1. Record Nr. UNINA990009965450403321

Autore	Gross, Matthias
Titolo	Renewable energies / Matthias Gross and Rüdiger Mautz
Pubbl/distr/stampa	London ; New York : Routledge, 2015
ISBN	9780415858618
Descrizione fisica	176 p. : fig., tab. ; 21 cm
Collana	Key ideas
Altri autori (Persone)	Mautz, Rüdiger
Disciplina	333.794
Locazione	BFS
Collocazione	333.794 GRO 2
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr. UNINA9910461766503321

Autore	Fernandez Michelle M
Titolo	Corona SDK mobile game development [[electronic resource]] : beginner's guide : create monetized games for iOS and Android with minimum cost and code / / Michelle M. Fernandez
Pubbl/distr/stampa	Olton, Birmingham [England], : Packt Pub., 2012
ISBN	1-280-68647-2 9786613663412 1-84969-189-4
Descrizione fisica	1 online resource (408 p.)
Collana	Learn by doing : less theory, more results
Disciplina	794.8/1526 794.81
Soggetti	Mobile games Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started With Corona SDK; Downloading and installing Corona; Time for action - setting up and activating Corona on Mac OS X; Time for action - setting up and activating Corona on Windows; Using the simulator on Mac and Windows; Time for action - viewing a sample project in the simulator; Choosing a text editor; Developing on devices; Time for action - downloading and installing Xcode; Time for action - creating a Hello World application in two lines of code Time for action - modifying our applicationTime for action - applying a new font name to your application; Testing our application on an iOS device; Time for action - obtaining the iOS developer certificate; Adding iOS devices; Xcode; iTunes; Time for action - adding/registering your iOS device; Time for action - creating an App ID; Provisioning Profiles; Time for action - creating a Provisioning Profile; Application icon; Creating the Hello World build for iOS; Time for action - creating an iOS build; Time for action - loading an app on your iOS device

Testing our application on an Android deviceCreating the Hello World build for Android; Time for action - creating an Android build; Time for action - loading an app on your Android device; Summary; Chapter 2: Lua Crash Course and the Corona Framework; Lua to the rescue; Valuable variables; Global variables; Local variables; Table fields (properties); Assignment conventions; Types of values; Time for action - printing values using blocks; Expressions; Arithmetic operators; Relational operators; Logical operators; Concatenation; Length operator; Precedence; Strings; Quoting strings
Time for action - getting our hands full of stringsTables; Passing a table as an array; Altering contents in a table; Populating a table; Objects; Display objects; Display properties; Object methods; Images; Loading an image; Image autoscaling; Time for action - placing images on screen; Runtime configuration; Dynamic content scaling; Dynamic content alignment; Dynamic image resolution; Frame rate control and anti-aliasing; Time for action - scaling display objects on multiple devices; Dynamic resolution images; Time for some shapes; Applying stroke width, fill color, and stroke color
Text, text, textApplying color and string value; Functions; Defining a function; More display functions; Content size properties; Optimizing your workflow; Using memory efficiently; Optimizing your display images; Summary; Chapter 3: Building our First Game: Breakout; Breakout-bringing back old-school gaming; Understanding Corona physics API; Setting up the physics world; Starting, pausing, and stopping physics; physics.setGravity; physics.getGravity; Tilt-based gravity; physics.setScale; physics.setDrawMode; physics.setPositionIterations; physics.setVelocityIterations
Configuring the application

Sommario/riassunto

You will learn by doing. First a brief crash course in Lua and Corona. Once this is done you will be thrown straight into creating fully functional complete games chapter by chapter. Certain chapters are reserved for adding advanced features such as multiple device integration, social networking and monetization. This book is for anyone who wants to have a go at creating commercially successfully games for Android and iOS. You don't need game development or programming experience.

3. Record Nr. UNINA9910798900903321

Autore	Sharma Atul
Titolo	Introduction to computational fluid dynamics : development, application and analysis / / Dr. Atul Sharma
Pubbl/distr/stampa	West Sussex, [England] : , : Wiley, , 2017 ©2017
ISBN	1-119-00303-2 1-119-36918-5 1-119-00301-6
Descrizione fisica	1 online resource (416 p.)
Collana	Ane/Athena Books
Disciplina	621.40229999999997
Soggetti	Computational fluid dynamics
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 and index.
Nota di contenuto	Cover; Title Page ; Copyright ; Dedication; FOREWORD; PREFACE; Contents; Part I. INTRODUCTION AND ESSENTIALS; 1. Introduction; 1.1 CFD: What is it?; 1.1.1 CFD as a Scientic and Engineering Analysis Tool; 1.1.2 Analogy with a Video-Camera; 1.2 CFD: Why to study?; 1.3 Novelty, Scope, and Purpose of this Book; 2. Introduction to CFD: Development, Application, and Analysis; 2.1 CFD Development; 2.1.1 Grid Generation: Pre-Processor; 2.1.2 Discretization Method: Algebraic Formulation; 2.1.3 Solution Methodology: Solver; 2.1.4 Computation of Engineering-Parameters: Post-Processor; 2.1.5 Testing 2.2 CFD Application2.3 CFD Analysis; 2.4 Closure; 3. Essentials of Fluid-Dynamics and Heat-Transfer for CFD; 3.1 Physical Laws; 3.1.1 Fundamental/Conservation Laws; 3.1.2 Subsidiary Laws; 3.2 Momentum and Energy Transport Mechanisms; 3.3 Physical Law based Differential Formulation; 3.3.1 Continuity Equation; 3.3.2 Transport Equation; 3.4 Generalized Volumetric and Flux Terms, and their Differential Formulation; 3.4.1 Volumetric Term; 3.4.2 Flux-Term; 3.4.3 Discussion; 3.5 Mathematical Formulation; 3.5.1 Dimensional Study; 3.5.2 Non-Dimensional Study; 3.6 Closure 4. Essentials of Numerical-Methods for CFD4.1 Finite Difference Method: A Differential to Algebraic Formulation for Governing PDE and BCs; 4.1.1 Grid Generation; 4.1.2 Finite Difference Method; 4.1.3

Applications to CFD; 4.2 Iterative Solution of System of LAEs for a Flow Property; 4.2.1 Iterative Methods; 4.2.2 Applications to CFD; 4.3 Numerical Differentiation for Local Engineering Parameters; 4.3.1 Differentiation Formulas; 4.3.2 Applications to CFD; 4.4 Numerical Integration for the Total value of Engineering-Parameters; 4.4.1 Integration Rules; 4.4.2 Applications to CFD; 4.5 Closure ProblemsPart II. CFD FOR A CARTESIAN-GEOMETRY; 5. Computational Heat Conduction; 5.1 Physical Law based Finite Volume Method; 5.1.1 Energy Conservation Law for a Control Volume; 5.1.2 Algebraic Formulation; 5.1.3 Approximations; 5.1.4 Approximated Algebraic-Formulation; 5.1.5 Discussion; 5.2 Finite Difference Method for Boundary Conditions; 5.3 Flux based Solution Methodology on a Uniform Grid: Explicit-Method; 5.3.1 One-Dimensional Conduction; 5.3.2 Two-Dimensional Conduction; 5.4 Coefficients of LAEs based Solution Methodology on a Non-Uniform Grid: Explicit and Implicit Method
5.4.1 One-Dimensional Conduction5.4.2 Two-Dimensional Conduction; Problems; 6. Computational Heat Advection; 6.1 Physical Law based Finite Volume Method; 6.1.1 Energy Conservation Law for a Control Volume; 6.1.2 Algebraic Formulation; 6.1.3 Approximations; 6.1.4 Approximated Algebraic Formulation; 6.1.5 Discussion; 6.2 Flux based Solution Methodology on a Uniform Grid: Explicit-Method; 6.2.1 Explicit-Method; 6.2.2 Implementation Details; 6.2.3 Solution Algorithm; 6.3 Coefficients of LAEs based Solution Methodology on a Non-Uniform Grid: Explicit and Implicit Method
6.3.1 Advection Scheme on a Non-Uniform Grid

4. Record Nr. UNINA9910827866203321

Autore	Flanagan Tom
Titolo	Winning power : Canadian campaigning in the twenty-first century / / Tom Flanagan
Pubbl/distr/stampa	Montreal : , : McGill-Queen's University Press, , [2014] ©2014
ISBN	0-7735-9037-4 0-7735-9036-6
Descrizione fisica	1 online resource (243 p.)
Disciplina	324.70971
Soggetti	Political campaigns - Canada Campaign funds - Canada Political campaigns - Technological innovations - Canada Political campaigns - Alberta
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	part I. The permanent reality of campaigning -- part II. The changing reality of campaigning -- part III. Fear and loathing in Alberta.
Sommario/riassunto	Campaigns are central to the practice of modern democracy and integral to political participation in the twenty-first century. This book draws on decades of experience teaching political science and managing political campaigns to inform readers about what goes on behind the scenes.