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Autore	Rogers Richard <1965->
Titolo	Issue mapping for an ageing Europe / / Richard Rogers, Natalia Sanchez-Querubin and Aleksandra Kil ; cover design, Stefania Guerra
Pubbl/distr/stampa	Amsterdam, [Netherlands] : , : Amsterdam University Press, , 2015 ©2015
ISBN	90-485-2445-8
Descrizione fisica	1 online resource (160 pages) : illustrations
Collana	Open Access e-Books Knowledge Unlatched
Disciplina	305.26094
Soggetti	Population aging - Europe Digital mapping Electronic books. Europe Europa
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Front matter -- Contents -- Acknowledgements -- 1. Introduction: Issue mapping, ageing, and digital methods -- 2. A social cartography of ageing -- 3. A risk cartography of ageing -- 4. A critical cartography of ageing -- 5. Conclusion: Mapping for an ageing Europe -- Glossary of tools used -- References -- Notes -- Index
Sommario/riassunto	In Europe, the old will soon outnumber the young-an event that will threaten the stability of both pension and healthcare systems while also changing the migration patterns of those who need and provide care. This volume uses new media technologies to map this urgent issue. The latest theoretical approaches to issue mapping are put into practice via online mapping techniques, demonstrations of ways to explore the complex issue of demographics, and discussion of the debates surrounding available online data. By employing websites of non-governmental organizations, search engine queries identifying cultural philosophies about ageing, and more, the contributors to this volume have defined the agenda for ageing issues throughout Europe.

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Autore	Boco Fabrizio
Titolo	Arduino iOS blueprints : integrate the Arduino and iOS platforms to design amazing real-world projects that sense and control external devices / / Fabrizio Boco
Pubbl/distr/stampa	Birmingham : , : Packt Publishing, , 2015
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Descrizione fisica	1 online resource (240 p.)
Collana	Community experience distilled
Soggetti	Arduino (Programmable controller) Arduino (Programmable controller) - Programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Cover ; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Arduino and iOS - Platforms and Integration ; Hardware and software requirements; Hardware requirements for the Arduino platform; Software requirements for the Arduino platform; Hardware requirements for the iOS platform; Software requirements for the iOS platform; Arduino and the development environment setup; IDE installation; iOS and the development environment setup; Xcode installation; Communication methods between Arduino and iOS devices; TCP/IP versus Bluetooth SummaryChapter 2: Bluetooth Pet Door Locker ; Door locker requirements; Hardware; Required materials and electronics components; Assembly latch and servo motor; Electronic circuit; Arduino code; Installing additional required libraries; Initializing global variables and libraries; Setup code; Main program ; Testing and tuning the Arduino side; iOS code; Creating the Xcode project; Designing the application user interface for BLEConnectionViewController ; Designing the application user interface for PetDoorLockerViewController ; Writing code for BLEConnectionViewController Writing code for PetDoorLockerViewControllerTesting the iOS app; How to go further; Different types of sensors; Summary; Chapter 3: Wi-Fi Power Plug ; Wi-Fi power plug requirements; Hardware; Additional electronics components; Electronic circuit; Arduino code; Setup code;

Main program ; iOS code; Creating the Xcode project ; Adding a new view controller ; Adding a class for storing the information of each activation ; Designing the application user interface for WiFiConnectionViewController ; Designing the application user interface for PowerPlugViewController
Designing the application user interface for ActivationsTableViewController Writing code for the WiFiConnectionViewController; Writing code for AppDelegate; Writing code for PowerPlugViewController; Writing code for ActivationsTableViewController; Writing code for ActivationTableViewController; Testing and tuning; How to access the power plug from anywhere in the world; Port forwarding; Dynamic DNS; How to go further; Summary; Chapter 4: iOS Guided Rover ; iOS guided rover requirements; Hardware; Additional electronic components; What's an accelerometer?; Electronic circuit
How to make the rover turnHow to mount the accelerometer; Arduino code; Setup code; Motor control functions; Main program; iOS code; Creating the Xcode project ; Writing code for BLEConnectionViewController; Writing code for RoverViewController; Code to control the rover manually; Testing the Rover with manual driving; Code for controlling the rover by the means of the iOS accelerometer; Driving the rover by the means of the iOS device movement; Code for controlling the rover by voice commands; Driving the rover by voice commands; Testing and tuning; How to go further; Summary
Chapter 5: TV Set Constant Volume Controller