

1. Record Nr.	UNISALENTO991000806559707536
Autore	Mangel, Marc
Titolo	Decision and control in uncertain resource systems / Marc Mangel
Pubbl/distr/stampa	Orlando : Academic Press, c1985
ISBN	0124687202
Descrizione fisica	xiii, 255 p. : ill. ; 24 cm
Collana	Mathematics in science and engineering. A series of monographs and textbooks, 0076-5392 ; 172
Classificazione	AMS 93E QA274.M35
Disciplina	519.2
Soggetti	Control theory Dynamic programming Natural resources Renewable natural resources Stochastic processes
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes bibliographical references and index

2. Record Nr.	UNINA9910300654803321
Autore	Smith Ben (Software engineer)
Titolo	Advanced ActionScript 3 : Design Patterns // by Ben Smith
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2015
ISBN	9781484206713 1484206711
Edizione	[2nd ed. 2015.]
Descrizione fisica	1 online resource (395 p.)
Collana	The expert's voice in Web development Advanced ActionScript 3
Disciplina	004
Soggetti	Computer programming Software engineering Web Development Software Engineering/Programming and Operating Systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	<p>""Contents at a Glance""; ""Contents""; ""About the Author""; ""About the Technical Reviewers""; ""Acknowledgments""; ""Introduction""; ""Chapter 1: Object-Oriented Programming""; ""Encapsulation""; ""Polymorphism""; ""Inheritance""; ""Data Hiding""; ""ActionScript as an Object-Oriented Language""; ""Defining an External Definition""; ""Parts of a Class""; ""The Constructor""; ""Custom Namespaces""; ""Declaring the Namespace Identifier""; ""Applying a Custom Namespace""; ""Opening a Namespace within a Class""; ""Constructing an Interface""; ""Change""; ""General Terms and Definitions""</p> <p>""Summary""""Key Points""; ""Chapter 2: ActionScript 3: The Facts Behind the Basics""; ""ActionScript 3""; ""The Traits Object""; ""Garbage Collection""; ""Memory Management""; ""Mark and Sweep""; ""Implementing a Disposable Pattern""; ""Manually Declared Stage instances""; ""Application Domain""; ""The LoaderContext""; ""The Class Object""; ""getDefinition(a€?)""; ""getDefinitionByName(a€?)""; ""Strong Typing""; ""Runtime Type Checking""; ""Compile-Time Type Checking""; ""Restricting a Dynamic Language""; ""Casting""; ""Configuration Constants""; ""ActionScript Editors""; ""Summary""</p> <p>""Key Points""""Chapter 3: Decision-Making and Planning""; ""Object-Oriented Analysis (OOA)""; ""Case Study""; ""The Kick-Off""; ""Turning</p>

Off the Volume"; "Use Case Scenario"; "Requirements from the Features"; "Flow Chart"; "Performance"; "Layering"; "Analysis Continued"; "The Breakup"; "Product Gallery"; "Performance"; "Scenic Gallery"; "Footer"; "Wrapping Up the Analysis"; "Object Oriented Design (OOD)"; "Summary"; "Key Points"; "Chapter 4: Intro to Design Patterns"; "Design Patterns Catalog"; "Selecting Patterns"; "Pattern Identification"

"Reading a Design Pattern" "UML"; "The Class Diagram"; "Classes"; "Relationships"; "Association"; "Aggregation"; "Composition"; "Generalization"; "Interfaces"; "Chapter Summary"; "Key Points"; "Upcoming Chapters"; "Chapter 5: Q&A"; "Quiz 1"; "Answers to Quiz 1"; "Quiz 2"; "Answers to Quiz 2"; "Chapter 6: Creational Patterns"; "That Which Must Not Be Named"; "The Simple Factory"; "A Comprehensive Look"; "Example"; "FAQ"; "The Factory Method Pattern"; "A Comprehensive Look"; "Vignette"; "The AS3 Cast"; "When It's Useful"; "Example"

"FAQ" "Related Patterns"; "The Abstract Factory Pattern"; "A Comprehensive Look"; "Vignette"; "The AS3 Cast"; "When It's Useful"; "Example"; "FAQ"; "Related Patterns"; "The Builder Pattern"; "A Comprehensive Look"; "Vignette"; "The AS3 Cast"; "When It's Useful"; "Example"; "FAQ"; "Related Patterns"; "The Simple Singleton Pattern"; "A Comprehensive Look"; "Vignette"; "The AS3 Cast"; "Example"; "The Singleton Pattern"; "A Comprehensive Look"; "Vignette"; "The AS3 Cast"; "When It's Useful"; "Example"; "FAQ"; "Related Patterns"

"Summary"

Sommario/riassunto

Advanced ActionScript 3 is a fresh look and new approach to utilizing valuable, structural techniques and methods that are commonly used in the field of rich interactive application development. With each method broken down into different strategized explanations, you'll find the approach most suitable for you. Whether it is an example you can utilize as-is, or one you can start with and develop further, you will have a glossary of definitions and organizational concepts at your fingertips. Object-oriented programming (OOP) and design patterns are not new to the field, but can often be overlooked in their value. They are, at times, not only overwhelming to learn, but difficult to put into practice. However, they are useful because they create a structure that can be broken down, rebuilt, and reused. This edition has been fully updated to reflect modern coding standards and practices. Provides the building blocks required for the implementation of OOP Addresses problems and concerns regarding OOP Offers solutions on how to approach and utilize OOP.
