

1. Record Nr.	UNINA9910777983303321
Titolo	Memory in mind and culture / / edited by Pascal Boyer, James V. Wertsch [[electronic resource]]
Pubbl/distr/stampa	Cambridge : , : Cambridge University Press, , 2009
ISBN	1-107-19362-1 9786612393020 1-282-39302-2 0-511-64697-6 0-511-62699-1 0-511-65105-8 0-511-53946-0 0-511-53863-4 0-511-54030-2
Descrizione fisica	1 online resource (viii, 323 pages) : digital, PDF file(s)
Disciplina	153.1/2
Soggetti	Memory - Social aspects Collective memory Recollection (Psychology) Cognition and culture Oral tradition
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Title from publisher's bibliographic system (viewed on 05 Oct 2015).
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover; Half-title; Title; Copyright; Contents; Contributors; Part 1: In Mind, Culture, and History: A Special Perspective; 1 What Are Memories For? Functions of Recall in Cognition and Culture; Part II: How Do Memories Construct Our Past?; References; 2 Networks of Autobiographical Memories; 3 Cultural Life Scripts and Individual Life Stories; 4 Specificity of Memory: Implications for Individual and Collective Remembering; Part III: How Do We Build Shared Collective Memories?; References; 5 Collective Memory; 6 The Role of Repeated Retrieval in Shaping Collective Memory 7 Making History Social and Psychological Processes Underlying

Collective Memory8 How Does Collective Memory Create a Sense of the Collective?; Part IV: How Does Memory Shape History?; References; 9 Historical Memories; 10 The Memory Boom: Why and Why Now?; 11 Historians and Sites of Memory; Part V: How Does Memory Shape Culture?; References; 12 Oral Traditions as Collective Memories: Implications for a General Theory of Individual and Collective Memory; 13 Cognitive Predispositions and Cultural Transmission; Index

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#### Sommario/riassunto

This text introduces students, scholars, and interested educated readers to the issues of human memory broadly considered, encompassing both individual memory, collective remembering by societies, and the construction of history. The book is organised around several major questions: How do memories construct our past? How do we build shared collective memories? How does memory shape history? This volume presents a special perspective, emphasising the role of memory processes in the construction of self-identity, of shared cultural norms and concepts, and of historical awareness. Although the results are fairly new and the techniques suitably modern, the vision itself is of course related to the work of such precursors as Frederic Bartlett and Aleksandr Luria, who in very different ways represent the starting point of a serious psychology of human culture.

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2. Record Nr.	UNINA9910438099003321
Titolo	Beginning iOS 6 development : exploring the iOS SDK / / David Mark ... [et al.]
Pubbl/distr/stampa	New York, : Apress, : Distributed to the book trade worldwide by Springer Science+Business Media New York, c2013
ISBN	1-4302-4513-1
Edizione	[1st ed. 2013.]
Descrizione fisica	1 online resource (748 p.)
Altri autori (Persone)	MarkDave
Disciplina	005.26
Soggetti	Application software - Development iPhone (Smartphone) - Programming iPad (Computer) - Programming iPod touch (Digital music player) - Programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	<p>""Title Page""; ""Copyright Page""; ""Dedication Page""; ""Contents at a Glance""; ""Table of Contents""; ""About the Authors""; ""About the Technical Reviewers""; ""Chapter 1 Welcome to the Jungle""; ""What This Book Is""; ""What You Need""; ""Developer Options""; ""What You Need to Know""; ""Whata€?s Different About Coding for iOS?""; ""Only One Active Application""; ""Only One Window""; ""Limited Access""; ""Limited Response Time""; ""Limited Screen Size""; ""Limited System Resources""; ""No Garbage Collection, buta€?""; ""Some New Stuff""; ""A Different Approach""</p> <p>""Whata€?s in This Book""""Whata€?s New in This Update?""; ""Are You Ready?""; ""Chapter 2 Appeasing the Tiki Gods""; ""Setting Up Your Project in Xcode""; ""The Xcode Workspace Window""; ""The Toolbar""; ""The Navigator View""; ""The Jump Bar""; ""The Utility Pane""; ""Interface Builder""; ""New Compiler and Debugger""; ""A Closer Look at Our Project""; ""Introducing Xcodea€?s Interface Builder""; ""Whata€?s in the Nib File?""; ""The Library""; ""Adding a Label to the View""; ""Changing Attributes""; ""Some iPhone Polish-Finishing Touches""; ""Bring It on Home""</p> <p>""Chapter 3 Handling Basic Interaction""""The Model-View-Controller Paradigm""; ""Creating Our Project""; ""Looking at the View Controller"";</p>

""Understanding Outlets and Actions""; ""Outlets""; ""Actions"";  
""Cleaning Up the View Controller""; ""Designing the User Interface"";  
""Adding the Buttons and Action Method""; ""Adding the Label and  
Outlet""; ""Writing the Action Method""; ""Trying It Out""; ""Adding some  
style""; ""Looking at the Application Delegate""; ""Bring It on Home"";  
""Chapter 4 More User Interface Fun""; ""A Screen Full of Controls"";  
""Active, Static, and Passive Controls""  
""Creating the Application""""Implementing the Image View and Text  
Fields""; ""Adding the Image View""; ""Resizing the Image View"";  
""Setting View Attributes""; ""The Mode Attribute""; ""Tag""; ""Interaction  
Checkboxes""; ""The Alpha Value""; ""Background""; ""Drawing  
Checkboxes""; ""Stretching""; ""Adding the Text Fields""; ""Text Field  
Inspector Settings""; ""Setting the Attributes for the Second Text Field"";  
""Creating and Connecting Outlets""; ""Closing the Keyboard""; ""Closing  
the Keyboard When Done Is Tapped""; ""Touching the Background to  
Close the Keyboard""  
""Adding the Slider and Label""""Adding Top Constraints""; ""Creating  
and Connecting the Actions and Outlets""; ""Implementing the Action  
Method""; ""Implementing the Switches, Button, and Segmented  
Control""; ""Adding Two Labeled Switches""; ""Connecting and Creating  
Outlets and Actions""; ""Implementing the Switch Actions""; ""Adding  
the Button""; ""Connecting and Creating the Button Outlets and  
Actions""; ""Implementing the Segmented Control Action"";  
""Implementing the Action Sheet and Alert""; ""Conforming to the Action  
Sheet Delegate Method""; ""Showing the Action Sheet""  
""Spiffing Up the Button""

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## Sommario/riassunto

The team that brought you the bestselling Beginning iPhone Development is back again for Beginning iOS 6 Development, bringing this definitive guide up-to-date with Apple's latest and greatest iOS 6 SDK, as well as with the latest version of Xcode. There's coverage of brand new technologies, with chapters on storyboards and iCloud, for example, as well as significant updates to existing chapters to bring them in line with all the changes that came with the iOS 6 SDK. You'll have everything you need to create your very own apps for the latest iOS devices, including the iPhone 4S, iPad 2, and the latest iPod touch. Every single sample app in the book has been rebuilt from scratch using latest Xcode and the latest 64-bit iOS 6-specific project templates and designed to take advantage of the latest Xcode features. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, Beginning iOS 6 Development offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 6 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements Apple touch users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! You'll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support (pinches and swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages. The iOS 6 update to the bestselling and most recommended book for

Cocoa touch developers Packed full of tricks, techniques, and enthusiasm for the new SDK from a developer perspective Written in an accessible, easy-to-follow style.

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