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| 1. Record Nr.           | UNINA9910820210703321  |
| Autore                  | O'Callaghan Joseph F.  |
| Titolo                  | The last crusade in the West : Castile and the conquest of Granada / / Joseph F. O'Callaghan   |
| Pubbl/distr/stampa      | Philadelphia : , : University of Pennsylvania Press, , [2014]<br>©2014   |
| ISBN                    | 0-8122-0935-4  |
| Edizione                | [First edition.]   |
| Descrizione fisica      | 1 online resource (380 p.)   |
| Collana                 | Middle Ages series   |
| Disciplina              | 946/.03  |
| Soggetti                | Muslims - Spain - History<br>Christians - Spain - History<br>Spain History 711-1516<br>Spain History, Military   |
| Lingua di pubblicazione | Inglese  |
| Formato                 | Materiale a stampa   |
| Livello bibliografico   | Monografia   |
| Note generali           | Bibliographic Level Mode of Issuance: Monograph  |
| Nota di bibliografia    | Includes bibliographical references and index.   |
| Nota di contenuto       | Front matter -- Contents -- A Note on Money -- Genealogical Tables -- Introduction: Castile and the Emirate of Granada -- Chapter 1. Pedro I: An Era of Ambivalence -- Chapter 2. The Early Trastámaras: An Era of Peace -- Chapter 3. The Crusades of Antequera and Ceuta -- Chapter 4. The Failed Crusades of Juan II -- Chapter 5. The Intermittent Crusades of Enrique IV -- Chapter 6. Fernando and Isabel's Crusade: From Alhama to Málaga -- Chapter 7. The End of the Crusade: From Baza to Granada -- Chapter 8. The Frontier in Peace and War -- Chapter 9. A War of Religions -- Abbreviations -- Notes -- Bibliography -- Index -- Acknowledgments |
| Sommario/riassunto      | By the middle of the fourteenth century, Christian control of the Iberian Peninsula extended to the borders of the emirate of Granada, whose Muslim rulers acknowledged Castilian suzerainty. No longer threatened by Moroccan incursions, the kings of Castile were diverted from completing the Reconquest by civil war and conflicts with neighboring Christian kings. Mindful, however, of their traditional goal of recovering lands formerly ruled by the Visigoths, whose heirs they claimed to be, the Castilian monarchs continued intermittently to assault Granada until the late fifteenth century. Matters changed thereafter, when               |

Fernando and Isabel launched a decade-long effort to subjugate Granada. Utilizing artillery and expending vast sums of money, they methodically conquered each Narid stronghold until the capitulation of the city of Granada itself in 1492. Effective military and naval organization and access to a diversity of financial resources, joined with papal crusading benefits, facilitated the final conquest. Throughout, the Narids had emphasized the urgency of a jihd waged against the Christian infidels, while the Castilians affirmed that the expulsion of the "enemies of our Catholic faith" was a necessary, just, and holy cause. The fundamentally religious character of this last stage of conflict cannot be doubted, Joseph F. O'Callaghan argues.

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| 2. Record Nr.           | UNINA9910438099703321  |
| Autore                  | Jackson Wallace  |
| Titolo                  | Learn Android app development / / Wallace Jackson ; technical reviewer, Michael Thomas   |
| Pubbl/distr/stampa      | Berkeley, CA, : Apress, c2013  |
| ISBN                    | 9781430257479<br>1430257474  |
| Edizione                | [1st ed. 2013.]  |
| Descrizione fisica      | 1 online resource (XXIII, 548 p. 347 illus.)   |
| Altri autori (Persone)  | ThomasMichael  |
| Disciplina              | 004  |
| Soggetti                | Mobile computing<br>Application software - Development   |
| Lingua di pubblicazione | Inglese  |
| Formato                 | Materiale a stampa   |
| Livello bibliografico   | Monografia   |
| Note generali           | Includes index.  |
| Nota di contenuto       | Building an Android IDE for version 4.2 : acquiring, installing, and configuring an Android development environment -- Exploring Android app development : the lingo of Android and building your first hello world app! -- Java for Android primer : enhancing our hello world application -- Layouts and activities : using viewgroup classes -- Android intents and events : adding interactivity -- Android UI design : using views and widgets vis XML -- Android graphics design : concepts and techniques -- Compositing in Android : advanced graphical user interface design -- Android image animation : frame-based animation |

using XML constructs -- Android vector animation : procedural animation via XML constructs -- An introduction to video : concepts and optimization -- Digital video in Android : using the videoview class -- An introduction to audio : concepts and optimization -- Playing audio in Android : the mediaplayer class -- Audio sequencing : Android soundpool class -- Android intents : inter-application programming -- Android services : using background processing -- Broadcast receivers : Android inter-application communication -- Android content providers : access to datastores -- Building an Android IDE for version 4.12 and earlier : acquiring, installing, and configuring an Android development environment.

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## Sommario/riassunto

Learn Android App Development is a hands-on tutorial and useful reference. You'll quickly get up to speed and master the Android SDK and the Java that you need for your Android Apps. The Android SDK offers powerful features, and this book is the fastest path to mastering them—and the rest of the Android SDK—for programmers with some experience who are new to Android smartphone and tablet apps development. Many books introduce the Android SDK, but very few explain how to develop apps optimally. This book teaches both core Java language concepts and how to wisely but rapidly employ the design patterns and logic using the Android SDK, which is based on Java APIs. You'll also learn best practices that ensure your code will be efficient and perform well. Get an accelerated but complete enough treatment of the fundamentals of Java necessary to get you started. Design your first app using prototyping and other design methods. Build your first Android app using the code given over the course of the book. Finally, debug and distribute your first app on Google Play or other Android app store. After reading this book, you'll have your first app ready and on the app store, earning you the prestige and the money you seek.

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