1.	Record Nr.	UNISALENTO991001918229707536
	Autore	Laplanche, Jean
	Titolo	Traduzir Freud / Jean Laplanche, Pierre Cotet, André Bourguignon
	Pubbl/distr/stampa	Sao Paulo : Martins Fontes, 1992
	ISBN	9788533601222
	Descrizione fisica	102 p. ; 21 cm
	Collana	Estante de psicanalise
	Altri autori (Persone)	Cotet, Pierreauthor Bourguignon, Andréauthor
	Disciplina	418.02 150.1952
	Soggetti	Traduzione Freud, Sigmund 1856-1939 traduzioni Traduzione Freud, Sigmund 1856-1939 traduzioni
	Lingua di pubblicazione	Portoghese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di bibliografia	Contiene riferimenti bibliografici

2.	Record Nr.	UNINA9910303442903321
	Autore	Cosmina Iuliana
	Titolo	Java for Absolute Beginners : Learn to Program the Fundamentals the Java 9+ Way / / by Iuliana Cosmina
	Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2018
	ISBN	9781484237786 1484237781
	Edizione	[1st ed. 2018.]
	Descrizione fisica	1 online resource (623 pages)
	Disciplina	005.133
	Soggetti	Java (Computer program language) Programming languages (Electronic computers) Computer programming Java Programming Languages, Compilers, Interpreters Programming Techniques
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	1. An Introduction to Java and Java -- 2. Preparing your Development Environment -- 3. Getting Your Feet Wet -- 4. Java Syntax -- 5. Data Types -- 6. Operators -- 7. Controlling the Flow -- 8. The Stream API -- 9. Debugging , Testing and Documenting -- 10. Making Your Application Dynamic / Interactive -- 11. Writing Files -- 12. Publish-Subscribe Framework -- 13. Garbage Collection.
	Sommario/riassunto	Write your first code in Java using simple, step-by-step examples that model real-word objects and events, making learning easy. With this book you'll be able to pick up the concepts without fuss. Java for Absolute Beginners teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you'll discover how Java is executed, what type of language it is, and

what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll learn skills in some of the newest and most exciting features of the language: Generics, Lambda expressions, modular organization, local-variable type inference, and local variable syntax for Lambda expressions. Java for Absolute Beginners gives you all you need to start your Java 9+ programming journey. No experience necessary. What You'll Learn Use data types, operators, and the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi-resolution APIs Use the publish-subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java.