Foundation Flash Applications for Mobile Devices, Richard Leggett, Weyert de Boer, and Scott Janousek. With growing numbers of mobile devices offering Flash support, it is an increasingly viable platform for the development of mobile applications. This title can help readers learn how to take advantage of this new audience of mobile application users.

The book covers every facet of mobile Flash, from the essentials of the Flash Lite 1.1 and 2.X platforms and writing applications to testing their work and deploying to mobile users. Applications presented include screensavers, wallpapers, data-consuming informational programs, and games. The authors give tips on mobile Flash development best practices and cover the essential topics, including creating and using sound, vector graphics, and bitmaps; optimizing assets for the small screen; coding realistic physics for games; and consuming Web services using PHP, Java, ColdFusion, and .NET.

The book provides many samples to put together and learn from and several bonus applications to download and check out.

Apress; www.friendsofed.com; 1-59059-558-0; 536 pp.

Thinking on the Web: Berners-Lee, Gödel, and Turing, H. Peter Alesso and Craig F. Smith. Tim Berners-Lee, Kurt Gödel, and Alan Turing are the pivotal pioneers who opened the door to the information revolution, beginning with the introduction of the computer in the 1950s and continuing today with the World Wide Web evolving into a resource with intelligent features and capabilities.

Taking the main questions posed by these thinkers—“What is decidable?” by Gödel, “What is machine intelligence?” by Turing, and “What is solvable on the Web?” by Berners-Lee—as jumping off points, this book offers an incisive guide to just how much intelligence can be projected onto the Web.

Presenting Web intelligence from both philosophical and applied perspectives, this book explores the next generation of Web architecture, the Semantic Web, and takes a realistic look at the artificial intelligence capabilities resulting from this new layer of machine processing.

Throughout the book, a series of vignettes highlight important issues underpinning the information revolution, mirroring the authors’ attention to both the abstract and practical questions posed by a “thinking” Web.


Building Survivable Systems: Principles and Applications for Complex Product, Process, and Organizational Change Models, Jidé B. Odubiyi. To explain how readers can build survivable systems, this book brings together principles and applications on strategies for building complex survivable product, process, and business systems. The author demonstrates the successful application of these principles and strategies using examples from industry, government, and academia.

Systems developers, business leaders, practitioners, researchers, decision makers, and anyone responsible for the success and survivability of a complex system might find this book useful.

Ilori Press; www.iloripress.com; 0-9770191-3-6; 376 pp.

Global Software Development Handbook, Raghvinder Sangwan, Matthew Bass, Neel Mullick, Daniel J. Paulish, and Juergen Kazmeier. Offering an informed perspective on global agility, this handbook describes the convergence of two movements: globally distributed and agile software development.

The authors explore techniques that can bridge distances, create cohesion, promote quality, and strengthen lines of communication. They delineate an organizational structure that not only fosters team building but also achieves effective collaboration among the central and satellite teams.

The book also examines the issues surrounding quality and the processes required to realize it in a distributed environment, then shows how to effectively manage communication among geographically distributed teams.

Taylor & Francis Group; www.taylorandfrancisgroup.com; 0-8493-9384-1; 288 pp.

Emergence of Communication and Language, Caroline Lyon, Christopher L. Nehaniv, and Angelo Cangelosi, eds. This book illuminates old questions on the origins of language and communication with recent, state-of-the-art research. The editors bring together studies from diverse disciplines, showing how they can inform and stimulate each other. The book includes work in linguistics, psychology, neuroscience, anthropology and computer science. Both human and animal communication are covered, using some novel techniques that have only recently become viable.

A principal theme is the importance of studies involving artificial agents, their contribution to the body of knowledge on the emergence of communication and language, and the role of simulations in exploring some of the most significant issues. Several different synthetic systems are described, demonstrating how communication can emerge in natural and artificial organisms, while computational and robotic experiments support theories on the origins of language.

Springer; www.springeronline.com; 1-84628-491-5; 400 pp.

Send book announcements to newbooks@computer.org.

Editor: Michael J. Lutz, Rochester Institute of Technology, Rochester, NY; mikelutz@mail.rit.edu. Send press releases and new books to Computer, 10662 Los Vaqueros Circle, Los Alamitos, CA 90720; fax +1 714 821 4010; newbooks@computer.org.