1. Record Nr. UNIBAS000036190

Autore	Guerra, Idillio
Titolo	Provvedimenti in favore dei territori montani : testo completo della nuova legge, commento analitico articolo per articolo, tutte le disposizioni richiamate, trattazione dettagliata dei benefici concessi : legge 25 luglio 1952, n. 991 pubblicata nella Gazzetta Ufficiale del 31 luglio 1952, n. 176 / Idillio Guerra, Romualdo Pandini
Pubbl/distr/stampa	Roma : Istituto Dante, stampa 1952
Descrizione fisica	144 p. ; 17 cm.
Altri autori (Persone)	Pandini, Romualdo
Disciplina	354.3 333.720945
Soggetti	Zone montane - Legislazione Ambiente naturale - Protezione - Zone montane
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr. UNISALENTO991000837979707536

Autore	Przytycki, Feliks
Titolo	Conformal fractals : ergodic theory methods / Feliks Przytycki, Mariusz Urbanski
Pubbl/distr/stampa	Cambridge ; New York : Cambridge University Press, 2010
ISBN	9780521438001
Descrizione fisica	x, 354 p. : ill. ; 23 cm
Collana	London Mathematical Society lecture note series, 0076-0552 ; 371
Classificazione	AMS 37C45 LC QA609.P79
Altri autori (Persone)	Urbanski, Mariuszauthor
Disciplina	514.742
Soggetti	Conformal geometry Fractals Ergodic theory Iterative methods (Mathematics)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

3. Record Nr. UNINA9910338012203321

Autore	Wang Wallace
Titolo	Pro iPhone Development with Swift 5 : Design and Manage Top Quality Apps / / by Wallace Wang
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2019
ISBN	9781484249444 1484249445
Edizione	[2nd ed. 2019.]
Descrizione fisica	1 online resource (XIII, 593 p. 217 illus.)
Disciplina	004.165
Soggetti	Apple computers Computer programming Apple and iOS Programming Techniques
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Chapter 1: Organizing Code -- Chapter 2: Debugging Code -- Chapter 3: Understanding Closures -- Chapter 4: Multithreaded Programming with Grand Central Dispatch -- Chapter 5: Understanding the Application Life Cycle -- Chapter 6: Understanding Data Persistence -- Chapter 7: Passing Data Between Files -- Chapter 8: Translating with Localization -- Chapter 9: Using 3D Touch -- Chapter 10: Detecting Motion and Orientation -- Chapter 11: Using Location and Maps -- Chapter 12: Playing Audio and Video -- Chapter 13: Using the Camera -- Chapter 14:Using WebKit -- Chapter 15: Displaying Animation -- Chapter 16: Using Machine Learning -- Chapter 17: Using Facial and Text Recognition -- Chapter 18: Using Speech -- Chapter 19: Understanding SiriKit -- Chapter 20: Understanding ARKit -- Chapter 21: Interacting with Augmented Reality. .
Sommario/riassunto	If you've already learned the basics of Swift and iOS programming, it's time to take your skills to the next level. In this follow up work to the best-selling Beginning iPhone Development with Swift, you'll learn tips for organizing and debugging Swift code, using multi-threaded programming with Grand Central Dispatch, passing data between view controllers, and designing apps for multiple languages. You'll also see

how to play audio and video files, access the camera and save pictures to the Photos library, use location services to pinpoint your position on a map, display web pages, and create animation to spice up any user interface. Finally, you'll learn how to use Apple's advanced frameworks for machine learning, facial and text recognition, and creating augmented reality apps. Pro iPhone Development with Swift 5 provides insightful instruction on how to improve your existing apps or create powerful new iOS apps using the latest version of the Swift programming language. .