

1. Record Nr.	UNINA9910154323903321
Autore	Glaser Jack
Titolo	Suspect race : causes and consequences of racial profiling
Pubbl/distr/stampa	New York : , : Oxford University Press, , 2014
ISBN	0-19-025305-3 0-19-022105-4
Descrizione fisica	1 online resource : illustrations (black and white)
Disciplina	363.2/308900973 363.2308900973
Soggetti	Racial profiling in law enforcement - United States Stereotypes (Social psychology) - United States Race discrimination - United States Social Welfare & Social Work Social Sciences Criminology, Penology & Juvenile Delinquency
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	What is racial profiling? -- Racial profiling is real -- Causes of racial profiling -- Unintentional causes of profiling: what's under the attitude iceberg? -- The effects of racial profiling: benefits and costs -- Flying while Arab: racial profiling in counterterrorism -- The policy landscape -- You are not a "racist": destigmatizing stereotyping and profiling.
Sommario/riassunto	Social psychologist and public policy expert Jack Glaser unpicks a century's worth of social psychological research to provide a clear understanding of how stereotypes, even those operating outside of conscious awareness or control, can cause police to make discriminatory judgments and decisions about whom to suspect, stop, question, search, use force on, and arrest. Glaser argues that stereotyping, even non-conscious stereotyping, is a completely normal human mental process, but that it leads to undesirable discriminatory outcomes.

2. Record Nr.	UNINA9910300645303321
Autore	Wang Wallace
Titolo	Swift OS X Programming for Absolute Beginners // by Wallace Wang
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2015
ISBN	9781484212332 1484212339
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (557 p.)
Disciplina	004
Soggetti	Apple computers Application software Computer programming Apple and iOS Computer Applications Programming Techniques
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Chapter 1: Understanding Programming -- Chapter 2: Getting to Know Xcode -- Chapter 3: The Basic Steps to Creating a Mac program -- Chapter 4: Getting Help -- Chapter 5: Learning Swift -- Chapter 6: Manipulating Numbers and Strings -- Chapter 7: Making Decisions with Branches -- Chapter 8: Repeating Code with Loops -- Chapter 9: Arrays and Dictionaries -- Chapter 10: Tuples, Sets, and Structures -- Chapter 11: Creating Classes and Objects -- Chapter 12: Inheritance, Method Overriding, Extensions, Protocols, and Delegates -- Chapter 13: Creating a User interface -- Chapter 14: Choosing Commands with Buttons -- Chapter 15: Making Choices with Radio Buttons and Check Boxes -- Chapter 16: Making Choices with Pop-Up Menus -- Chapter 17: Inputting and Outputting Text with Labels, Text Fields, and Combo Boxes -- Chapter 18: Using Built-in Dialog Boxes -- Chapter 19: Creating Pull-Down Menus -- Chapter 20: Working with Views and Storyboards -- Chapter 21: Working with Table and Collection Views -- Chapter 22: Storing Information -- Chapter 23: Debugging a Program -- Chapter 24: Designing Your Own Programs.-.

Sommario/riassunto

Swift OS X Programming for Absolute Beginners is your step-by-step guide to learning how to code using Swift, Apple's hottest new programming language. This book will not only teach complete programming novices how to write OS X programs, but it can also help experienced programmers moving to the Macintosh for the first time. You will learn to understand the principles of programming, how to use Swift and Xcode, and how to combine your knowledge into writing OS X 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 Macintosh and iOS app development while being powerful and easy to learn at the same time, and Swift OS X Programming for Absolute Beginners is the perfect place to start - add it to your library today.
