

1. Record Nr.	UNISA996386092103316
Autore	Bale John <1495-1563.>
Titolo	The first two partes of the Actes or vnchaste examples of the Englyshe votaryes, gathered out of theyr owne legendes and chronycles by Ihon Bale, and dedicated to oure most redoubted soueraigne kyng Edwarde the syxte [[electronic resource]]
Pubbl/distr/stampa	[Imprinted at London, : By Iohn Tysdale, dwellynge in Knyght Riderstrete nere to the Quenes Waredrop, Anno. 1560]
Descrizione fisica	[8], 97 [i.e. 96]; [160] leaves
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Signatures: A A-M Nâ'; A-U. Numerous errors in foliation in part 1. Each part has separate title page and register. Imprint from colophon of the first part; the colophon to part 2 is undated. British Library copy identified as STC 1272 on UMI microfilm. Reproductions of the originals in the Henry E. Huntington Library and Art Gallery and the British Library. Appears at reel 22 (British Library copy) and at reel 1194 (Henry E. Huntington Library and Art Gallery copy).
Sommario/riassunto	eebo-0113

2. Record Nr.	UNINA9910299299903321
Autore	Kormanyos Christopher Michael
Titolo	Real-Time C++ : Efficient Object-Oriented and Template Microcontroller Programming / / by Christopher Kormanyos
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2018
ISBN	3-662-56718-0
Edizione	[3rd ed. 2018.]
Descrizione fisica	1 online resource (XXXIII, 426 p. 26 illus., 7 illus. in color.)
Disciplina	004.6
Soggetti	Computers, Special purpose Computer system failures Computer architecture Software engineering Microprogramming Special Purpose and Application-Based Systems System Performance and Evaluation Computer System Implementation Software Engineering Control Structures and Microprogramming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Part I Language Technologies for Real-Time C++ -- 1 Getting Started with Real-Time C++ -- 2 Working with a Real-Time C++ Program on a Board -- 3 An Easy Jump-Start in Real-Time C++ -- 4 Object-Oriented Techniques for Microcontrollers -- 5 C++ Templates for Microcontrollers -- 6 Optimized C++ Programming for Microcontrollers -- Part II Components for Real-Time C++ -- 7 Accessing Microcontroller Registers -- 8 The Right Start -- 9 Low-Level Hardware Drivers in C++ -- 10 Custom Memory Management -- 11 C++ Multitasking -- Part III Mathematics and Utilities for Real-Time C++ -- 12 Floating-Point Mathematics -- 13 Fixed-Point Mathematics -- 14 High-Performance Digital Filters -- 15 C++ Utilities -- 16 Extending the C++ Standard Library and the STL -- 17 Using C- Language Code in C++ -- 18 Additional Reading -- Part IV Appendices

-- A A Tutorial for Real-Time C++ -- B A Robust Real-Time C++ Environment -- C Building and Installing GNU GCC Cross Compilers -- D Building a Microcontroller Circuit.

Sommario/riassunto

With this book, Christopher Kormanyos delivers a highly practical guide to programming real-time embedded microcontroller systems in C++. It is divided into three parts plus several appendices. Part I provides a foundation for real-time C++ by covering language technologies, including object-oriented methods, template programming and optimization. Next, part II presents detailed descriptions of a variety of C++ components that are widely used in microcontroller programming. It details some of C++'s most powerful language elements, such as class types, templates and the STL, to develop components for microcontroller register access, low-level drivers, custom memory management, embedded containers, multitasking, etc. Finally, part III describes mathematical methods and generic utilities that can be employed to solve recurring problems in real-time C++. The appendices include a brief C++ language tutorial, information on the real-time C++ development environment and instructions for building GNU GCC cross-compilers and a microcontroller circuit. For this third edition, the most recent specification of C++17 in ISO/IEC 14882:2017 is used throughout the text. Several sections on new C++17 functionality have been added, and various others reworked to reflect changes in the standard. Also several new sample projects are introduced and existing ones extended, and various user suggestions have been incorporated. To facilitate portability, no libraries other than those specified in the language standard itself are used. Efficiency is always in focus and numerous examples are backed up with real-time performance measurements and size analyses that quantify the true costs of the code down to the very last byte and microsecond. The target audience of this book mainly consists of students and professionals interested in real-time C++. Readers should be familiar with C or another programming language and will benefit most if they have had some previous experience with microcontroller electronics and the performance and size issues prevalent in embedded systems programming.

3. Record Nr.	UNINA9911046713103321
Autore	Parzybok Ezra
Titolo	Cannabis Consulting : Helping Patients, Parents, and Practitioners Understand Medical Marijuana / / Ezra Parzybok
Pubbl/distr/stampa	Lebanon NH, : ForeEdge, [2018]
ISBN	1-5126-0286-8
Edizione	[1st ed.]
Descrizione fisica	1 online resource (234 pages)
Disciplina	615.3/23648
Soggetti	Cannabis - Social aspects Marijuana - Therapeutic use Marijuana - Health aspects Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Confessions of a cannabis consultant -- At their wits' end -- What about the children? -- Young adults -- The cannabis householder.
Sommario/riassunto	An insider's look at the medical marijuana debate.