

1. Record Nr.	UNINA990004245090403321
Autore	Stead, C. K.
Titolo	The New poetic / C. K. Stead
Pubbl/distr/stampa	london : Hutchinson niversity library, 1964
Descrizione fisica	199 p. ; 20 cm
Collana	English literature
Locazione	FLFBC
Collocazione	P.3 BR.C.1533
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
2. Record Nr.	UNINA9910460368503321
Autore	Garel-Frantzen Tony <1952->
Titolo	Slow ball cartoonist : the extraordinary life of Indiana native and Pulitzer Prize winner John T. McCutcheon of the Chicago Tribune / / by Tony Garel-Frantzen
Pubbl/distr/stampa	West Lafayette, Indiana : , : Purdue University Press, , 2016 ©2016
ISBN	1-61249-433-1 1-61249-432-3
Descrizione fisica	1 online resource (165 p.)
Disciplina	741.5/6973
Soggetti	Cartoonists - United States Electronic books. Indiana Biography
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.

**Nota di contenuto**

Halftitle Page; Title Page; Copyright Page; Contents; Foreword; Author's Note; 1. A Sleepy Setting of Uneventfulness; 2. Young, Green, and Not a Friend in the City; 3. Into the Jaws of a Dragon; 4. Broke Again and Starting Out Fresh; 5. In Search of More Fresh Air; 6. A Small Effort of Imagination to Make an Epic Cartoon; 7. Look Who's Coming Back; 8. A Man Making His First Flight; 9. An Ominous Shudder; 10. A Good Day to Start Things; 11. Anatomy of a Pulitzer Prize Cartoon; 12. An Equatorial Baptism; 13. Hard to Be Lost on a Straight Road  
Postscript: A City Mourns the Passing of Its CartoonistIndex

**3. Record Nr.****Autore**

UNINA9910300475703321

**Titolo**

Tang Jeff

**Pubbl/distr/stampa**

Beginning Google Glass Development / / by Jeff Tang

**ISBN**

Berkeley, CA : , : Apress : , : Imprint : Apress, , 2014

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1430267879

**Edizione**

[1st ed. 2014.]

**Descrizione fisica**

1 online resource (358 p.)

**Collana**

Technology in action

**Disciplina**

004.1675

**Soggetti**

Computer input-output equipment

Software engineering

Hardware and Maker

Software Engineering/Programming and Operating Systems

**Lingua di pubblicazione**

Inglese

**Formato**

Materiale a stampa

**Livello bibliografico**

Monografia

**Note generali**

Includes index.

**Nota di contenuto**

Contents at a Glance; Introduction; Chapter 1: Getting Started; Why Glass; What Is Glass and Glassware ?; What Can Glass Do?; What Kinds of Glassware Can You Develop?; Mirror API-Based Glassware; GDK Glassware; When to Use Which; Google's Glassware Policies; Why This Book?; Who Is This Book For?; For Beginning Android Developers; For Intermediate or Advanced Android Developers; For iOS Developers; For Web Developers; For Other Programmers; For Nonprogrammers; Resources; Questions and Feedback; Summary; Chapter 2: Hello, Glass! Your First GDK App; Setting Up the Development Environment System RequirementsAndroid Developer Tools; ADT on Mac; ADT on

Windows; ADT on Linux; Playing with Glass; Enabling Debugging Mode on Glass; The adb Command; Installing the USB Driver on Windows; Showing the Glass Screen on a Bigger Screen; Developing with Simulated Devices or Emulators; Testing with GDK Samples; The HelloGlass Glassware; Step-by-Step Tutorial; What's Going On; The Big Picture; Source Code; AppDrawer.java; AppService.java; AppViewer.java; MenuActivity.java; Resource Files; drawable; start.xml in layout; main.xml in menu; strings.xml in values; AndroidManifest.xml; Summary Chapter 3: Glass User InterfaceOverview; Glass-Styled Cards; Menu; Live Cards; Low-Frequency Live Cards; High-Frequency Live Cards; Inflating Layout; 2D Canvas Drawing; Menu; Immersion; 2D Canvas Drawing; Gestures and Listeners; Menu and Head Gesture; 3D OpenGL ES Drawing; OpenGL ES 1.0; OpenGL ES 2.0; When to Use Which; Theme and UI Widgets; Summary; Chapter 4: Camera and Image Processing; Taking Pictures; The Easy Way; The Custom Method; Preview; Zoom; Upload and E-mail; Photo View; Barcode Recognition; OCR; Image Web Search; OpenCV; The Complete App; Summary Chapter 5: Video: Basics and ApplicationsCapturing Video; The Quick Way; The Custom Way; Playing Video; OpenCV Video Processing; FFmpeg Video Processing; Test the Library Client on Glass; Integrating the FFmpeg Library; YouTube Integration; Calling Data API; Displaying Query Result; Making the Voice Query; Playing the Video and Let's Karaoke; Keeping Code Updated; Running the App; Summary; Chapter 6: Voice and Audio; Voice Input; Sound Effects; Audio Capture and Play; Using MediaRecorder and MediaPlayer; Using AudioRecord and AudioTrack; Improving the Karaoke App; Pitch Detection Touchtone DetectionSong Identification; Summary; Chapter 7: Networking, Bluetooth, and Social; Making HTTP Requests; HTTP GET; HTTP POST; HTTP File Uploading; Socket Programming; Glass Client vs. Android Server; Glass Server vs. Android Client; Glass Client vs. iOS Server; Glass Server vs. iOS Client; Bluetooth; Classic Bluetooth; Bluetooth Low Energy; Reading Heart Rate from Glass; Using Android Device as Delegate; Using iOS Device as a Delegate; BLE Peripheral; Other Tips; Going Social; Summary; Chapter 8: Location, Map, and Sensors; Location; Getting Location; Showing Address Showing and Resizing Map

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## Sommario/riassunto

Beginning Google Glass Development is your number one resource for learning how to develop for Google Glass--the paradigm-shifting mobile computing platform taking the world by storm now and for years to come. Mobile developers have always had to think for the future, and right now that means getting started with Google Glass. This book is incredibly hands-on with many exciting projects. You will learn the basics of Glass and how to set up your development environment, through to every Glass development topic using Glass Development Kit (GDK): • Glass User Interface • Camera and Image Processing • Video: Basics and Applications • Voice and Audio • Network, Bluetooth, and Social • Locations, Map, and Sensors • Graphics, Animation, and Games You will also learn how to develop enterprise and web-based Glass apps using the Mirror API. Each topic is full of examples that illustrate what Glass can truly do and help you quickly start developing your own apps. Jeff Tang has successfully developed mobile, web, and enterprise apps on many platforms, and cares immensely about user experience. He brings his vast knowledge to this book through cool and practical examples, which will excite and tantalize your creativity. This book is for any developer who is keen to start developing for Glass with GDK or the Mirror API. Whether you are an Android, iOS, web, or enterprise developer, you do not want to miss the chance that Glass becomes the next big thing. Get started with

