1. Record Nr. UNICASNAP0158607

Autore	Niccolini, Giovanni
Titolo	I fasti dei tribuni della plebe / Giovanni Niccolini
Pubbl/distr/stampa	Milano, : A. Giuffrè, 1934
Descrizione fisica	XIV, 589 p. ; 24 cm.
Collana	Fondazione Guglielmo Castelli ; 7
Disciplina	340.54 937.05
Soggetti	Tribuni della plebe
Lingua di pubblicazione	Italiano Latino
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr. UNISALENTO991004262838107536

Autore	Steidl, Carlo
Titolo	Manuale pei calcoli d'interesse e d'annualità pei mutui sula cassa dei depositi e prestiti alle provincie e comuni del Regno / di Carlo Steidl
Pubbl/distr/stampa	Roma : Stamperia reale, 1892
Edizione	[2. ed. riveduta ed ampliata]
Descrizione fisica	227 p. ; 23 cm
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

3. Record Nr. UNINA9910632480603321

Autore	Brusca Victor G.
Titolo	Introduction to Java Through Game Development : Learn Java Programming Skills by Working with Video Games / / by Victor G. Brusca
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2023
ISBN	9781484289518 148428951X
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (256 pages)
Disciplina	005.133
Soggetti	Programming languages (Electronic computers) Video games - Programming Programming Language Game Development
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Chapter 1: Introduction -- Chapter 2: What is Java Programming -- Chapter 3: Variables -- Chapter 4: Expressions and Operators, Flow Control, and More on Variables -- Chapter 5: More Data Structures -- Chapter 6: Looping and Iteration -- Chapter 7: Objects, Classes, and OOP -- Chapter 8: Encapsulation, Inheritance, and Polymorphism -- Chapter 9: Debugging Techniques -- Chapter 10: Conclusion.
Sommario/riassunto	Interested in learning how to program with Java? Let’s face it, the best way to learn to program is by writing programs. This can be a daunting proposition with the specter of hours of simple command line example programs hanging over your head. Fear not! Now you can learn to program in Java in a fun way by working on video games. With this book, you’ll get to work with three Java game projects and have access to the complete game code for each project, including a full Java game engine. After completing Introduction to Java through Game Development, you’ll be proficient in Java programming, having worked with the language’s fundamental aspects throughout the text, and will be ready to further your Java and game programming expertise with confidence. You will: Master the fundamentals of the Java programming

language Use different data structures like arrays, lists, stacks, and queues Understand game programming basics including the main game loop Gain experience working with three different game projects via the book’s coding challenges Work with the 2D game engine that powers the book's included games and learn to create your own new game projects Understand advanced Java topics like classes, encapsulation, inheritance, and polymorphism Work with exceptions and how to use debugging techniques to trace through code Sharpen your skills with over a dozen coding challenges that test your abilities with a development task on a real game project.