

1. Record Nr.	UNINA9910455651303321
Autore	Webb Chris
Titolo	Expert cube development with Microsoft SQL Server 2008 Analysis Services [[electronic resource]] : design and implement fast, scalable, and maintainable cubes / / Chris Webb, Alberto Ferrari, Marco Russo
Pubbl/distr/stampa	Birmingham, UK, : Packt Publishing, 2009
ISBN	1-282-23815-9 1-84719-723-X 9786612238154 1-84719-722-1
Descrizione fisica	1 online resource (360 p.)
Collana	From technologies to solutions
Altri autori (Persone)	FerrariAlberto RussoMarco
Disciplina	005.7585
Soggetti	Client/server computing OLAP technology Data mining Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.

2. Record Nr.	UNINA9910465299903321
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 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	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 BookWhat'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

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
