

1. Record Nr.	UNISA996391436603316
Autore	Binning Hugh <1627-1653.>
Titolo	Fellowship with God, or, XXVIII sermons on the I Epistle of John, chap. 1 and 2 [[electronic resource]] : wherein the true ground and foundation of attaining, the spiritual way of intertaining fellowship with the Father and the Son, and the blessed condition of such as attain to it, are most succinctly and dilucidly explained / / by ... Hugh Binning
Pubbl/distr/stampa	Edinbvrgh, : Printed by George Swintoun and James Glen, 1671
Descrizione fisica	[6], 271 p
Soggetti	Sermons, English - 17th century
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Reproduction of original in Dr. Williams's Library.
Sommario/riassunto	eebo-0037

2. Record Nr.	UNINA9910300756203321
Autore	Feiler Jesse
Titolo	Beginning Reactive Programming with Swift : Using RxSwift, Amazon Web Services, and JSON with iOS and macOS / / by Jesse Feiler
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2018
ISBN	9781484236215 1484236211
Edizione	[1st ed. 2018.]
Descrizione fisica	1 online resource (204 pages)
Disciplina	005.1
Soggetti	Apple computers Apple and iOS
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Part I: Building Composite Apps with Swift -- Chapter 1: The Building Blocks: Projects, Workspaces, Extensions, Delegates, and Frameworks -- Chapter 2: Using CocoaPods -- Part II: Using Codable Data with Swift and iOS -- Chapter 3: Reading and Writing JSON Data -- Chapter 4: Using JSON Data with Swift -- Part III: Integrating Facebook Logins -- Chapter 5: Setting Up a Facebook Account with iOS -- Chapter 6: Managing Facebook Logins -- Chapter 7: Adding Facebook Login to an iOS App -- Part IV: Storing Data in Amazon Web Services -- Chapter 8: Working with Amazon Web Services and Cocoa -- Chapter 9: Managing AWS Logins -- Chapter 10: Beginning an AWS Project -- Part V: Using RxSwift. - Chapter 11: Getting Into Code -- Chapter 12: Thinking Reactively -- Chapter 13: Exploring the Basic Rx Code -- Chapter 14: Build a ReactiveX/RxSwift App.
Sommario/riassunto	Learn the basics of reactive programming and how it makes apps more responsive. This book shows you how to incorporate reactive programming into existing development products and cycles using RXSwift and RxCocoa on iOS and Mac. As we move away from the traditional paradigm of typing or touching one step at a time to interact with programs, users expect apps to adapt and not need constant hand-holding. People today expect their devices to do much more than just follow commands. They expect devices to react and adapt. Reactive

programming, a new term for asynchronous processing, requires new app architectures, and you'll learn how these are already built into iOS and macOS in many places. As part of this more complex environment, you'll move beyond Cocoa and Cocoa Touch to incorporate data from Amazon Web Services (AWS), JavaScript Object Notation (JSON), and other formats, and standards. Together with the concepts of reactive programming and RxSwift, these tools help you build more powerful and useful apps that have wide appeal and use.
