1.

Record Nr.	UNINA9910260619903321
Titolo	Passive solar buildings / / edited by J. Douglas Balcomb
Pubbl/distr/stampa	Cambridge, Massachusetts : , : MIT Press, , c1992
	[Piscataqay, New Jersey] : , : IEEE Xplore, , [2008]
ISBN	0-262-02341-5
Descrizione fisica	1 PDF (viii, 534 pages) : illustrations
Collana	Solar heat technologies: fundamentals and applications ; ; 7
Altri autori (Persone)	BalcombJ. Douglas
Disciplina	690/.8370472
	697/.78
Soggetti	Civil & Environmental Engineering
	Engineering & Applied Sciences
	Civil Engineering
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Introduction / J. Douglas Balcomb -- Building solar gain modeling / Patrick J. Burns -- Simulation analysis / Philip W. B. Niles -- Simplified methods / G. F. Jones, William O. Wray -- Materials and components / Timothy E. Johnson --
Sommario/riassunto	This companion to Passive Cooling and Solar Building Architecture (volumes 8 and 9) describes developments in passive solar technology that will save time, energy, and resources in planning for the buildings of the future. It is filled with tips and useful research for architects and designers and includes three substantial chapters on general modeling."Passive solar heating works. Properly designed and constructed, it is cost-effective, practical, comfortable, and aesthetic." Balcomb's introductory remarks set the tone for the rest of the contributions, which describe the considerable record of achievements in passive solar heating. Balcomb summarizes and evaluates the era between 1976 and 1983 when most of the major developments took place and highlights the design features that have contributed to effective buildings.Three chapters cover modeling passive systems (applicable to both heating and cooling), and six chapters focus on the application of passive solar heating, with emphasis on components, analytical results for specific systems, test modules, subsystem

integration into buildings, performance monitoring and results, and design tools.J. Douglas Balcomb is a Principal Engineer with the Solar Energy Research Institute.

2.	Record Nr.	UNINA9910153221803321
	Autore	Azar Erik
	Titolo	Swift data structure and algorithms : master the most common algorithms and data structures, and learn how to implement them efficiently using the most up-to-date features of Swift 3 / / Erik Azar, Mario Eguiluz Alebicto
	Pubbl/distr/stampa	Birmingham, England ; ; Mumbai, [India] : , : Packt Publishing, , 2016 ©2016
	ISBN	1-78588-465-4
	Edizione	[1st edition]
	Descrizione fisica	1 online resource (280 pages)
	Disciplina	005.3
	Soggetti	Swift (Computer program language) Application software - Development
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Sommario/riassunto	Master the most common algorithms and data structures, and learn how to implement them efficiently using the most up-to-date features of Swift 3 About This Book Develop a deep understanding of the collections in the Swift Standard Library with this step-by-step guide Develop native Swift data structures and algorithms for use in mobile, desktop, and server-based applications Learn about performance efficiency between different data structures and algorithms Who This Book Is For This book is for developers who want to learn how to implement and use common data structures and algorithms natively in Swift. Whether you are a self-taught developer without a formal technical background or you have a degree in Computer Science, this book will provide with the knowledge you need to develop advanced data structures and algorithms in Swift using the latest language

features. What You Will Learn Get to know about the basic data structures and how to use the Swift REPL Use the Swift Standard Library collections bridging to Objective-C collections, and find out about protocol-oriented programming Find out about Swift generators and sequences, and see how to use them to implement advanced data structures such as Stack, StackList, Queue, and LinkedList Implement sorting algorithms such as Insertion Sort, Merge Sort, and Quick Sort and understand the performance trade-offs between them See how to implement various binary trees, B-Tree, and Splay Trees Perform advanced searching methods using Red-Black trees, AVL trees, and Trie trees, and take a look at several substring search algorithms Get to know about the data structures used in graphs and how to implement graphs such as depth-first search, breadth-first search, directed graphs, spanning tree, and shortest path Explore algorithm efficiency and see how to measure it In Detail Apple's Swift language has expressive features that are familiar to those working with modern functional languages, but also provides backward support for Objective-C and Apple's legacy frameworks. These features are attracting many new developers to start creating applications for OS X and iOS using Swift. Designing an application to scale while processing large amounts of data or provide fast and efficient searching can be complex, especially running on mobile devices with limited memory and bandwidth. Learning about best practices and knowing how to select the best data structure and algorithm in Swift is crucial to the success of...