

1. Record Nr.	UNINA9910422640403321
Autore	Hilmy Hanny
Titolo	Decolonization, sovereignty, and peacekeeping : the United Nations Emergency Force (UNEF), 1956-1967 / / Hanny Hilmy
Pubbl/distr/stampa	Cham, Switzerland : , : Springer, , [2020] ©2020
ISBN	3-030-57624-8
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (XLV, 426 p. 43 illus., 13 illus. in color.)
Disciplina	341.58
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Introduction -- Decolonization and the end of Empire -- Sovereignty: Westphalia and Beyond -- International Peacekeeping: The Formative Years -- The UNEF Generals -- The Empire Strikes Back: The 1956 Suez War -- Deployment of UNEF (1956) -- Demise of UNEF & The 1967 War -- UNEF: A Legal - Political Battle Ground -- International Peacekeeping: The Assertive Years -- Epilogue.
Sommario/riassunto	This book analyses three major themes: decolonization, sovereignty, and peacekeeping. Their interaction during the national liberation struggle during the Cold War, culminating in the 1956 Suez War, addresses the principle of national sovereignty after World War II in the framework of the UN Charter. The new peacekeeping operations were used in many conflicts, during which the Charter's theory and application were tested. The rise of the USA as the key Western power and Israel's special role in the Middle East have created a new confrontational dynamic for the entire region. The interaction between the book's main themes in the field has led to the principles of peacekeeping in international and national conflicts being reviewed in light of the discredited 'Capstone Doctrine'. The author argues that state sovereignty is sacrosanct, but humanitarian interventions are equally imperative in his view. Striking the right balance is crucial for managing conflicts. The author: · offers a well-informed historical account and an authoritative political analysis · was exposed to UNEF deployments and termination and knows key peacekeeping actors ·

draws on original documents, memoirs, and interviews · includes unpublished photos and previously unavailable documentary material · has experience in government and academia.

2. Record Nr.	UNINA9910780875003321
Autore	Meier Reto
Titolo	Professional android 2 application development [[electronic resource] /] / Reto Meier
Pubbl/distr/stampa	Indianapolis, IN, : Wiley, 2010
ISBN	1-282-55062-4 9786612550621 0-470-63745-5
Edizione	[2nd edition]
Descrizione fisica	1 online resource (580 pages)
Collana	Wrox professional guides
Classificazione	ST 230 ST 261 ZN 6560
Altri autori (Persone)	MeierReto <1978->
Disciplina	005.1 005.268
Soggetti	Application software - Development Open source software Mobile computing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Professional Android 2 Application Development; ABOUT THE AUTHOR; ABOUT THE TECHNICAL EDITOR; CREDITS; ACKNOWLEDGMENTS; CONTENTS; INTRODUCTION; WHOM THIS BOOK IS FOR; WHAT THIS BOOK COVERS; HOW THIS BOOK IS STRUCTURED; WHAT YOU NEED TO USE THIS BOOK; CONVENTIONS; SOURCE CODE; ERRATA; P2P.WROX. COM; Chapter 1: Hello, Android; A LITTLE BACKGROUND; WHAT IT ISN'T; ANDROID: AN OPEN PLATFORM FOR MOBILE DEVELOPMENT; NATIVE ANDROID APPLICATIONS; ANDROID SDK FEATURES; INTRODUCING THE OPEN HANDSET ALLIANCE; WHAT DOES ANDROID RUN ON?; WHY DEVELOP FOR MOBILE?; WHY DEVELOP FOR ANDROID? INTRODUCING THE DEVELOPMENT FRAMEWORKSUMMARY; Chapter 2:

Getting Started; DEVELOPING FOR ANDROID; DEVELOPING FOR MOBILE DEVICES; TO-DO LIST EXAMPLE; ANDROID DEVELOPMENT TOOLS; SUMMARY; Chapter 3: Creating Applications and Activities; WHAT MAKES AN ANDROID APPLICATION?; INTRODUCING THE APPLICATION MANIFEST; USING THE MANIFEST EDITOR; THE ANDROID APPLICATION LIFE CYCLE; UNDERSTANDING APPLICATION PRIORITY AND PROCESS STATES; EXTERNALIZING RESOURCES; INTRODUCING THE ANDROID APPLICATION CLASS; A CLOSER LOOK AT ANDROID ACTIVITIES; SUMMARY; Chapter 4: Creating User Interfaces FUNDAMENTAL ANDROID UI DESIGNINTRODUCING VIEWS; INTRODUCING LAYOUTS; CREATING NEW VIEWS; DRAWABLE RESOURCES; RESOLUTION AND DENSITY INDEPENDENCE; CREATING AND USING MENUS; SUMMARY; Chapter 5: Intents, Broadcast Receivers, Adapters, and the Internet; INTRODUCING INTENTS; INTRODUCING PENDING INTENTS; INTRODUCING ADAPTERS; USING INTERNET RESOURCES; INTRODUCING DIALOGS; CREATING AN EARTHQUAKE VIEWER; SUMMARY; Chapter 6: Files, Saving State, and Preferences; SAVING SIMPLE APPLICATION DATA; CREATING AND SAVING PREFERENCES; RETRIEVING SHARED PREFERENCES CREATING A SETTINGS ACTIVITY FOR THE EARTHQUAKE VIEWERINTRODUCING THE PREFERENCE ACTIVITY AND PREFERENCES FRAMEWORK; CREATING A STANDARD PREFERENCE ACTIVITY FOR THE EARTHQUAKE VIEWER; SAVING ACTIVITY STATE; SAVING AND LOADING FILES; INCLUDING STATIC FILES AS RESOURCES; FILE MANAGEMENT TOOLS; SUMMARY; Chapter 7: Databases and Content Providers; INTRODUCING ANDROID DATABASES; INTRODUCING SQLite; CURSORS AND CONTENT VALUES; WORKING WITH SQLite DATABASES; CREATING A NEW CONTENT PROVIDER; USING CONTENT PROVIDERS; CREATING AND USING AN EARTHQUAKE CONTENT PROVIDER; NATIVE ANDROID CONTENT PROVIDERS SUMMARYChapter 8: Geocoding, and Location-Based Services; USING LOCATION-BASED SERVICES; CONFIGURING THE EMULATOR TO TEST LOCATION-BASED SERVICES; UPDATING LOCATIONS IN EMULATOR LOCATION PROVIDERS; SELECTING A LOCATION PROVIDER; FINDING YOUR LOCATION; USING PROXIMITY ALERTS; USING THE GEOCODER; CREATING MAP-BASED ACTIVITIES; MAPPING EARTHQUAKES EXAMPLE; SUMMARY; Chapter 9: Working in the Background; INTRODUCING SERVICES; USING BACKGROUND THREADS; LET'S MAKE A TOAST; INTRODUCING NOTIFICATIONS; USING ALARMS; SUMMARY; Chapter 10: Invading the Phone-Top; INTRODUCING HOME-SCREEN WIDGETS CREATING APP WIDGETS

Sommario/riassunto

Update to the bestseller now features the latest release of the Android platform Android is a powerful, flexible, open source platform for mobile devices and its popularity is growing at an unprecedented pace. This update to the bestselling first edition dives in to cover the exciting new features of the latest release of the Android mobile platform. Providing in-depth coverage of how to build mobile applications using the next major release of the Android SDK, this invaluable resource takes a hands-on approach to discussing Android with a series of projects, each of which introduce
