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| 1. Record Nr. | UNICAMPANIASUN0044768 |
| Autore | Byrnes, Christopher I. |
| Titolo | Output regulation of uncertain nonlinear systems / Christopher I. Byrnes, Francesco Delli Priscoli, Alberto Isidori |
| Pubbl/distr/stampa | Boston : Birkhäuser, 1997 |
| ISBN | 08-17-63997-7 |
| Descrizione fisica | IX, 120 p. ; 24 cm. |
| Altri autori (Persone) | Isidori, Alberto
Delli Priscoli, Francesco |
| Lingua di pubblicazione | Inglese |
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| Livello bibliografico | Monografia |
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| 2. Record Nr. | UNINA9910465457803321 |
| Autore | McWherter Jeff C. |
| Titolo | Professional mobile application development / / Jeff McWherter, Scott Gowell |
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1-118-22842-1 |
| Edizione | [1st edition] |
| Descrizione fisica | 1 online resource (436 pages) |
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| Soggetti | Mobile computing - Programming
Application software - Development
Electronic books. |
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| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Nota di bibliografia | Includes index. |

Nota di contenuto

Professional Mobile Application Development; About the Authors; About the Contributors; Credits; Acknowledgments; Contents; Introduction; Who This Book Is For; What This Book Covers; How This Book Is Structured; Chapter 1: Preliminary Considerations; Chapter 2: Diving into Mobile: App or Website?; Chapter 3: Creating Consumable Web Services for Mobile Devices; Chapter 4: Mobile User Interface Design; Chapter 5: Mobile Websites; Chapter 6: Getting Started with Android; Chapter 7: Getting Started with iOS; Chapter 8: Getting Started with Windows Phone 7; Chapter 9: Getting Started with BlackBerry; Chapter 10: Getting Started with Appcelerator Titanium; Chapter 11: Getting Started with PhoneGap; Chapter 12: Getting Started with MonoTouch and Mono for Android; Conventions; Source Code; Errata; P2P.Wrox.Com; Chapter 1: Preliminary Considerations; Why You Might Be Here; Competition; Quality vs. Time to Market; Legacy System Integration; Mobile Web vs. Mobile App; Cost of Development; Hardware; Software; Licenses and Developer Accounts; Documentation and APIs; The Bottom Line; Importance of Mobile Strategies in the Business World; Why Is Mobile Development Difficult? Mobile Development Today; Mobile Myths; Third-Party Frameworks; Appcelerator Titanium Mobile Framework; Nitobi PhoneGap; MonoDroid and MonoTouch; Summary; Chapter 2: Diving into Mobile: App or Website?; Mobile Web Presence; Mobile Content; Mobile Browsers; Mobile Applications; You're a Mobile App If . . .; When to Create an App; Benefits of a Mobile App; Marketing; Quick Response Codes; The Advertising You Get from the App Market; Third-Party Markets; Your App as a Mobile Web App; Summary; Chapter 3: Creating Consumable Web Services for Mobile Devices; What Is a Web Service? Examples of Web Services; Advantages of Web Services; Web Services Languages (Formats); eXtensible Markup Language (XML); JavaScript Object Notation (JSON); Transferring Nontextual Data; Creating an Example Web Service; Using the Microsoft Stack; Using the Linux Apache MySQL PHP (LAMP) Stack; Debugging Web Services; Tools; Advanced Web Service Techniques; Summary; Chapter 4: Mobile User Interface Design; Effective Use of Screen Real Estate; Embrace Minimalism; Use a Visual Hierarchy; Stay Focused; Understanding Mobile Application Users; Proximity; Closure; Continuity; Figure and Ground Similarity; The Social Aspect of Mobile; Usability; Accessibility; Understanding Mobile Information Design; Information Display; Design Patterns; Content Structure and Usage; Understanding Mobile Platforms; Android; iOS; BlackBerry OS; Windows Phone 7; Mobile Web Browsers; Using the Tools of Mobile Interface Design; User Acceptance Testing; Information Design Tools; Summary; Chapter 5: Mobile Websites; Choosing a Mobile Web Option; Why Do People Use Your Website on Mobile Devices?; What Can Your Current Website Accommodate?; How Much Do You Want to Provide for Mobile Users?; Adaptive Mobile Websites

Sommario/riassunto

Create applications for all major smartphone platforms Creating applications for the myriad versions and varieties of mobile phone platforms on the market can be daunting to even the most seasoned developer. This authoritative guide is written in such a way that it takes your existing skills and experience and uses that background as a solid foundation for developing applications that cross over between platforms, thereby freeing you from having to learn a new platform from scratch each time. Concise explanations walk you through the tools and patterns for developing for all the mobi

3. Record Nr.	UNISA996393813303316
Autore	Ellis Clement <1630-1700.>
Titolo	The Protestant resolved, or, A discourse shewing the unreasonableness of his turning Roman Catholick for salvation [[electronic resource]]
Pubbl/distr/stampa	London, : Printed for William Rogers, 1688
Descrizione fisica	[2], 80 p
Altri autori (Persone)	SherlockWilliam <1641?-1707.>
Soggetti	Protestantism Salvation
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Attributed to Clement Ellis. Cf. Wing (2nd ed.). Reproduction of original in: Trinity College (Dublin, Ireland). Library.
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