1.
Record Nr.	UNINA9910155774103321
Autore	Acita Tom
Titolo	Merkels gold : thriller / / Tom Acita
Pubbl/distr/stampa	Hamburg, [Germany] : , : tredition, , 2015 ©2015
ISBN	3-7345-7565-6
Descrizione fisica	1 online resource (317 pages)
Disciplina	813.54
Soggetti	Robbery Conspiracy Man-woman relationships
Lingua di pubblicazione	Tedesco
Formato	Materiale a stampa
Livello bibliografico	Monografia

2.	Record Nr.	UNINA9911008907303321
	Autore	Zaccagnino Carmine
	Titolo	Programming Flutter : native, cross-platform apps the easy way / / by Carmine Zaccagnino
	Pubbl/distr/stampa	[Place of publication not identified] : , : The Pragmatic Bookshelf, , [2020] ©2020
	ISBN	9781680507621 1680507621
	Edizione	[1st edition]
	Descrizione fisica	1 online resource (1 volume) : illustrations
	Collana	The pragmatic programmers
	Disciplina	005.3
	Soggetti	Application software - Development Mobile apps
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	"Version: P1.0 (February 2020)."
	Nota di bibliografia	Includes bibliographical references.
	Nota di contenuto	part I. Getting started with flutter: Making your first Flutter app ; Laying out more widgets ; Building a calculator app ; Beyond the standard library : plugins and packages -- part II. Doing more with Flutter: Network and storage I/O and navigation ; Testing and debugging Flutter apps ; Build a chat app using Firebase -- A[ppendix]1: Introduction to dart -- A[ppendix]2: Apple-like look and additional app configuration.
	Sommario/riassunto	Work in Flutter, a framework designed from the ground up for dual platform development, with support for native Java/Kotlin or Objective-C/Swift methods from Flutter apps. Write your next app in one language and build it for both Android and iOS. Deliver the native look, feel, and performance you and your users expect from an app written with each platform's own tools and languages. Deliver apps fast, doing half the work you were doing before and exploiting powerful new features to speed up development. Write once, run anywhere. Learn Flutter, Google's multi-platform mobile development framework. Instantly view the changes you make to an app with stateful hot reload and define a declarative UI in the same language as the app logic, without having to use separate XML UI files. You can also reuse existing platform-specific Android and iOS code and interact with it in an

efficient and simple way. Use built-in UI elements - or build your own - to create a simple calculator app. Run native Java/Kotlin or Objective-C/Swift methods from your Flutter apps, and use a Flutter package to make HTTP requests to a Web API or to perform read and write operations on local storage. Apply visual effects to widgets, create transitions and animations, create a chat app using Firebase, and deploy everything on both platforms. Get native look and feel and performance in your Android and iOS apps, and the ability to build for both platforms from a single code base. What You Need: Flutter can be used for Android development on any Linux, Windows or macOS computer, but macOS is needed for iOS development.