

1. Record Nr.	UNINA9910449828203321
Autore	Murphy Joseph
Titolo	Approaches to Administrative Training in Education [[electronic resource]]
Pubbl/distr/stampa	Albany, : State University of New York Press, 1987
ISBN	1-4384-1400-5
Descrizione fisica	1 online resource (174 p.)
Altri autori (Persone)	HallingerPhilip
Disciplina	371.2/00973
Soggetti	Electronic books. -- local School administrators -- Training of -- United States School administrators -- Training of Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	<p>CONTENTS; INTRODUCTION; I. HISTORICAL AND THEORETICAL PERSPECTIVES; 1. The Evolution of Training for School Administrators by Bruce S. Cooper and William L. Boyd; 2. Principles of Quality Staff Development: Lessons for Administrator Training by Nancy J. Pitner; 3. The Legacy of the Theory Movement: Learning from the New Tradition by Robert L. Crowson and R. Bruce McPherson; II. PROFESSIONAL ASSOCIATIONS; 4. The Center for Advancing Principalship Excellence (APEX): An Approach To Professionalizing Educational Administration by Paula F. Silver</p> <p>5. The AASA Model for Preparing School Leaders by John R. HoyleIII. STATE MODELS; 6. Maryland's MPDA: The Maryland Professional Development Academy and Its Odyssey in Comprehensive Training by A. Skipp Sanders; 7. The North Carolina Leadership Institute for Principals by Lee W. Grier; IV. LABORATORY AND UNIVERSITY APPROACHES; 8. Peer-Assisted Leadership: Peer Observation and Feedback as Catalysts for Professional Growth by Bruce G. Barnett; 9. The Harvard Principals' Center: School Leaders as Adult Learners by Sarah L. Levine, Roland S. Barth and Kenneth W. Haskins</p> <p>10. The Institute of Educational Administration in Australia by Colin R. J. Moyle and Keith C. Andrews11. Facilitating/I/D/E/A/Principals' Collegial Support Groups as a Means of Professional Development and</p>

School Improvement by James C. Laplant; 12. Lewis and Clark College's Summer Institute for Beginning School Administrators by Daniel L. Duke; 13. Research, Practice, and Conceptual Models: Underpinnings of a Principals' Institute by Kent D. Peterson; 14. The Australian Administrative Staff College: The Syndicate Method by W. G. Walker; V. CONCLUSION  
15. New Directions in the Professional Development of School Administrators: A Synthesis and Suggestions for Improvement by Joseph Murphy and Philip Hallinger  
CONTRIBUTORS; INDEX; A; B; C; D; E; F; G; H; I; J; K; L; M; N; O; P; R; S; T; U; V; W; Y

2. Record Nr.	UNINA9910792279503321
Autore	Feiler Jesse
Titolo	iOS App Development For Dummies [[electronic resource]]
Pubbl/distr/stampa	Hoboken, : Wiley, 2014
ISBN	1-118-87107-3
Edizione	[1st edition]
Descrizione fisica	1 online resource (575 p.)
Collana	For dummies
Disciplina	005.25
Soggetti	Application software -- Development iOS (Electronic resource) iPad (Computer) iPhone (Smartphone) Engineering & Applied Sciences Computer Science
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Table of Contents; Introduction; A Bit of History; The Plan for This Book; iOS and Xcode Game Changers; About This Book; Conventions Used in This Book; Icons Used in This Book; Foolish Assumptions; How This Book Is Organized; Beyond the Book; Where to Go from Here; Part I: Getting Started; Chapter 1: What Makes a Great iOS App; Figuring Out What Makes a Great iOS App; Using the iOS Platform to the Fullest; Embracing Device Limitations; Why Develop iOS Apps?; Developing with Apple's Expectations in Mind; Thinking About You, Apps, and Money;

Enter the Cloud

Developing an App the Right Way Using the Example App in This Book  
What's Next; Chapter 2: Getting to Know the SDK; Developing Using the SDK; Using Xcode to Develop an App; The Workspace Window; Chapter 3: The Nuts and Bolts of an Xcode Project; Creating Your Project; Exploring Your Project; Setting Your Xcode Preferences; Building and Running Your Application; Running in the Simulator; Using Asset Catalogs; Adding the Image and Sound Resources and an App Icon; Part II: Building RoadTrip; Chapter 4: Storyboards and the User Experience; Introducing the Storyboard  
Defining What You Want an App to Do: The RoadTrip App  
Creating the Application Architecture; What You Add Where; Using Frameworks; Using Design Patterns; Working with Windows and Views; View Controllers - the Main Storyboard Players; What About the Model?; It's Not That Neat; Taking a Look at Other Frameworks; Understanding the MVC in the Project; Chapter 5: Creating the RoadTrip User Interface; Creating Your User Interface in the iPad Storyboard; Working within the Utility Area; Understanding iPad Navigation; Adding a New View Controller; View Layout; Adding the User Interface Objects  
Massaging the Template Code  
Getting Rid of Warnings; Creating the iPhone User Interface; Chapter 6: The Runtime, Managing Memory, and Using Properties; Stepping Through the App Life Cycle; Working within the Managed Memory Model Design Pattern; Automatic Reference Counting (ARC); Observing Low-Memory Warnings; Customizing the Behavior of Framework Classes; Understanding Declared Properties; Hiding Instance Variables; Chapter 7: Working with the Source Editor; Navigating in the Xcode Source Editors; Using the Xcode Source Editor; Accessing Documentation; Finding and Searching in Your Project  
You're Finally Ready to Write Code!  
Part III: Getting Your Feet Wet: Basic Functionality; Chapter 8: It's (Finally) Time to Code; Checking for Network Availability; Exploring the Changes in iOS 7; Setting the Master View Controller Title; Understanding Autorotation; Writing Bug-Free Code; Chapter 9: Adding Outlets and Actions to Your RoadTrip Code; Using Custom View Controllers; Understanding Outlets; Adding Outlets; Working with the Target-Action Design Pattern; How Outlets and Actions Work; Chapter 10: Adding Animation and Sound to Your App; Understanding iOS Animation  
Coordinating Auto Layout, Frames, and Constraints

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## Sommario/riassunto

If you've got incredible iOS ideas, get this book and bring them to life! iOS 7 represents the most significant update to Apple's mobile operating system since the first iPhone was released, and even the most seasoned app developers are looking for information on how to take advantage of the latest iOS 7 features in their app designs. That's where iOS App Development For Dummies comes in! Whether you're a programming hobbyist wanting to build an app for fun or a professional developer looking to expand into the iOS market, this book will walk you through the fundamentals

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