1. **Record Nr.** UNISALENTO991003178009707536
   Autore Morandi, Luigi <1844-1922>
   Titolo Come fu educato Vittorio Emanuele III : ricordi / di Luigi Morandi
   Pubbl/distr/stampa Torino : G.B. Paravia, 1905
   Descrizione fisica 140 p., X c. di tav. : ill. ; 21 cm
   Disciplina 945.0910
   Soggetti Vittorio Emenuele (Re d'Italia ; 3)
   Lingua di pubblicazione Italiano
   Formato Materiale a stampa
   Livello bibliografico Monografia

2. **Record Nr.** UNINA9910158921303321
   Titolo Historias De Los Olvidados (Whisky Tango Foxtrot Vol II)
   Pubbl/distr/stampa WJ LUNDY
   ISBN 1-63339-958-3
   Descrizione fisica 1 online resource (77 p.)
   Altri autori (Persone) LUNDYWJ
   FerrinoSabrina
   Soggetti Pandemics in literature
   Combat survival
   Lingua di pubblicazione Inglese
   Formato Materiale a stampa
   Livello bibliografico Monografia
   Sommario/riassunto El mundo esta en guerra con el virus Primal. Las fuerzas militares de todo el mundo han sido llamadas a defender sus tierras mientras el virus de expande y destruye a todas las poblaciones. Asignados a patrullar en una base remota en Afganistan, la unidad del Sargento

Brad Thomson fue abandonada y dejada de lado, sola y sin contacto. Afortunadamente pudieron sobrevivir y construyeron un refugio donde pasar sus dias. Pero han sido olvidados. Sin contacto con sus familias o sus comandos. Es entonces cuando Brad toma la dificil decision de dejar la seguridad de su campamento para intentar lograr algun contacto con los Estados Unidos y asi encontrar la salvacion para el y sus hombres. Sin embargo, lo que encuentra es mucho peor de lo que hubiera podido imaginar.

3. Record Nr.	UNINA9910254568903321
Autore	Wang Wallace
Titolo	macOS Programming for Absolute Beginners : Developing Apps Using Swift and Xcode / / by Wallace Wang
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2017
Edizione	[1st ed. 2017.]
Descrizione fisica	1 online resource (XXVI, 647 p. 360 illus., 349 illus. in color.)
Disciplina	005.11
Soggetti	Computer programming
	Programming languages (Electronic computers)
	Operating systems (Computers)
	Apple computers
	Programming Techniques
	Programming Languages, Compilers, Interpreters
	Operating Systems
	Apple and iOS
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Introduction -- Understanding programming -- Getting to know Xcode 8 -- The basics of creating a Mac program -- Getting help -- Learning Swift with playgrounds -- Manipulating numbers and strings -- Making decisions with Branches -- Repeating code with loops -- Arrays and dictionaries -- Tuples and sets -- Storing code in functions -- Defining custom data types -- Creating classes and objects -- Inheritance,

polymorphism, and extending classes -- Creating a user interface -- Working with storyboards -- Choosing commands with buttons -- Making choices with radio buttons, check boxes, date pickers, and sliders -- Using text with labels, text fields, and combo boxes -- Designing a user interface with constraints -- Using alerts and panels -- Creating pull-down menus -- Programming the touch bar -- Protocol-oriented programming -- Defensive programming -- Simplifying user interface design -- Debugging your programs -- Planning a program before and after coding.

| Sommario/riassunto | Learn how to code for the iMac, Mac mini, Mac Pro, and MacBook using Swift, Apple's hottest programming language. Fully updated to cover the new MacBook Touch Bar, macOS Programming for Absolute Beginners will not only teach complete programming novices how to write macOS programs, but it can also help experienced programmers moving to the Mac for the first time. You will learn the principles of programming, how to use Swift and Xcode, and how to combine your knowledge into writing macOS programs. If you've always wanted to learn coding but felt stymied by the limitation of simplistic programming languages or intimidated by professional but complicated programming languages, then you'll want to learn Swift. Swift is your gateway to both Mac and iOS app development while being powerful and easy to learn at the same time, and macOS Programming for Absolute Beginners is the perfect place to start - add it to your library today. |