

Digital Forensics Tutorials

Viewing Image Contents In Windows

Eventually, you will unquestionably discover a further experience and execution by spending more cash. nevertheless when? accomplish you acknowledge that you require to get those every needs bearing in mind having significantly cash? Why dont you try to get something basic in the beginning? Thats something that will guide you to understand even more roughly the globe, experience, some places, subsequent to history, amusement, and a lot more?

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Digital Forensics for Handheld Devices - Eamon P. Doherty
2012-08-17

Approximately 80 percent of the

world's population now owns a cell phone, which can hold evidence or contain logs about communications concerning a

crime. Cameras, PDAs, and GPS devices can also contain information related to corporate policy infractions and crimes. Aimed to prepare investigators in the public and private sectors, *Digital Forensics for Handheld Devices* examines both the theoretical and practical aspects of investigating handheld digital devices. This book touches on all areas of mobile device forensics, including topics from the legal, technical, academic, and social aspects of the discipline. It provides guidance on how to seize data, examine it, and prepare it as evidence for court. This includes the use of chain of custody forms for

seized evidence and Faraday Bags for digital devices to prevent further connectivity and tampering of evidence. Emphasizing the policies required in the work environment, the author provides readers with a clear understanding of the differences between a corporate investigation and a criminal investigation. The book also: Offers best practices for establishing an incident response policy and seizing data from company or privately owned digital devices Provides guidance in establishing dedicated examinations free of viruses, spyware, and connections to other devices

that could taint evidence
Supplies guidance on
determining protocols for
complicated crime scenes with
external media and devices that
may have connected with the
handheld device Considering
important privacy issues and
the Fourth Amendment, this
book facilitates an
understanding of how to use
digital forensic tools to
investigate the complete range
of available digital devices,
including flash drives, cell
phones, PDAs, digital cameras,
and netbooks. It includes
examples of commercially
available digital forensic tools
and ends with a discussion of
the education and certifications

required for various careers in
mobile device forensics.

New Perspectives Computer
Concepts 2016 Enhanced,

Introductory - June Jamrich

Parsons 2016-02-08

Readers gain a full

understanding of today's digital

world with the cohesive

framework and logical

organization found only in NEW

PERSPECTIVES ON

COMPUTER CONCEPTS 2016,

ENHANCED, INTRODUCTORY.

This dynamic book provides the

latest updates on emerging

technology with engaging

learning features, informative

visuals and hands-on activities

proven to increase learning

effectiveness. An insightful

introduction highlights today's digital evolution, while coverage of social media and online security examines concepts behind today's technology challenges and trends. Readers explore the principles underlying the wide scope of digital devices in use today with the book's unique focus on the connectivity that pervades modern life. This Enhanced Edition includes a new hands-on programming chapter that lets even readers with no prior coding experience learn to program with instant success using Python™. Important Notice: Media content referenced within the product description or the product text

may not be available in the ebook version.

New Perspectives on Computer Concepts 2018: Comprehensive

- June Jamrich Parsons
2017-07-26

In today's world where technology impacts every aspect of life, you need to know how to evaluate devices, choose apps, maintain a professional online reputation, and ensure digital security.

NEW PERSPECTIVES ON COMPUTER CONCEPTS 2018, COMPREHENSIVE offers the insights to help. This book goes beyond the intuitive how-to of apps and social media to delve into broad concepts that are guiding current technologies

such as self-driving cars, virtual reality, file sharing torrents, encrypted communications, photo forensics, and the Internet of Things. Numerous illustrations and interactive features make mastering technical topics a breeze, while the book's proven learning path is structured with today's busy reader in mind. This edition offers an insightful overview of what today's readers must know about using technology to complete an education, secure a successful career, and engage in issues that shape today's world. Important Notice: Media content referenced within the product description or the product text may not be

available in the ebook version.

STEP BY STEP TUTORIAL:

Java/MySQL with Object-

Oriented Programming Using

Apache NetBeans IDE PART 1 -

Vivian Siahaan 2023-01-22

This book uses six tables in the Sakila sample database which is a fictitious database designed to represent a DVD rental store.

The database consists of 15

tables including film,

film_category, actor, customer,

rental, payment and inventory

among others. The Sakila

sample database is intended to

provide a standard schema that

can be used for examples in

books, tutorials, articles,

samples, and so forth. In this

book, as part 1, you will

develop step by step tutorial object-oriented programming and Java GUI using NetBeans to implement the first six tables in sakila database: actor, language, film, category, film_category, and film_actor tables.

PART 1 - 3: STEP BY STEP TUTORIAL: JAVA/MYSQL With Object-Oriented Programming Using Apache NetBeans IDE -

Vivian Siahaan 2023-02-11

PART 1: This book uses six tables in the Sakila sample database which is a fictitious database designed to represent a DVD rental store. The database consists of 15 tables including film, film_category, actor, customer, rental, payment

and inventory among others.

The Sakila sample database is intended to provide a standard schema that can be used for examples in books, tutorials, articles, samples, and so forth.

In this book, as part 1, you will develop step by step tutorial object-oriented programming and Java GUI using NetBeans to implement the first six tables

in sakila database: actor, language, film, category, film_category, and film_actor tables.

PART 2: The sakila database consists of 15 tables including film, film_category, actor, customer, rental, payment and inventory among others.

The sakila sample database, which is a fictitious database

designed to represent a DVD rental store, is intended to provide a standard schema that can be used for examples in books, tutorials, articles, samples, and so forth. Our previous book, part 1, implements the first six tables in sakila database: actor, language, film, category, film_category, and film_actor tables. This book, as second part, uses five tables in the sakila sample database: country, city, address, store, and staff tables. PART 3: Our books, part 1 and part 2, had been published implementing the first eleven tables in sakila database: actor, language, film, category, film_category,

film_actor, country, city, address, store, and staff tables.

This book, as part 3, develops step by step object-oriented programming and Java GUI tutorial using NetBeans to implement the remaining four tables, customer, inventory, rental, and payment, in the Sakila sample database which is a fictitious database designed to represent a DVD rental store.

**STEP BY STEP TUTORIAL:
JAVA/MYSQL With Object-
Oriented Programming Using
Apache NetBeans IDE PART 2 -
Vivian Siahaan 2023-01-30**

The sakila database consists of 15 tables including film, film_category, actor, customer, rental, payment and inventory

among others. The sakila sample database, which is a fictitious database designed to represent a DVD rental store, is intended to provide a standard schema that can be used for examples in books, tutorials, articles, samples, and so forth. Our previous book, part 1, implements the first six tables in sakila database: actor, language, film, category, film_category, and film_actor tables. This book, as second part, uses five tables in the sakila sample database: country, city, address, store, and staff tables.

[In-Depth Tutorials: Deep Learning Using Scikit-Learn, Keras, and TensorFlow with](#)

[Python GUI](#) - Vivian Siahaan
2021-06-05

BOOK 1: LEARN FROM
SCRATCH MACHINE

LEARNING WITH PYTHON

GUI In this book, you will learn

how to use NumPy, Pandas,

OpenCV, Scikit-Learn and other

libraries to how to plot graph

and to process digital image.

Then, you will learn how to

classify features using

Perceptron, Adaline, Logistic

Regression (LR), Support

Vector Machine (SVM),

Decision Tree (DT), Random

Forest (RF), and K-Nearest

Neighbor (KNN) models. You

will also learn how to extract

features using Principal

Component Analysis (PCA),

Linear Discriminant Analysis (LDA), Kernel Principal Component Analysis (KPCA) algorithms and use them in machine learning. In Chapter 1, you will learn: Tutorial Steps To Create A Simple GUI Application, Tutorial Steps to Use Radio Button, Tutorial Steps to Group Radio Buttons, Tutorial Steps to Use CheckBox Widget, Tutorial Steps to Use Two CheckBox Groups, Tutorial Steps to Understand Signals and Slots, Tutorial Steps to Convert Data Types, Tutorial Steps to Use Spin Box Widget, Tutorial Steps to Use ScrollBar and Slider, Tutorial Steps to Use List Widget, Tutorial Steps to Select Multiple List Items in

One List Widget and Display It in Another List Widget, Tutorial Steps to Insert Item into List Widget, Tutorial Steps to Use Operations on Widget List, Tutorial Steps to Use Combo Box, Tutorial Steps to Use Calendar Widget and Date Edit, and Tutorial Steps to Use Table Widget. In Chapter 2, you will learn: Tutorial Steps To Create A Simple Line Graph, Tutorial Steps To Create A Simple Line Graph in Python GUI, Tutorial Steps To Create A Simple Line Graph in Python GUI: Part 2, Tutorial Steps To Create Two or More Graphs in the Same Axis, Tutorial Steps To Create Two Axes in One Canvas, Tutorial Steps To Use Two Widgets,

Tutorial Steps To Use Two Widgets, Each of Which Has Two Axes, Tutorial Steps To Use Axes With Certain Opacity Levels, Tutorial Steps To Choose Line Color From Combo Box, Tutorial Steps To Calculate Fast Fourier Transform, Tutorial Steps To Create GUI For FFT, Tutorial Steps To Create GUI For FFT With Some Other Input Signals, Tutorial Steps To Create GUI For Noisy Signal, Tutorial Steps To Create GUI For Noisy Signal Filtering, and Tutorial Steps To Create GUI For Wav Signal Filtering. In Chapter 3, you will learn: Tutorial Steps To Convert RGB Image Into Grayscale, Tutorial Steps To Convert RGB

Image Into YUV Image, Tutorial Steps To Convert RGB Image Into HSV Image, Tutorial Steps To Filter Image, Tutorial Steps To Display Image Histogram, Tutorial Steps To Display Filtered Image Histogram, Tutorial Steps To Filter Image With CheckBoxes, Tutorial Steps To Implement Image Thresholding, and Tutorial Steps To Implement Adaptive Image Thresholding. You will also learn: Tutorial Steps To Generate And Display Noisy Image, Tutorial Steps To Implement Edge Detection On Image, Tutorial Steps To Implement Image Segmentation Using Multiple Thresholding and K-Means Algorithm, Tutorial

Steps To Implement Image Denoising, Tutorial Steps To Detect Face, Eye, and Mouth Using Haar Cascades, Tutorial Steps To Detect Face Using Haar Cascades with PyQt, Tutorial Steps To Detect Eye, and Mouth Using Haar Cascades with PyQt, Tutorial Steps To Extract Detected Objects, Tutorial Steps To Detect Image Features Using Harris Corner Detection, Tutorial Steps To Detect Image Features Using Shi-Tomasi Corner Detection, Tutorial Steps To Detect Features Using Scale-Invariant Feature Transform (SIFT), and Tutorial Steps To Detect Features Using Features from Accelerated

Segment Test (FAST). In Chapter 4, In this tutorial, you will learn how to use Pandas, NumPy and other libraries to perform simple classification using perceptron and Adaline (adaptive linear neuron). The dataset used is Iris dataset directly from the UCI Machine Learning Repository. You will learn: Tutorial Steps To Implement Perceptron, Tutorial Steps To Implement Perceptron with PyQt, Tutorial Steps To Implement Adaline (ADAPtive LInear NEuron), and Tutorial Steps To Implement Adaline with PyQt. In Chapter 5, you will learn how to use the scikit-learn machine learning library, which provides a wide variety of

machine learning algorithms via a user-friendly Python API and to perform classification using perceptron, Adaline (adaptive linear neuron), and other models. The dataset used is Iris dataset directly from the UCI Machine Learning Repository. You will learn: Tutorial Steps To Implement Perceptron Using Scikit-Learn, Tutorial Steps To Implement Perceptron Using Scikit-Learn with PyQt, Tutorial Steps To Implement Logistic Regression Model, Tutorial Steps To Implement Logistic Regression Model with PyQt, Tutorial Steps To Implement Logistic Regression Model Using Scikit-Learn with PyQt, Tutorial Steps To Implement

Support Vector Machine (SVM) Using Scikit-Learn, Tutorial Steps To Implement Decision Tree (DT) Using Scikit-Learn, Tutorial Steps To Implement Random Forest (RF) Using Scikit-Learn, and Tutorial Steps To Implement K-Nearest Neighbor (KNN) Using Scikit-Learn. In Chapter 6, you will learn how to use Pandas, NumPy, Scikit-Learn, and other libraries to implement different approaches for reducing the dimensionality of a dataset using different feature selection techniques. You will learn about three fundamental techniques that will help us to summarize the information content of a dataset by transforming it onto

a new feature subspace of lower dimensionality than the original one. Data compression is an important topic in machine learning, and it helps us to store and analyze the increasing amounts of data that are produced and collected in the modern age of technology. You will learn the following topics: Principal Component Analysis (PCA) for unsupervised data compression, Linear Discriminant Analysis (LDA) as a supervised dimensionality reduction technique for maximizing class separability, Nonlinear dimensionality reduction via Kernel Principal Component Analysis (KPCA). You will learn: Tutorial Steps To

Implement Principal Component Analysis (PCA), Tutorial Steps To Implement Principal Component Analysis (PCA) Using Scikit-Learn, Tutorial Steps To Implement Principal Component Analysis (PCA) Using Scikit-Learn with PyQt, Tutorial Steps To Implement Linear Discriminant Analysis (LDA), Tutorial Steps To Implement Linear Discriminant Analysis (LDA) with Scikit-Learn, Tutorial Steps To Implement Linear Discriminant Analysis (LDA) Using Scikit-Learn with PyQt, Tutorial Steps To Implement Kernel Principal Component Analysis (KPCA) Using Scikit-Learn, and Tutorial Steps To Implement Kernel

Principal Component Analysis (KPCA) Using Scikit-Learn with PyQt. In Chapter 7, you will learn how to use Keras, Scikit-Learn, Pandas, NumPy and other libraries to perform prediction on handwritten digits using MNIST dataset. You will learn: Tutorial Steps To Load MNIST Dataset, Tutorial Steps To Load MNIST Dataset with PyQt, Tutorial Steps To Implement Perceptron With PCA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Perceptron With LDA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Perceptron With KPCA Feature Extractor on

MNIST Dataset Using PyQt, Tutorial Steps To Implement Logistic Regression (LR) Model With PCA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Logistic Regression (LR) Model With LDA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Logistic Regression (LR) Model With KPCA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement , Tutorial Steps To Implement Support Vector Machine (SVM) Model With LDA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Support Vector Machine (SVM) Model With

KPCA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Decision Tree (DT) Model With PCA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Decision Tree (DT) Model With LDA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Decision Tree (DT) Model With KPCA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Random Forest (RF) Model With PCA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Random Forest (RF) Model With LDA Feature Extractor on

MNIST Dataset Using PyQt, Tutorial Steps To Implement Random Forest (RF) Model With KPCA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement K-Nearest Neighbor (KNN) Model With PCA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement K-Nearest Neighbor (KNN) Model With LDA Feature Extractor on MNIST Dataset Using PyQt, and Tutorial Steps To Implement K-Nearest Neighbor (KNN) Model With KPCA Feature Extractor on MNIST Dataset Using PyQt. BOOK 2: THE PRACTICAL GUIDES ON DEEP LEARNING USING SCIKIT-LEARN, KERAS, AND

TENSORFLOW WITH PYTHON

GUI In this book, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to implement deep learning on recognizing traffic signs using GTSRB dataset, detecting brain tumor using Brain Image MRI dataset, classifying gender, and recognizing facial expression using FER2013 dataset In Chapter 1, you will learn to create GUI applications to display line graph using PyQt. You will also learn how to display image and its histogram. In Chapter 2, you will learn how to use TensorFlow, Keras, Scikit-Learn, Pandas, NumPy and other libraries to perform

prediction on handwritten digits using MNIST dataset with PyQt. You will build a GUI application for this purpose. In Chapter 3, you will learn how to perform recognizing traffic signs using GTSRB dataset from Kaggle. There are several different types of traffic signs like speed limits, no entry, traffic signals, turn left or right, children crossing, no passing of heavy vehicles, etc. Traffic signs classification is the process of identifying which class a traffic sign belongs to. In this Python project, you will build a deep neural network model that can classify traffic signs in image into different categories. With this model, you will be able to

read and understand traffic signs which are a very important task for all autonomous vehicles. You will build a GUI application for this purpose. In Chapter 4, you will learn how to perform detecting brain tumor using Brain Image MRI dataset provided by Kaggle (<https://www.kaggle.com/navoneel/brain-mri-images-for-brain-tumor-detection>) using CNN model. You will build a GUI application for this purpose. In Chapter 5, you will learn how to perform classifying gender using dataset provided by Kaggle (<https://www.kaggle.com/cashutosh/gender-classification-dataset>) using MobileNetV2 and

CNN models. You will build a GUI application for this purpose. In Chapter 6, you will learn how to perform recognizing facial expression using FER2013 dataset provided by Kaggle (<https://www.kaggle.com/nicolejy/facialexpressionrecognition>) using CNN model. You will also build a GUI application for this purpose. BOOK 3: STEP BY STEP TUTORIALS ON DEEP LEARNING USING SCIKIT-LEARN, KERAS, AND TENSORFLOW WITH PYTHON GUI In this book, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to implement deep learning on classifying fruits, classifying

cats/dogs, detecting furnitures, and classifying fashion. In Chapter 1, you will learn to create GUI applications to display line graph using PyQt. You will also learn how to display image and its histogram. Then, you will learn how to use OpenCV, NumPy, and other libraries to perform feature extraction with Python GUI (PyQt). The feature detection techniques used in this chapter are Harris Corner Detection, Shi-Tomasi Corner Detector, and Scale-Invariant Feature Transform (SIFT). In Chapter 2, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to

perform classifying fruits using Fruits 360 dataset provided by Kaggle (<https://www.kaggle.com/moltean/fruits/code>) using Transfer Learning and CNN models. You will build a GUI application for this purpose. In Chapter 3, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform classifying cats/dogs using dataset provided by Kaggle (<https://www.kaggle.com/chetan kv/dogs-cats-images>) using Using CNN with Data Generator. You will build a GUI application for this purpose. In Chapter 4, you will learn how to

use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform detecting furnitures using Furniture Detector dataset provided by Kaggle (<https://www.kaggle.com/akkithechie/furniture-detector>) using VGG16 model. You will build a GUI application for this purpose. In Chapter 5, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform classifying fashion using Fashion MNIST dataset provided by Kaggle (<https://www.kaggle.com/zalando-research/fashionmnist/code>) using CNN model. You will build a GUI application for this

purpose. BOOK 4: Project-Based Approach On DEEP LEARNING Using Scikit-Learn, Keras, And TensorFlow with Python GUI In this book, implement deep learning on detecting vehicle license plates, recognizing sign language, and detecting surface crack using TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries. In Chapter 1, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform detecting vehicle license plates using Car License Plate Detection dataset provided by Kaggle (<https://www.kaggle.com/andrew>

mvd/car-plate-detection/download). In Chapter 2, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform sign language recognition using Sign Language Digits Dataset provided by Kaggle (<https://www.kaggle.com/ardamavi/sign-language-digits-dataset/download>). In Chapter 3, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform detecting surface crack using Surface Crack Detection provided by Kaggle (<https://www.kaggle.com/arunrk7>

/surface-crack-detection/download). BOOK 5: Hands-On Guide To IMAGE CLASSIFICATION Using Scikit-Learn, Keras, And TensorFlow with PYTHON GUI In this book, implement deep learning-based image classification on detecting face mask, classifying weather, and recognizing flower using TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries. In Chapter 1, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform detecting face mask using Face Mask Detection Dataset provided by Kaggle (<https://www.kaggle.com/omkarg>

urav/face-mask-dataset/download). In Chapter 2, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform how to classify weather using Multi-class Weather Dataset provided by Kaggle (<https://www.kaggle.com/pratik2901/multiclass-weather-dataset/download>). In Chapter 3, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform how to recognize flower using Flowers Recognition dataset provided by Kaggle (<https://www.kaggle.com/alxmaev/flowers->

recognition/download). BOOK 6: Step by Step Tutorial IMAGE CLASSIFICATION Using Scikit-Learn, Keras, And TensorFlow with PYTHON GUI In this book, implement deep learning-based image classification on classifying monkey species, recognizing rock, paper, and scissor, and classify airplane, car, and ship using TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries. In Chapter 1, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform how to classify monkey species using 10 Monkey Species dataset provided by Kaggle

(<https://www.kaggle.com/slothkong/10-monkey-species/download>). In Chapter 2, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform how to recognize rock, paper, and scissor using 10 Monkey Species dataset provided by Kaggle (<https://www.kaggle.com/sanikamal/rock-paper-scissors-dataset/download>). In Chapter 3, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform how to classify airplane, car, and ship using Multiclass-image-dataset-

airplane-car-ship dataset provided by Kaggle

(<https://www.kaggle.com/abtabm/multiclassimagedatasetairplane-car>).

E-Discovery: An Introduction to Digital Evidence - Amelia Phillips 2013-08-09

Essential for anyone who works with technology in the field, E-DISCOVERY is a hands-on, how-to training guide that provides students with comprehensive coverage of the technology used in e-discovery in civil and criminal cases. From discovery identification to collection, processing, review, production, and trial presentation, this practical text covers everything your students

need to know about e-discovery, including the Federal Rules of Civil Procedure, Federal Rules of Criminal Procedure, and Federal Rules of Evidence. Throughout the text, students will have the opportunity to work with e-discovery tools such as Discovery Attender, computer forensics tools such as AccessData's Forensics ToolKit, as well as popular processing and review platforms such as iConect, Concordance, and iPro. An interactive courtroom tutorial and use of Trial Director are included to complete the litigation cycle. Multiple tools are discussed for each phase, giving your students a good

selection of potential resources for each task. Finally, real-life examples are woven throughout the text, revealing little talked-about potential pitfalls, as well as best practice and cost management suggestions.

Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

New Perspectives on Computer Concepts 2016, Introductory -
June Jamrich Parsons
2015-03-06

Take your students beyond the basics with the award-winning **NEW PERSPECTIVES ON COMPUTER CONCEPTS.**

Designed to get all students up-

to-speed on essential computer literacy skills, this market leading text goes deeper, providing students with the technical and practical information they need for academic and career success.

NEW PERSPECTIVES ON COMPUTER CONCEPTS 2016

incorporates significant technology trends that affect computing and everyday life; such as concerns for data security, personal privacy, online safety, controversy over digital rights management, interest in open source software and portable applications, and more. In addition, coverage of Microsoft Windows 8 and Office 2013 will introduce your

students to the exciting new features of Microsoft's next generation of software.

Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

A PROGRESSIVE TUTORIAL TO DATABASE

PROGRAMMING WITH

PYTHON GUI AND

POSTGRESQL - Vivian

Siahaan 2020-01-03

In this book, you will create two desktop applications using Python GUI and PostgreSQL.

This book is a

Python/PostgreSQL version of the Python/MySQL book which

was written by the author. What

underlies the writing of this book is the growing popularity of the PostgreSQL database server lately and more and more programmers migrating from MySQL to PostgreSQL. In this book, you will learn to build a school database project, step by step. A number of widgets from PyQt will be used for the user interface. In the first and second chapter, you will get introduction of postgresql. And then, you will learn querying data from the postgresql using Python including establishing a database connection, creating a statement object, executing the query, processing the resultset object, querying data using a statement that returns multiple

rows, querying data using a statement that has parameters, inserting data into a table using Python, updating data in postgresql database using Python, calling postgresql stored function using Python, deleting data from a postgresql table using Python, and postgresql Python transaction. In the fourth chapter, you will study: Creating the initial three table in the School database project: Teacher table, Class table, and Subject table; Creating database configuration files; Creating a Python GUI for viewing and navigating the contents of each table. Creating a Python GUI for inserting and editing tables; and Creating a

Python GUI to merge and query the three tables. In chapter five, you will learn: Creating the main form to connect all forms; Creating a project that will add three more tables to the school database: the Student table, the Parent table, and the Tuition table; Creating a Python GUI to view and navigate the contents of each table; Creating a Python GUI for editing, inserting, and deleting records in each table; Create a Python GUI to merge and query the three tables and all six tables. In chapter six, you will create and configure PostgreSQL database. In this chapter, you will create Suspect table in crime database. This table has

eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for this table. In chapter seven, you will create a table with the name Feature_Extraction, which has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have a VARCHAR data type (200). You will also create GUI to display, edit, insert, and delete for this table. In chapter eight, you will create

two tables, Police and Investigator. The Police table has six columns: police_id (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In chapter nine, you will create two tables, Victim and Case_File. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File table has seven

columns: case_file_id (primary key), suspect_id (foreign key), police_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables as well.

New Perspectives on Computer Concepts 2018: Introductory -

June Jamrich Parsons
2017-06-29

In today's world where technology impacts every aspect of life, you need to know how to evaluate devices, choose apps, maintain a professional online reputation, and ensure digital security.

**NEW PERSPECTIVES ON
COMPUTER CONCEPTS 2018,**

INTRODUCTORY offers the insights to help. This book goes beyond the intuitive how-to of apps and social media to delve into broad concepts that are guiding current technologies such as self-driving cars, virtual reality, file sharing torrents, encrypted communications, photo forensics, and the Internet of Things. Numerous illustrations and interactive features make mastering technical topics a breeze, while the book's proven learning path is structured with today's busy reader in mind. This edition offers an insightful overview of what today's readers must know about using technology to complete an education, secure

a successful career, and engage in issues that shape today's world. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Step by Step Tutorials On Deep Learning Using Scikit-Learn, Keras, and Tensorflow with Python GUI - Vivian Siahaan
2021-04-24

In this book, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to implement deep learning on classifying fruits, classifying cats/dogs, detecting furnitures, and classifying fashion. In Chapter 1, you will learn to

create GUI applications to display line graph using PyQt. You will also learn how to display image and its histogram. Then, you will learn how to use OpenCV, NumPy, and other libraries to perform feature extraction with Python GUI (PyQt). The feature detection techniques used in this chapter are Harris Corner Detection, Shi-Tomasi Corner Detector, and Scale-Invariant Feature Transform (SIFT). In Chapter 2, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform classifying fruits using Fruits 360 dataset provided by Kaggle

(<https://www.kaggle.com/moltean/fruits/code>) using Transfer Learning and CNN models. You will build a GUI application for this purpose. In Chapter 3, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform classifying cats/dogs using dataset provided by Kaggle (<https://www.kaggle.com/chetan kv/dogs-cats-images>) using Using CNN with Data Generator. You will build a GUI application for this purpose. In Chapter 4, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to

perform detecting furnitures using Furniture Detector dataset provided by Kaggle (<https://www.kaggle.com/akkithechie/furniture-detector>) using VGG16 model. You will build a GUI application for this purpose. In Chapter 5, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform classifying fashion using Fashion MNIST dataset provided by Kaggle (<https://www.kaggle.com/zalando-research/fashionmnist/code>) using CNN model. You will build a GUI application for this purpose.

Corporate Computer Forensics Training System Laboratory

Manual Volume I - Cyber Defense Training Systems 2007-07

This is the laboratory and exercise manual to accompany the text manual for Volume I of a corporate and law enforcement computer and digital forensics training system. This training system consists of a text manual with explanations and descriptions with more than 200 pictures, drawings and diagrams. This laboratory and exercise manual contains more than 40 forensic exercises to help prepare students for entry into the profession as a corporate or law enforcement computer examiner. The information presented in this

training system is updated by industry practice and research. This training system is designed to be used in a lecture / demonstration environment and requires the use of associated case image files.

Kali - Computer Forensics Data Recovery 101 - Training -
Jeremy Martin

This is a training lab covering forensic data recovery using Kali linux

Digital Image Forensics -

Husrev Taha Sencar

2012-08-01

Photographic imagery has come a long way from the pinhole cameras of the nineteenth century. Digital imagery, and its applications, develops in

tandem with contemporary society's sophisticated literacy of this subtle medium. This book examines the ways in which digital images have become ever more ubiquitous as legal and medical evidence, just as they have become our primary source of news and have replaced paper-based financial documentation.

Crucially, the contributions also analyze the very profound problems which have arisen alongside the digital image, issues of veracity and progeny that demand systematic and detailed response: It looks real, but is it? What camera captured it? Has it been doctored or subtly altered? Attempting to

provide answers to these slippery issues, the book covers how digital images are created, processed and stored before moving on to set out the latest techniques for forensically examining images, and finally addressing practical issues such as courtroom admissibility. In an environment where even novice users can alter digital media, this authoritative publication will do much so stabilize public trust in these real, yet vastly flexible, images of the world around us.

Digital Forensics and Watermarking - Xianfeng Zhao
2021-02-11

This volume constitutes the proceedings of the 19th

International Workshop on Digital Forensics and Watermarking, IWDW 2020, held in Melbourne, VIC, Australia, in November 2020. The 20 full papers in this volume were carefully reviewed and selected from 43 submissions. They cover topics such as: novel research, development and application of digital watermarking and forensics techniques for multimedia security.

Proceedings of the Sixth International Workshop on Digital Forensics and Incident Analysis (WDFIA 2011) - 2011

The Best Damn Cybercrime and Digital Forensics Book Period -

Jack Wiles 2011-04-18

Electronic discovery refers to a process in which electronic data is sought, located, secured, and searched with the intent of using it as evidence in a legal case. Computer forensics is the application of computer investigation and analysis techniques to perform an investigation to find out exactly what happened on a computer and who was responsible. IDC estimates that the U.S. market for computer forensics will be grow from \$252 million in 2004 to \$630 million by 2009.

Business is strong outside the United States, as well. By 2011, the estimated international market will be \$1.8 billion

dollars. The Techno Forensics Conference has increased in size by almost 50% in its second year; another example of the rapid growth in the market. This book is the first to combine cybercrime and digital forensic topics to provides law enforcement and IT security professionals with the information needed to manage a digital investigation.

Everything needed for analyzing forensic data and recovering digital evidence can be found in one place, including instructions for building a digital forensics lab. * Digital investigation and forensics is a growing industry * Corporate I.T. departments investigating corporate

espionage and criminal activities are learning as they go and need a comprehensive guide to e-discovery * Appeals to law enforcement agencies with limited budgets

Crime Scene Photography - Edward M. Robinson
2016-06-12

Crime Scene Photography, Third Edition, covers the general principles and concepts of photography, while also delving into the more practical elements and advanced concepts of forensic photography. Robinson assists the reader in understanding and applying essential concepts in order to create images that are able to withstand challenges in

court. This text is a required reading by both the International Association for Identification's Crime Scene Certification Board and the Forensic Photography Certification Board. Includes an instructor website with lecture slides, practical exercises, a test bank, and image collection and many videos which can be used. Extensively illustrated with over 1000 full color photographs, with many images entirely new for the third edition

Over 100 practical exercises help the reader grasp the practical applications Variations of correct and incorrect approaches, to be used alongside practical exercises,

available online in the Instructor's Manual The chapter on Special Photographic Situations includes new sections on autopsy photography, images from drones, recommendations to photographically document bloodstain patterns and firearms trajectories

The Best Tutorial to Learn Database Programming with Java GUI, MariaDB, and SQL Server - Vivian Siahaan

2020-01-08

This book explains relational theory in practice, and demonstrates through two projects how you can apply it to your use of MariaDB and SQL Server databases. This book

covers the important requirements of teaching databases with a practical and progressive perspective. This book offers the straightforward, practical answers you need to help you do your job. This hands-on tutorial/reference/guide to MariaDB and SQL Server is not only perfect for students and beginners, but it also works for experienced developers who aren't getting the most from MariaDB and SQL Server. As you would expect, this book shows how to build from scratch two different databases: MariaDB and SQL Server using Java. In designing a GUI and as an IDE, you will make use of

the NetBeans tool. In chapter one, you will learn the basics of cryptography using Java. Here, you will learn how to write a Java program to count Hash, MAC (Message Authentication Code), store keys in a KeyStore, generate PrivateKey and PublicKey, encrypt / decrypt data, and generate and verify digital prints. You will also learn how to create and store salt passwords and verify them. In chapter two, you will create a PostgreSQL database, named Bank, and its tables. In chapter three, you will create a Login table. In this case, you will see how to create a Java GUI using NetBeans to implement it. In addition to the Login table, in

this chapter you will also create a Client table. In the case of the Client table, you will learn how to generate and save public and private keys into a database. You will also learn how to encrypt / decrypt data and save the results into a database. In chapter four, you will create an Account table. This account table has the following ten fields: account_id (primary key), client_id (primarykey), account_number, account_date, account_type, plain_balance, cipher_balance, decipher_balance, digital_signature, and signature_verification. In this case, you will learn how to implement generating and

verifying digital prints and storing the results into a database. In chapter five, you create a table named Client_Data, which has seven columns: client_data_id (primary key), account_id (primary_key), birth_date, address, mother_name, telephone, and photo_path. In chapter six, you will be taught how to create a SQL Server database, named Crime, and its tables. In chapter seven, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter eight, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id

(primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. In chapter nine, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. In chapter ten, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built in the seventh chapter. The

Police_Station has six columns: police_station_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter eleven, you will add two tables: Victim and File_Case. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender,

address, telephone, and photo. The File_Case has seven columns: file_case_id (primary key), suspect_id (foreign key), police_station_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/MariaDB/SQL Server programmer.

Guide to Computer Forensics and Investigations - Bill Nelson
2018-05-07

Master the skills you need to conduct a successful digital

investigation with Nelson/Phillips/Steuart's GUIDE TO COMPUTER FORENSICS AND INVESTIGATIONS, Sixth Edition--the most comprehensive forensics resource available. Providing clear instruction on the tools and techniques of the trade, it walks you through every step of the computer forensics investigation--from lab setup to testifying in court. The authors also thoroughly explain how to use current forensics software. The text includes the most up-to-date coverage available of Linux and Macintosh, virtual machine software such as VMware and Virtual Box, Android, mobile devices,

handheld devices, cloud forensics, email, social media and the Internet of Anything. Appropriate for learners new to the field, it is also an excellent refresher and technology update for professionals in law enforcement, investigations or computer security. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

[The Quick Tutorial to Learn Database Programming Using Python GUI with MariaDB and PostgreSQL](#) - Vivian Siahaan
2020-01-15

In this book, you will create two MariaDB and PostgreSQL

driven projects using PyQt. The step-by-step guide in this book is expected to help the reader's confidence to become a programmer who can solve database programming problems. A progressive project is provided to demonstrate how to apply the concepts of MariaDB and PostgreSQL using Python. In second chapter, you will learn PyQt that consists of a number of Python bindings for cross-platform applications that combine all the strengths of Qt and Python. By using PyQt, you can include all Qt libraries in Python code, so you can write GUI applications in Python. In other words, you can use PyQt to access all the features

provided by Qt through Python code. Because PyQt depends on the Qt libraries at run time, you need to install PyQt. In third chapter, you will learn: How to create the initial three tables project in the School database: Teacher, Class, and Subject tables; How to create database configuration files; How to create a Python GUI for inserting and editing tables; How to create a Python GUI to join and query the three tables. In fourth chapter, you will learn how to: Create a main form to connect all forms; Create a project will add three more tables to the school database: Student, Parent, and Tuition tables; Create a Python GUI for

inserting and editing tables; Create a Python GUI to join and query over the three tables. In this chapter, you will join the six classes, Teacher, TClass, Subject, Student, Parent, and Tuition and make queries over those tables. In chapter five, you will create and configure PostgreSQL database. In this chapter, you will create Suspect table in crime database. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for this table.

In chapter six, you will create a table with the name Feature_Extraction, which has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have a VARCHAR data type (200). You will also create GUI to display, edit, insert, and delete for this table. In chapter seven, you will create two tables, Police and Investigator. The Police table has six columns: police_id (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigator_id (primary key),

investigator_name, rank, birth_date, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In chapter eight, you will create two tables, Victim and Case_File. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File table has seven columns: case_file_id (primary key), suspect_id (foreign key), police_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables as well.

Computer Forensics:

Investigating Network Intrusions and Cybercrime (CHFI) - EC-Council 2016-06-07

The Computer Forensic Series by EC-Council provides the knowledge and skills to identify, track, and prosecute the cyber-criminal. The series is comprised of four books covering a broad base of topics in Computer Hacking Forensic Investigation, designed to expose the reader to the process of detecting attacks and collecting evidence in a forensically sound manner with the intent to report crime and prevent future attacks. Learners are introduced to advanced techniques in computer

investigation and analysis with interest in generating potential legal evidence. In full, this and the other three books provide preparation to identify evidence in computer related crime and abuse cases as well as track the intrusive hacker's path through a client system. The series and accompanying labs help prepare the security student or professional to profile an intruder's footprint and gather all necessary information and evidence to support prosecution in a court of law. Network Intrusions and Cybercrime includes a discussion of tools used in investigations as well as information on investigating

network traffic, Web attacks, DoS attacks, corporate espionage and much more!

Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

**Computer Forensics:
Investigating File and Operating
Systems, Wireless Networks,
and Storage (CHFI) - EC-
Council 2016-04-29**

The Computer Forensic Series by EC-Council provides the knowledge and skills to identify, track, and prosecute the cyber-criminal. The series is comprised of four books covering a broad base of topics in Computer Hacking Forensic

Investigation, designed to expose the reader to the process of detecting attacks and collecting evidence in a forensically sound manner with the intent to report crime and prevent future attacks. Learners are introduced to advanced techniques in computer investigation and analysis with interest in generating potential legal evidence. In full, this and the other three books provide preparation to identify evidence in computer related crime and abuse cases as well as track the intrusive hacker's path through a client system. The series and accompanying labs help prepare the security student or professional to profile

an intruder's footprint and gather all necessary information and evidence to support prosecution in a court of law. File and Operating Systems, Wireless Networks, and Storage provides a basic understanding of file systems, storage and digital media devices. Boot processes, Windows and Linux Forensics and application of password crackers are all discussed. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

VISUAL BASIC .NET AND DATABASE: PRACTICAL TUTORIALS - Vivian Siahaan
2020-10-31

This book aims to develop a MySQL-driven desktop application that readers can develop for their own purposes to implement library project using Visual Basic .NET. In Tutorial 1, you will build a Visual Basic interface for the database. This interface will be used as the main terminal in accessing other forms. This tutorial will also discuss how to create login form and login table. You will create login form. Place on the form one picture box, two labels, one combo box, one text box, and two buttons. In Tutorial 2, you will build a school inventory project where you can store information about valuables in school. The

table will have nine fields: Item (description of the item), Quantity, Location (where the item was placed), Shop (where the item was purchased), DatePurchased (when the item was purchased), Cost (how much the item cost), SerialNumber (serial number of the item), PhotoFile (path of the photo file of the item), and Fragile (indicates whether a particular item is fragile or not). In Tutorial 3, you will perform the steps necessary to add 5 new tables using phpMyAdmin into Academy database. You will build each table and add the associated fields as needed. Every table in the database will need input form. In this tutorial,

you will build such a form for Author table. Although this table is quite simple (only four fields: AuthorID, Name, BirthDate, and PhotoFile), it provides a basis for illustrating the many steps in interface design. SQL statement is required by the Command object to read fields (sorted by Name). Then, you will build an interface so that the user can maintain the Publisher table in the database (Academy). The Publisher table interface is more or less the same as Author table interface. This Publisher table interface only requires more input fields. So you will use the interface for the Author table and modify it for the Publisher table. In Tutorial 4,

you will perform the steps necessary to design and implement title form, library member form, and book borrowal form. You start by designing and testing the basic entry form for book titles. The Title table has nine fields: BookTitle, PublishYear, ISBN, PublisherID, AuthorID, Description, Note, Subject, and Comment. Then, you will build such a form for Member table. This table has twelve fields: MemberID, FirstName, LastName, BirthDate, Status, Ethnicity, Nationality, Mobile, Phone, Religion, Gender, and PhotoFile). You need thirteen label controls, one picture box, six text boxes, four comboxes,

one check box, one date time picker, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, six buttons for controlling editing features, one button for searching member's name, and one button to upload member's photo. Finally, you will build such a form for Borrow table. This table has seven fields: BorrowID, MemberID, BorrowCode, ISBN, BorrowDate, ReturnDate, and Penalty. In this form, you need fourteen label controls, seven text boxes, two comboxes, two date time pickers, and one printpreviewdialog. You also need four buttons for navigation, seven buttons for

other utilities, one button to generate borrowal code, and one button to return book.

Discovering Computers, Essentials ©2016 - Misty E.

Vermaat 2015-01-01

The popular DISCOVERING COMPUTERS ESSENTIALS is now revised, based on customer feedback, to reflect the evolving needs of today's Introductory Technology students. This exciting new edition maintains proven hallmarks that ensure students know what they need to be successful digital citizens in college and beyond. This edition offers the latest coverage of today's digital world with an emphasis on enterprise

computing, ethics, Internet search skills, mobile computing, various operating systems, browsers and security. Critical thinking and problem-solving exercises throughout the text reinforce key skills, while end-of-chapter activities provide hands-on practice.

DISCOVERING COMPUTERS ESSENTIALS provides the content your students need, presented in a way that ensures their success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Handbook of Digital Forensics of Multimedia Data and Devices, Enhanced E-Book -

Anthony T. S. Ho 2016-05-20
Digital forensics and multimedia forensics are rapidly growing disciplines whereby electronic information is extracted and interpreted for use in a court of law. These two fields are finding increasing importance in law enforcement and the investigation of cybercrime as the ubiquity of personal computing and the internet becomes ever-more apparent. Digital forensics involves investigating computer systems and digital artefacts in general, while multimedia forensics is a sub-topic of digital forensics focusing on evidence extracted from both normal computer systems and special multimedia

devices, such as digital cameras. This book focuses on the interface between digital forensics and multimedia forensics, bringing two closely related fields of forensic expertise together to identify and understand the current state-of-the-art in digital forensic investigation. Both fields are expertly attended to by contributions from researchers and forensic practitioners specializing in diverse topics such as forensic authentication, forensic triage, forensic photogrammetry, biometric forensics, multimedia device identification, and image forgery detection among many others. Key features: Brings digital and

multimedia forensics together with contributions from academia, law enforcement, and the digital forensics industry for extensive coverage of all the major aspects of digital forensics of multimedia data and devices Provides comprehensive and authoritative coverage of digital forensics of multimedia data and devices Offers not only explanations of techniques but also real-world and simulated case studies to illustrate how digital and multimedia forensics techniques work Includes a companion website hosting continually updated supplementary materials ranging from extended and

updated coverage of standards to best practice guides, test datasets and more case studies

Digital Forensics Processing and Procedures - David Lilburn Watson 2013-08-30

This is the first digital forensics book that covers the complete lifecycle of digital evidence and the chain of custody. This comprehensive handbook includes international procedures, best practices, compliance, and a companion web site with downloadable forms. Written by world-renowned digital forensics experts, this book is a must for any digital forensics lab. It provides anyone who handles digital evidence with a guide to

proper procedure throughout the chain of custody--from incident response through analysis in the lab. A step-by-step guide to designing, building and using a digital forensics lab

A comprehensive guide for all roles in a digital forensics laboratory Based on international standards and certifications

Introductory Computer Forensics - Xiaodong Lin 2018-11-10

This textbook provides an introduction to digital forensics, a rapidly evolving field for solving crimes. Beginning with the basic concepts of computer forensics, each of the book's 21 chapters focuses on a particular

forensic topic composed of two parts: background knowledge and hands-on experience through practice exercises. Each theoretical or background section concludes with a series of review questions, which are prepared to test students' understanding of the materials, while the practice exercises are intended to afford students the opportunity to apply the concepts introduced in the section on background knowledge. This experience-oriented textbook is meant to assist students in gaining a better understanding of digital forensics through hands-on practice in collecting and preserving digital evidence by

completing various exercises. With 20 student-directed, inquiry-based practice exercises, students will better understand digital forensic concepts and learn digital forensic investigation techniques. This textbook is intended for upper undergraduate and graduate-level students who are taking digital-forensic related courses or working in digital forensics research. It can also be used by digital forensics practitioners, IT security analysts, and security engineers working in the IT security industry, particular IT professionals responsible for digital investigation and incident handling or researchers working

in these related fields as a reference book.

CISSP Training Guide - Roberta Bragg 2002

The CISSP (Certified Information Systems Security Professionals) exam is a six-hour, monitored paper-based exam covering 10 domains of information system security knowledge, each representing a specific area of expertise. This book maps the exam objectives and offers numerous features such as exam tips, case studies, and practice exams.

Digital-Forensics and Watermarking - Yun-Qing Shi 2016-03-30

This book constitutes revised selected papers from the 14th

International Workshop on Digital-Forensics and Watermarking, IWDW 2015, held in Tokyo, Japan, in October 2015. The 35 papers presented in this volume were carefully reviewed and selected from 54 submissions. The contributions are organized in topical sections named: digital forensics; steganography and steganalysis; digital watermarking; reversible data hiding; and visual cryptography.

Enhanced Discovering Computers ©2017, Essentials - Misty E. Vermaat 2016-02-15

Readers learn to maximize the use of mobile devices, make the most of online tools for collaboration and

communications, and fully utilize today's Internet capabilities with the latest edition of **DISCOVERING COMPUTERS ESSENTIALS ENHANCED**.

Learners see how technology skills assist in gaining employment and advancing careers. This edition highlights the most recent developments with new emphasis on Web Development, creating a strong web presence, and the latest Windows 10 information. The authors emphasize actionable content with a proven learning structure and practice to reinforce key skills. Self-assessments open each chapter, enabling readers to target study and learn more in

less time. **DISCOVERING COMPUTERS ESSENTIALS ENHANCED** presents the content needed to succeed in a way that ensures understanding. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

**STEP BY STEP TUTORIAL:
JAVA/MYSQL With Object-
Oriented Programming Using
Apache NetBeans IDE PART 3 -**

Vivian Siahaan 2023-02-08

The sakila database consists of 15 tables including film, film_category, actor, customer, rental, payment and inventory among others. The sakila

sample database, which is a fictitious database designed to represent a DVD rental store, is intended to provide a standard schema that can be used for examples in books, tutorials, articles, samples, and so forth. Our books, part 1 and part 2, had been published implementing the first eleven tables in sakila database: actor, language, film, category, film_category, film_actor, country, city, address, store, and staff tables. This book, as part 3, develops step by step object-oriented programming and Java GUI tutorial using NetBeans to implement the remaining four tables, customer, inventory, rental, and payment,

in the Sakila sample database which is a fictitious database designed to represent a DVD rental store.

*STEP BY STEP TUTORIAL:
SQL SERVER FOR DATA
SCIENCE WITH PYTHON GUI*

- Vivian Siahaan 2022-11-13

This book uses the SQL SERVER version of MySQL-based Northwind database. The Northwind database is a sample database that was originally created by Microsoft and used as the basis for their tutorials in a variety of database products for decades. The Northwind database contains the sales data for a fictitious company called “Northwind Traders,” which imports and exports

specialty foods from around the world. The Northwind database is an excellent tutorial schema for a small-business ERP, with customers, orders, inventory, purchasing, suppliers, shipping, employees, and single-entry accounting. The Northwind database has since been ported to a variety of non-Microsoft databases, including SQL SERVER. The Northwind dataset includes sample data for the following: Suppliers: Suppliers and vendors of Northwind; Customers: Customers who buy products from Northwind; Employees: Employee details of Northwind traders; Products: Product information; Shippers: The

details of the shippers who ship the products from the traders to the end-customers; and Orders and Order_Details: Sales Order transactions taking place between the customers & the company. In this project, you will write Python script to create every table and insert rows of data into each of them. You will develop GUI with PyQt5 to each table in the database. You will also create GUI to plot: case distribution of order date by year, quarter, month, week, day, and hour; the distribution of amount by year, quarter, month, week, day, and hour; the distribution of bottom 10 sales by product, top 10 sales by product, bottom 10 sales by

customer, top 10 sales by
customer, bottom 10 sales by
supplier, top 10 sales by
supplier, bottom 10 sales by
customer country, top 10 sales
by customer country, bottom 10
sales by supplier country, top
10 sales by supplier country,
average amount by month with
mean and ewm, average
amount by every month,
amount feature over June 1997,
amount feature over 1998, and
all amount feature.

**New Perspectives Computer
Concepts 2016 Enhanced,
Comprehensive - June Jamrich
Parsons 2016-03-04**

Readers gain a full
understanding of today's digital
world with the cohesive

framework and logical
organization found only in NEW
PERSPECTIVES ON
COMPUTER CONCEPTS 2016,
ENHANCED,
COMPREHENSIVE. This
dynamic book provides the
latest updates on emerging
technology with engaging
learning features, informative
visuals and hands-on activities
proven to increase learning
effectiveness. An insightful
introduction highlights today's
digital evolution, while coverage
of social media and online
security examines concepts
behind today's technology
challenges and trends. Readers
explore the principles underlying
the wide scope of digital

devices in use today with the book's unique focus on the connectivity that pervades modern life. This Enhanced Edition includes a new hands-on programming chapter that lets even readers with no prior coding experience learn to program with instant success using Python™. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Knowledge-Based Intelligent Information and Engineering

Systems - Rajiv Khosla

2005-08-30

Annotation The four volume set LNAI 3681, LNAI 3682, LNAI

3683, and LNAI 3684 constitute the refereed proceedings of the 9th International Conference on Knowledge-Based Intelligent Information and Engineering Systems, KES2005, held in Melbourne, Australia in September 2005. The 716 revised papers presented were carefully reviewed and selected from nearly 1400 submissions. The papers present a wealth of original research results from the field of intelligent information processing in the broadest sense; topics covered in the first volume are intelligent design support systems, data engineering, knowledge engineering and ontologies, knowledge discovery and data

mining, advanced
network application, approaches
and methods of security
engineering, chance discovery,
information hiding and
multimedia signal processing,
soft computing techniques and
their applications, intelligent
agent technology and
applications, smart systems,
knowledge - based
interface systems, intelligent
information processing for
remote sensing, intelligent
human computer interaction
systems, experience
management and knowledge
management, network (security)
real-time and fault tolerant
systems, advanced network
application and real-time

systems, and intelligent
watermarking algorithms.
*Forensic Science Education and
Training - Anna Williams*
2017-04-12
A comprehensive and
innovative guide to teaching,
learning and assessment in
forensic science education and
practitioner training Includes
student exercises for mock
crime scene and disaster
scenarios Addresses innovative
teaching methods including
apps and e-gaming Discusses
existing and proposed teaching
methods
Digital Forensic Education -
Xiaolu Zhang 2019-07-24
In this book, the editors explain
how students enrolled in two

digital forensic courses at their institution are exposed to experiential learning opportunities, where the students acquire the knowledge and skills of the subject-matter while also learning how to adapt to the ever-changing digital forensic landscape. Their findings (e.g., forensic examination of different IoT devices) are also presented in the book. Digital forensics is a topic of increasing importance as our society becomes “smarter” with more of the “things” around us being internet- and inter-connected (e.g., Internet of Things (IoT) and smart home devices); thus, the increasing likelihood that we

will need to acquire data from these things in a forensically sound manner. This book is of interest to both digital forensic educators and digital forensic practitioners, as well as students seeking to learn about digital forensics.

New Perspectives on Computer Concepts 2016, Comprehensive

- June Jamrich Parsons
2015-06-22

Readers gain a full understanding of today’s digital world with the cohesive framework and logical organization found only in

Parsons’ NEW

PERSPECTIVES ON

COMPUTER CONCEPTS 2016,

COMPREHENSIVE. Newly

revised and reorganized, this dynamic book provides the latest updates on emerging technology with engaging learning features, informative visuals and hands-on activities proven to increase learning effectiveness. A new introduction highlights today's digital evolution, while new coverage of social media and online security examines concepts behind the trends. Readers explore the principles behind the wide scope of digital devices in use today with the book's enhanced focus on the connectivity that pervades modern life. Important Notice: Media content referenced within the product description or the

product text may not be available in the ebook version.

Python GUI For Signal and Image Processing - Vivian Siahaan 2019-10-05

You will learn to create GUI applications using the Qt toolkit.

The Qt toolkit, also popularly known as Qt, is a cross-platform application and UI framework developed by Trolltech, which is used to develop GUI applications. You will develop an existing GUI by adding several Line Edit widgets to read input, which are used to set the range and step of the graph (signal). Next, Now, you can use a widget for each graph. Add another Widget from Containers in

gui_graphics.ui using Qt Designer. Then, Now, you can use two Widgets, each of which has two canvases. The two

canvases has QVBoxLayout in each Widget. Finally, you will apply those Widgets to display the results of signal and image processing techniques.