1. Record Nr. UNINA990008257930403321

Autore	Vitale, Agostino
Titolo	Ordinamento del Ministero delle finanze / Agostino Vitale
Pubbl/distr/stampa	Roma : CieRre, [1991?]
ISBN	88-7137-130-5
Descrizione fisica	95 p. ; 21 cm
Collana	Manuali per concorsi ed esami
Disciplina	353.22
Locazione	DDA
Collocazione	VI I 637
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr. UNINA9910784891403321

Autore	Babin Steve
Titolo	Developing software for Symbian OS [[electronic resource]] : a beginner's guide to creating Symbian OS v9 smartphone applications in C++ / / Steve Babin ; reviewed by Antony Pranata ... [et al.]
Pubbl/distr/stampa	Chichester, England ; ; Hoboken, NJ, : John Wiley & Sons, c2007
ISBN	1-281-32194-X 9786611321949 0-470-72646-6
Edizione	[2nd ed.]
Descrizione fisica	1 online resource (462 p.)
Collana	Symbian Press
Disciplina	621.3845/6
Soggetti	Mobile communication systems - Computer programs Operating systems (Computers) C++ (Computer program language)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references (p. [413]-414) and index.
Nota di contenuto	Developing Software for Symbian OS; Contents; Foreword (Jo Stichbury); Foreword (Warren Day); Biography; Author Acknowledgments; Symbian Press Acknowledgments; Symbian OS Code Conventions and Notations Used in the Book; 1 Smartphones and Symbian OS; 1.1 Notes on this New Edition; 1.2 Smartphone Concepts; 1.3 Smartphone Features; 1.4 The Mobile OS; 1.5 Symbian OS - A Little History; 1.6 Symbian OS Smartphones; 1.7 Other Smartphone Operating Systems; 2 Symbian OS Quick Start; 2.1 What Do You Need to Get Started?; 2.2 Firing Up the Development Tools; 2.3 Simple Example Application 2.4 Building and Executing on the Emulator2.5 A Carbide.c++ Project; 2.6 Building for the Smartphone; 3 Symbian OS Architecture; 3.1 Components in Symbian OS; 3.2 Multitasking in Symbian OS; 3.3 Shared Code: Libraries, DLLs, and Frameworks; 3.4 Client-Server Model; 3.5 Memory in Symbian OS; 3.6 The Kernel; 3.7 Active Objects and Asynchronous Functions; 3.8 GUI Architecture; 3.9 High-Performance Graphics; 3.10 The Communication Architecture; 3.11 Application Engines and Services; 3.12 Platform Security; 4 Symbian OS Programming Basics; 4.1 Use of C++ in Symbian OS 4.2 Non-standard C++ Characteristics4.3 Basic Data Types; 4.4 Symbian OS Classes; 4.5 Exception Error Handling and Cleanup; 4.6 Libraries; 4.7 Executable Files; 4.8 Naming Conventions; 4.9 Summary; 5 Symbian OS Build Environment; 5.1 SDK Directory Structure; 5.2 Build System Overview; 5.3 Basic Build Flow; 5.4 Build Targets; 5.5 What is a UID?; 5.6 The Emulator; 5.7 Building Shared Libraries; 5.8 DLL Interface Freezing; 5.9 Installing Applications on the Smartphone; 6 Strings, Buffers, and Data Collections; 6.1 Introducing the Text Console; 6.2 Descriptors for Strings and Binary Data 6.3 The Descriptor Classes6.4 Descriptor Methods; 6.5 Converting Between 8-Bit and 16-Bit Descriptors; 6.6 Dynamic Buffers; 6.7 Templates in Symbian OS; 6.8 Arrays; 6.9 Other Data Collection Classes; 7 Platform Security and Symbian Signed; 7.1 What is Platform Security?; 7.2 What Platform Security is Not; 7.3 What this Means to a Developer; 7.4 Capabilities for API Security; 7.5 Application Signing in Symbian; 7.6 Getting Your Application Symbian Signed; 7.7 Developer Certificates; 8 Asynchronous Functions and Active Objects; 8.1 Asynchronous Functions; 8.2 Introducing Active Objects 8.3 The Active Scheduler8.4 Active Scheduler Error Handling; 8.5 Active Object Priorities; 8.6 Canceling Outstanding Requests; 8.7 Removing an Active Object; 8.8 Active Object Example; 8.9 Active Object Issues; 8.10 Using Active Objects for Background Tasks; 9 Processes, Threads, and Synchronization; 9.1 Processes; 9.2 Using Threads on Symbian OS; 9.3 Sharing Memory Between Processes; 9.4 Memory Chunks; 9.5 Thread Synchronization; 10 Client-Server Framework; 10.1 Client-Server Overview; 10.2 A Look at the Client-Server Classes; 10.3 Client-Server Example 11 Symbian OS TCP/IP Network Programming
Sommario/riassunto	Many problems encountered by engineers developing code for specialized Symbian subsystems boil down to a lack of understanding of the core Symbian programming concepts. Developing Software for Symbian OS remedies this problem as it provides a comprehensive coverage of all the key concepts. Numerous examples and descriptions are also included, which focus on the concepts the author has seen developers struggle with the most. The book covers development ranging from low-level system programming to end user GUI applications. It also covers the development and packaging tools, as

well as providing