contrary to the prevailing management strategies. In defining the objectives for their company, Packard and Hewlett wanted more than profits, revenue growth and a constant stream of new, happy customers. Hewlett-Packard's success owes a great deal to many factors, including openness to change, an unrelenting will to win, the virtue of sustained hard work and a company-wide commitment to community involvement. As a result, HP now is universally acclaimed as the world's most admired technology company; its wildly successful approach to business has been immortalized as The HP Way. In this book, David Packard tells the simple yet extraordinary story of his life's work and of the truly exceptional company that he and Bill Hewlett started in a garage 55 years ago.

### **Security**

Need directions? Are you good at getting lost? Then GPS is just the technology you've dreamed of, and GPS For Dummies is what you need to help you make the most of it. If you have a GPS unit or plan to buy one, GPS For Dummies, 2nd Edition helps you compare GPS technologies, units, and uses. You'll find out how to create and use digital maps and learn about waypoints, tracks, coordinate systems, and other key point to using GPS technology. Get more from your GPS device by learning to use Web-hosted mapping services and even how to turn your cell

phone or PDA into a GPS receiver. You'll also discover: Up-to-date information on the capabilities of popular handheld and automotive Global Positioning Systems How to read a map and how to get more from the free maps available online The capabilities and limitations of GPS technology, and how satellites and radio systems make GPS work How to interface your GPS receiver with your computer and what digital mapping software can offer Why a cell phone with GPS capability isn't the same as a GPS unit What can affect your GPS reading and how accurate it will be How to use Street Atlas USA, TopoFusion, Google Earth, and other tools Fun things to do with GPS, such as exploring topographical maps, aerial imagery, and the sport of geocaching Most GPS receivers do much more than their owners realize. With GPS For Dummies, 2nd Edition in hand, you'll venture forth with confidence!

### **Spoken Multimodal Human-Computer Dialogue in Mobile Environments**

For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to

employee collaboration and electronic commerce.

### **How to Do Everything with Your IPAQ Pocket PC**

### **Emerging Topics and Technologies in Information Systems**

#### **GI News**

Have you ever wanted to calculate the predicted peak flow for one of your asthmatic patients without spending valuable minutes searching for that confounded little slide rule gizmo? Wouldn't it be great if you could somehow remember all Mrs. Jones' medications when the nursing home calls to see if it's OK to treat her acutely elevated blood pressure with some atenolol? Handheld computers are emerging as the stethoscopes of the twenty-first century, and no clinician should be without this essential tool. These small, easy-to-use devices are now powerful enough to help clinicians manage information and make medical decisions at the point of care. This comprehensive how-to guide targets all levels of handheld computer users, from novices to experts, and demonstrates how to make the most of handheld computers in any medical practice. Designed with easy-to-

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understand, hands-on exercises for each new skill presented, this book begins with choosing a handheld and "getting to know" your new device. It then progresses through downloading and installing software, using charge capture and e-prescription programs, Internet and evidence-based resources for your device, designing and programming your own programs, and going wireless. Written by three experienced family medicine clinicians, Handhelds in Medicine is designed to improve every day practice for any busy health professional. There are chapters written for and by nearly every health professional, including nurses, physician assistants and speech pathologists. Reviews of handheld devices and websites will be kept current at [www.handheldsinmedicine.com](http://www.handheldsinmedicine.com)

### **Open**

The fact that there are more embedded computers than general-purpose computers and that we are impacted by hundreds of them every day is no longer news. What is news is that their increasing performance requirements, complexity and capabilities demand a new approach to their design. Fisher, Faraboschi, and Young describe a new age of embedded computing design, in which the processor is central, making the approach radically distinct from contemporary practices of embedded systems design. They demonstrate why it is essential to take a computing-centric and system-design approach to the traditional elements of nonprogrammable components, peripherals, interconnects and buses. These

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elements must be unified in a system design with high-performance processor architectures, microarchitectures and compilers, and with the compilation tools, debuggers and simulators needed for application development. In this landmark text, the authors apply their expertise in highly interdisciplinary hardware/software development and VLIW processors to illustrate this change in embedded computing. VLIW architectures have long been a popular choice in embedded systems design, and while VLIW is a running theme throughout the book, embedded computing is the core topic. Embedded Computing examines both in a book filled with fact and opinion based on the authors many years of R&D experience. · Complemented by a unique, professional-quality embedded tool-chain on the authors' website, <http://www.vliw.org/book> · Combines technical depth with real-world experience · Comprehensively explains the differences between general purpose computing systems and embedded systems at the hardware, software, tools and operating system levels. · Uses concrete examples to explain and motivate the trade-offs.

### **PC World**

### **Laptops For Dummies**

### **Handhelds in Medicine**

"This book communicates the various challenges and great opportunities that information systems research produces"--Provided by publisher.

### **Responsive Design with WordPress**

### **Pervasive Computing Handbook**

If you're a mobile professional or PC enthusiast who's curious about the exciting new Pocket PC platform, "The Pocket PC" is the book for you. This pocket-sized guide to the Pocket PC demonstrates how to get more done and have fun on the run with a Microsoft "RM" Windows "RM" CE-based handheld PC. Detailed instructions show how to use your Pocket PC to connect to the Internet or other network with a wireless modem or cable, use e-mail, surf the Web, listen to music, play games, download and read books with Microsoft Reader, and more. This pocketbook also provides a fast, fascinating look at popular Pocket PC software such as industry-leading personal information management programs, Microsoft Pocket Outlook "RM", and Microsoft Pocket Office. It's the ultimate guide to entertainment and productivity on the handheld PC. Best of all, its price is just right

for your pocketbook!

### **Far Eastern Economic Review**

### **PC Mag**

With the ever-increasing need to view websites on mobile devices, websites have to be adaptable to thousands of different screen resolutions. In *Responsive Design with WordPress*, expert web developer Joe Casabona teaches you how to leverage WordPress to get the most out of responsive design, implement best practices, automate important processes, and make your life easier overall. You'll start with a refresher on the core functionality of WordPress, then dive into developing responsive themes and plugins. Find out what to consider at the outset of the design process to save hours of work during redesigns. Learn up-to-date best practices for determining breakpoints, accessibility, and preventing website bloat for better user experience no matter the user's connection speed. Finally, you'll apply the principles you learn to specific tutorials, such as building a photo gallery, map page, and products page. • Learn when to rely on themes and when it's best to use plugins. • Apply your responsive CSS to a WordPress theme. • Learn various navigation techniques, such as Jump to with • smooth scrolling or Select box. • Use

popular responsive techniques, like `picturefill.js`, to make images respond to different screen resolutions and connection speeds. • Explore frameworks, including Bootstrap and Foundation. • Download dozens of code samples to help implement responsive design techniques, and test yourself with end-of-chapter quizzes.

### **How to Do Everything with Your Pocket PC and Handheld PC**

This book is based on publications from the ISCA Tutorial and Research Workshop on Multi-Modal Dialogue in Mobile Environments held at Kloster Irsee, Germany, in 2002. The workshop covered various aspects of development and evaluation of spoken multimodal dialogue systems and components with particular emphasis on mobile environments, and discussed the state-of-the-art within this area. On the development side the major aspects addressed include speech recognition, dialogue management, multimodal output generation, system architectures, full applications, and user interface issues. On the evaluation side primarily usability evaluation was addressed. A number of high quality papers from the workshop were selected to form the basis of this book. The volume is divided into three major parts which group together the overall aspects covered by the workshop. The selected papers have all been extended, reviewed and improved after the workshop to form the backbone of the book. In addition, we have supplemented each of the three parts by an invited contribution intended to serve as an overview chapter.

### **Informationweek**

Annotation One of the only technical-level resources available on the eMbedded VB toolkit from Microsoft. Will fill a distinct need; Microsoft documentation is poor, and currently there are no eMbedded Visual Basic (eVB) books available. Will document the widely misunderstood differences between eVB and regular Visual Basic. Covers critical recent developments, such as SQL Server for CE, that enable mobile applications with data access-essential for robust applications. eMbedded Visual Basic: Windows CE and Pocket PC Mobile Applications is an in-depth exploration into eVBs inherent features, and how to use them to solve likely mobile application programming tasks. The reader will be able to write applications tackling a wide array of business problems for Windows CE-powered devices, both customized and for the popular Pocket PC and Handheld PC products. The documentation for eVB is not very strong; this book will help ease the transition into the language, and provide a reference for even more experienced developers. Christopher Tacke is an Associate at Rubicon Technologies, Inc., a firm specializing in mobile application development using CE, Palm, Blackberry. His career started with VB for the Windows PC platforms and rapidly grew to include the eMbedded version of Visual Basic as well as C, C++, ATL/COM, and SQL. He has designed, written, and deployed several mobile applications. Chris is also President and co-founder of Innovative Decision Support Systems, Inc., a firm specializing in data collection and analysis solutions. Tim Bassett is a Microsoft Certified Professional with more than

eight years experience as a lead programmer. He has been a lead architect on many emerging technologies projects utilizing his strong object-oriented development skills. In Tims current role, Mobile Application Group Manager, he has been responsible for a large percentage of Rubicons research and development, as well as the training of Rubicons associates.

### **Building Embedded Linux Systems**

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

### **The Pocket PC**

Explains how to use a pocket PC to perform tasks including synching it with a desktop computer, browsing the Web, sending instant messages, and playing games.

### **Mastering Embedded Linux Programming**

## The EBay Price Guide

### Business Week

Harness the power of Linux to create versatile and robust embedded solutions  
About This Book Create efficient and secure embedded devices using Linux  
Minimize project costs by using open source tools and programs Explore each  
component technology in depth, using sample implementations as a guide Who  
This Book Is For This book is ideal for Linux developers and system programmers  
who are already familiar with embedded systems and who want to know how to  
create best-in-class devices. A basic understanding of C programming and  
experience with systems programming is needed. What You Will Learn Understand  
the role of the Linux kernel and select an appropriate role for your application Use  
Buildroot and Yocto to create embedded Linux systems quickly and efficiently  
Create customized bootloaders using U-Boot Employ perf and ftrace to identify  
performance bottlenecks Understand device trees and make changes to  
accommodate new hardware on your device Write applications that interact with  
Linux device drivers Design and write multi-threaded applications using POSIX  
threads Measure real-time latencies and tune the Linux kernel to minimize them In  
Detail Mastering Embedded Linux Programming takes you through the product

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cycle and gives you an in-depth description of the components and options that are available at each stage. You will begin by learning about toolchains, bootloaders, the Linux kernel, and how to configure a root filesystem to create a basic working device. You will then learn how to use the two most commonly used build systems, Buildroot and Yocto, to speed up and simplify the development process. Building on this solid base, the next section considers how to make best use of raw NAND/NOR flash memory and managed flash eMMC chips, including mechanisms for increasing the lifetime of the devices and to perform reliable in-field updates. Next, you need to consider what techniques are best suited to writing applications for your device. We will then see how functions are split between processes and the usage of POSIX threads, which have a big impact on the responsiveness and performance of the final device. The closing sections look at the techniques available to developers for profiling and tracing applications and kernel code using perf and ftrace.

**Style and approach** This book is an easy-to-follow and pragmatic guide consisting of an in-depth analysis of the implementation of embedded devices. Each topic has a logical approach to it; this coupled with hints and best practices helps you understand embedded Linux better.

### **Mastering Embedded Linux Programming**

Based upon the authors' experience in designing and deploying an embedded

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Linux system with a variety of applications, Embedded Linux System Design and Development contains a full embedded Linux system development roadmap for systems architects and software programmers. Explaining the issues that arise out of the use of Linux in embedded systems, the book facilitates movement to embedded Linux from traditional real-time operating systems, and describes the system design model containing embedded Linux. This book delivers practical solutions for writing, debugging, and profiling applications and drivers in embedded Linux, and for understanding Linux BSP architecture. It enables you to understand: various drivers such as serial, I2C and USB gadgets; uClinux architecture and its programming model; and the embedded Linux graphics subsystem. The text also promotes learning of methods to reduce system boot time, optimize memory and storage, and find memory leaks and corruption in applications. This volume benefits IT managers in planning to choose an embedded Linux distribution and in creating a roadmap for OS transition. It also describes the application of the Linux licensing model in commercial products.

### **Maximum Wireless Security**

Provides lists of selling prices of items found on eBay in such categories as antiques, boats, books, cameras, coins, collectibles, dolls, DVDs, real estate, stamps, tickets, and video games.

### **Genealogical Computing**

#### **Bedford's Tech Edge**

This book is a guide for the world of Pervasive Computing. It describes a new class of computing devices which are becoming omnipresent in every day life. They make information access and processing easily available for everyone from anywhere at any time. Mobility, wireless connectivity, diversity, and ease-of-use are the magic keywords of Pervasive Computing. The book covers these front-end devices as well as their operating systems and the back-end infrastructure which integrate these pervasive components into a seamless IT world. A strong emphasis is placed on the underlying technologies and standards applied when building up pervasive solutions. These fundamental topics include commonly used terms such as XML, WAP, UMTS, GPRS, Bluetooth, Jini, transcoding, and cryptography, to mention just a few. Besides a comprehensive state-of-the-art description of the Pervasive Computing technology itself, this book gives an overview of today's real-life applications and accompanying service offerings. M-Commerce, e-Business, networked home, travel, and finance are exciting examples of applied Pervasive Computing.

## **How To Do Everything With Your Pocket PC, 2nd Edition**

### **Arborist News**

### **Proceedings of Wisconsin's Annual Potato Meeting**

Make the most of your pocket PC with this hands-on easy-to-use resource. Find out how to synch your pocket PC with your desktop computer, browse the Web, send instant messages, play games, and much more.

### **CHI Conference Proceedings**

Computers are one of the most exciting topics in our lives today; they headline almost every newspaper, have dozens of magazines dedicated to them, and they stock the shelves of more retailers than you could possibly shop in a lifetime. GET READY With Long & Longs "Computers," Ninth Edition, you won't just read about computers, you will jump in to how to use computers with the very first section called ""Getting Started."" Through countless learning tools and special IT Ethics and Issues boxes that highlight the "trendiest" topics in Computer Concepts, you

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will encounter the realities of what computers can do today and what they may be capable of in the years to come. This book also has numerous in-text resources to make sure you understand the chapter information that is most important to you in your life and on the exam! GET SET You will actively experience computers, not just read about them, with Long & Longs "Computers," Ninth Edition. The Companion Web Site and Prentice Hall's Explore Generation IT Labs will afford you the most current and interactive tools available in your quest towards computer fluency. - myPHLIP ([www.prenhall.com/long](http://www.prenhall.com/long)) is your source for the most current information on computer concepts and the interactive tools to reinforce your coursework. Internet Exercises, an Interactive Study Guide, and Monthly Technology Updates are just a few of the tools that you will encounter on this site. The Explore Generation IT Labs present an interactive look into the world of computer concepts. The 12 labs are delivered both on the Web and on CD-ROM, allowing you to access them in the classroom, the dorm, at home, or anywhere you have access to a computer and/or the Internet. Get Long & Long's "Computers," Ninth Edition and get started with Computer Concepts now!

### **Embedded Computing**

Learn to set up all the features and productivity applications on your Windows CE, connect and sync to your desktop PC, send and receive e-mail, download games, utilities, and MP3 files, and so much more. This book shows you how to do, well,

EVERYTHING!

### **Network World**

This book, dedicated to the Pocket PC devices, teaches readers how to use, customize, and optimize palm-size PCs running Microsoft's forthcoming Pocket PC operating system. The author offers extensive tips, workarounds, and innovative solutions that can help readers get the most out of a pocket PC.

### **PC Magazine**

The story of Compaq is well-known: Three ex-Texas Instruments managers founded Compaq with modest venture funding. Just four years later, Compaq was on the Fortune 500 list, and, two years after that, they had exceeded \$1 billion in annual revenue. No company had ever achieved these milestones so rapidly. But few know the story behind the story. In 1982, when Compaq was founded, there was no software standardization, so every brand of personal computer required its own unique application software. Just eight years later, compatibility with the open PC standard had become ubiquitous, and it has continued to be for over two decades. This didn't happen by accident. Cofounder and then CEO Rod Canion and his team made a series of risky and daring decisions—often facing criticism and

incredulity—that allowed the open PC standard marketplace to thrive and the incredible benefits of open computing to be realized. A never-before-published insider account of Compaq’s extraordinary strategies and decisions, Open provides valuable lessons in leadership in times of crisis, management decision-making under the pressure of extraordinary growth, and the power of a unique, pervasive culture. Open tells the incredible story of Compaq’s meteoric rise from humble beginnings to become the PC industry leader in just over a decade. Along the way, Compaq helped change the face of computing while establishing the foundation for today’s world of tablets and smart phones.

### **The HP Way**

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