

1. Record Nr.	UNISA990001613130203316
Autore	JANNARELLI, Paola
Titolo	Qualità come scelta strategica per le PMI : alla luce delle nuove norme (Vision 2000) / Paola Jannarelli, Massimo Matteoli
Pubbl/distr/stampa	Santarcangelo di Romagna : Maggioli, copyr. 2003
ISBN	88-387-2534-9
Descrizione fisica	271 p. ; 24 cm
Collana	Puntolinea , Economico ; 19
Altri autori (Persone)	MATTEOLI, Massimo
Disciplina	658.401 3
Soggetti	Aziende - Gestione - Controllo
Collocazione	658.401 JAN 1 (IRA 6 777)
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr.	UNINA9910300757703321
Autore	Hagos Ted
Titolo	Learn Android Studio 3 : Efficient Android App Development // by Ted Hagos
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2018
ISBN	9781484231562 1484231562
Edizione	[1st ed. 2018.]
Descrizione fisica	1 online resource (260 pages) : illustrations
Disciplina	004.167
Soggetti	Mobile computing Computer programming Java (Computer program language) Mobile Computing Programming Techniques Java
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	1. Introduction -- 2. Android Studio -- 3. Application Fundamentals -- 4. Activities and Layouts -- 5. Handling Events -- 6. Working with Multiple Activities -- 7. UI Elements -- 8. Running in the Background -- 9. Debugging -- 10. Data Persistence -- 11. App Distribution -- Appendix A. Introduction to Java.
Sommario/riassunto	Build Android apps using the popular and efficient Android Studio 3 suite of tools, an integrated development environment (IDE) for Android developers using Java APIs. With this book, you'll learn the latest and most productive tools in the Android tools ecosystem, ensuring quick Android app development and minimal effort on your part. Along the way, you'll use Android Studio to develop Java-based Android apps, tier by tier through practical examples. These examples cover core Android topics such as notifications and toast; intents and broadcast receivers; and services. Then, you'll learn how to publish your apps and sell them online and in the Google Play store. You will: Use Android Studio 3 to quickly and confidently build your first Android apps Build an Android user interface using activities and layouts, event handling, images,

menus and the action bar Incorporate new elements including
fragments Integrate data with data persistence Access the cloud .
