

1. Record Nr.	UNINA9910464301603321
Autore	Dittenhoefer Abram J (Abram Jesse), <1836-1919, >
Titolo	How we elected Lincoln : personal recollections / / Abram J. Dittenhoefer ; foreword by Kathleen Hall Jamieson
Pubbl/distr/stampa	Philadelphia : , : University of Pennsylvania Press, , 2005
ISBN	0-8122-9109-3
Descrizione fisica	1 online resource (120 p.)
Altri autori (Persone)	JamiesonKathleen Hall
Disciplina	324.973/068
Soggetti	Presidents - United States - Election - 1860 Presidents - United States - Election - 1864 Political campaigns - United States - History - 19th century Electronic books. United States Politics and government 1861-1865 Anecdotes
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Originally published: New York : Harper & Brothers, 1916. With new foreword.
Nota di contenuto	Front matter -- Contents -- Foreword / Jamieson, Kathleen Hall -- Preface -- I. The Man-Lincoln -- II. Lincoln's Introduction to the East -- III. How Lincoln Was First Nominated -- IV. How Lincoln Was First Elected -- V. The Journey to the Capital -- VI. Stories and Incidents -- VII. Four Years of Stress and Strain -- VIII. The Renomination -- IX. The Campaign of 1864
Sommario/riassunto	Abram J. Dittenhoefer was a young South Carolinian who embraced abolition and moved to New York in order to work for the newly formed Republican party and its antislavery platform. Even though he was in his early twenties, he quickly established himself as a savvy and creative campaigner, and when he encountered Abraham Lincoln in New York City on February 27, 1860, a mutual friendship and trust were established. Soon, Dittenhoefer became a member of Lincoln's political circle, and he helped direct both of Lincoln's successful bids for the presidency. In How We Elected Lincoln, originally published in 1916 and appearing now for the first time in paperback, we have the only firsthand account of Lincoln's political campaigns. Here Lincoln emerges as a real human being, full of doubts and convictions, while

the usual dry-as-dust recitation of political facts is transformed into heated, vivid, nail-biting episodes. Lincoln was an underdog in both of his elections, and Dittenhoefer conveys the extreme tension and acrimony of each campaign. Drama surrounds this wartime president who faced a grueling reelection campaign at the same moment he was grappling with the darkest moments for his Union cause. Faced with competition within his own party, Lincoln resigned himself to defeat but continued to make astute decisions. The sudden success of Ulysses S. Grant on the battlefield in the autumn of 1864 turned the tide for both the Union Army and Lincoln's fortunes with the electorate. According to Dittenhoefer, Lincoln's greatest legacy was the eradication of American slavery, and in this compact account the author shows from direct experience the difficulties and resistance Lincoln encountered while working to achieve his goal.

2. Record Nr.	UNINA9910132997503321
Titolo	Ada Negri [[electronic resource]] : parole e ritmo sgorgan per incanto : atti del convegno internazionale di studi, Lodi, 14-15 dicembre 2005 / a cura di Giorgio Baroni
Pubbl/distr/stampa	Pisa, : Giardini editori e stampatori, 2007
ISBN	88-6227-272-3
Descrizione fisica	121 p
Collana	Biblioteca della Rivista di letteratura italiana , 1828-8731 ; ; 14 Biblioteca della Rivista di letteratura italiana ; ; 14
Altri autori (Persone)	BaroniGiorgio
Disciplina	851
Soggetti	Romance Literatures Languages & Literatures Italian Literature
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Proceedings. Half title: ISSN 1828-8731. A. Negri (1870-1945).
Nota di bibliografia	Includes bibliographical references.

3. Record Nr.	UNINA9910522991203321
Autore	Wang Wally
Titolo	Beginning iPhone development with SwiftUI : exploring the iOS SDK // Wally Wang
Pubbl/distr/stampa	Berkeley, California : , : Apress L. P., , [2022] ©2022
ISBN	1-4842-7818-6
Edizione	[Sixth edition.]
Descrizione fisica	1 online resource (468 pages)
Disciplina	004.165
Soggetti	Operating systems (Computers) Apple computer
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Chapter 1: Understanding iOS Programming -- Chapter 2: Designing User Interfaces with SwiftUI -- Chapter 3: Placing Views on the User Interface -- Chapter 4: Working with Text -- Chapter 5: Working with Images -- Chapter 6: Responding to the User with Buttons and Segmented Controls -- Chapter 7: Retrieving Text from Text Fields and Text Editors -- Chapter 8: Limiting Choices with Pickers -- Chapter 9: Limiting Choices with Toggles, Steppers, and Sliders -- Chapter 10: Providing Options with Links and Menus -- Chapter 11: Touch Gestures -- Chapter 12: Using Alerts, Action Sheets, and Contextual Menus -- Chapter 13: Displaying Lists -- Chapter 14: Using Forms and Group Boxes -- Chapter 15: Using Disclosure Groups, Scroll Views, and Outline Groups -- Chapter 16: Using the Navigation View -- Chapter 17: Using the Tab View -- Chapter 18: Using Grids -- Chapter 19: Using Animation -- Chapter 20: Using GeometryReader -- Appendix: An Introduction to Swift.
Sommario/riassunto	Tame the power of Apple's new user interface toolkit, SwiftUI. Integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders with less effort and more efficiency. You'll also learn about touch gestures, lists, and grids for displaying data on a user interface. And you'll even go beyond those simple controls to liven up any user interface with simple animation techniques. Spice your designs up with movement, scaling, and

resizing, including spring and bounce effects! You'll start with basic designs and then explore more sophisticated ones. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, this book offers a comprehensive course in iPhone and iPad programming. The book starts with a gentle introduction to using Xcode and then guides you through the creation of your first simple application. You'll create user interfaces for that application using multiple screens in two different ways—using Navigation View and Tab Bars. Beginning iPhone Development with SwiftUI covers the basic information you need to get up and running quickly to turn your great ideas into working iOS apps with stunningly interactive interfaces using SwiftUI. Once you're ready, move on to Pro iPhone Development with SwiftUI to learn more of the unique aspects of iOS programming and the Swift language. What You Will Learn Discover the basics of designing a user interface using SwiftUI Build cool, crisp user interfaces that use animation Display data in lists and outlines Organize user interfaces in forms and groups Who This Book is For Aspiring iOS app developers new to the Apple Swift programming language and/or the iOS SDK.
