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| 1. Record Nr. | UNINA9910459212403321 |
| Titolo | Living with brain injury : a guide for families and caregivers / / edited by Sonia Acorn and Penny Offer |
| Pubbl/distr/stampa | Toronto, [Ontario] ; ; Buffalo, [New York] ; ; London, [England] : , : University of Toronto Press, , 1998 ©1998 |
| ISBN | 1-4426-5510-0 1-4426-5968-8 |
| Descrizione fisica | 1 online resource (191 p.) |
| Collana | Heritage |
| Disciplina | 362.1968 |
| Soggetti | Brain damage Brain damage - Patients - Family relationships Brain damage - Patients - Care Caregivers Electronic books. |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Description based upon print version of record. |
| Nota di bibliografia | Includes bibliographical references. |
| Nota di contenuto | Frontmatter -- Contents -- 1. Introduction / Offer, Penny -- 2. What Is a Brain Injury? / Higenbottam, John -- 3. A Survivor's View / Ottewell, Charles G. -- 4. After the Brain Injury - The Rehabilitation Team / Higenbottam, John -- 5. The Hospital - and After / Brown, Rick -- 6. Case Management / Simpson, John -- 7. Long-term Adjustment Following Significant Brain Injury / Pepping, Mary -- 8. 'Rime7 of the Survivor / Blanche, David -- 9. Psychosocial Effects of Brain Injury / Seaton, J. David -- 10. Children and Adolescents with Brain Injury / Unger, Marilyn -- 11. Couple Issues After Brain Injury / Hirschi, Patrick / Berwald, Claudia / Brown, Rick -- 12. Brain Injury and the Family System / David, Carroll O. -- 13. Legal Issues Following Brain Injury / Webster, R. Brian -- 14. Leisure and Recreation / Sulzberger, Anne / Killingsworth, Charles -- 15. The Family as Caregiver / Acorn, Sonia -- 16. A Second Look / Ottewell, Charles G. -- Appendix A. Resources and Assistance -- Appendix B. Glossary -- Appendix C. Suggestions for Further Reading -- Contributors |

Sommario/riassunto

An injury to the brain can affect every aspect of a person's daily life, including physical abilities and psychological make-up, relationships and family roles, school and employment, recreation and leisure. At the hospital, you may hear a lot about brain injury but not realize the importance of what you've learned until you have to deal with the injured person at home. In this handy reference book, health-care and legal experts from Canada and the United States guide you through the process of rehabilitation and help you learn how to live with brain injury. The advice of these professionals is complemented by the stories of two people who have survived injuries and are adjusting to their new lives.

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| 2. Record Nr. | UNIORUON00072791 |
| Titolo | Les chroniques de Zar'a Ya eqob et de Ba'eda Maryam rois d'Ethiopie de 1434 a 1478 / Jules Perruchon |
| Pubbl/distr/stampa | Paris, : Emile Bouillon, 1893 |
| Descrizione fisica | xl, 206 p., p. di tav. ; 24 cm |
| Disciplina | 963.02 |
| Soggetti | ETIOPIA - Storia - Sec. 15 |
| Lingua di pubblicazione | Etiopico |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |

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| 3. Record Nr. | UNINA9910300463603321 |
| Autore | Nutting Jack |
| Titolo | Beginning iOS 7 Development : Exploring the iOS SDK / / by Jack Nutting, David Mark, Jeff LaMarche, Fredrik Olsson |
| Pubbl/distr/stampa | Berkeley, CA : , : Apress : , : Imprint : Apress, , 2014 |
| ISBN | 9781430260233 1430260238 |
| Edizione | [1st ed. 2014.] |
| Descrizione fisica | 1 online resource (705 p.) |
| Disciplina | 004 005.25 005.258 |
| Soggetti | Apple computers Application software Apple and iOS Computer Applications |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | "Design and develop your app from concept and vision to code"--Cover. Includes index. |
| Nota di contenuto | ""Contents at a Glance""; ""Contents""; ""About the Authors""; ""About the Technical Reviewer""; ""Acknowledgments""; ""Introduction""; ""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""; ""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 Project Window""; ""The Toolbar""; ""The Navigator""; ""The Jump Bar""; ""The Utility Area""; ""Interface Builder""; ""New Compiler and Debugger""; ""A Closer Look at Our Project""; ""Introducing Xcodea€s Interface Builder""; ""File Formats""; ""The Storyboard""; ""The Library""; |

""Adding a Label to the View""; ""Changing Attributes""; ""Some iPhone Polish""; ""Finishing Touches""; ""Bring It on Home""; ""Chapter 3: Handling Basic Interaction""
 ""The Model-View-Controller Paradigm""; ""Creating Our Project""; ""Looking at the View Controller""; ""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""; ""Tint""; ""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 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""; ""Spiffing Up the Button""; ""Stretchable Images""; ""Control States""; ""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""

Sommario/riassunto

The team that brought you the bestselling Beginning iPhone Development is back again for Beginning iOS 7 Development, bringing this definitive guide up-to-date with Apple's latest and greatest iOS 7 SDK, as well as with the latest version of Xcode. There's coverage of brand-new technologies, including a new chapter on Apple's Sprite Kit framework for game development, as well as significant updates to existing material. You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using latest Xcode and the latest 64-bit iOS 7-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 7 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 7 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 iOS 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!