

1. Record Nr.	UNINA9910480164403321
Autore	Lurz John
Titolo	The Death of the Book : Modernist Novels and the Time of Reading / / John Lurz
Pubbl/distr/stampa	New York, NY : , : Fordham University Press, , [2016] ©2016
ISBN	0-8232-7102-1 0-8232-7101-3 0-8232-7100-5
Edizione	[First edition.]
Descrizione fisica	1 online resource
Disciplina	809/.9112
Soggetti	Books and reading Modernism (Literature) 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	Front matter -- Contents -- Introduction: Opening the Book -- 1. The Books of the Recherche -- 2. The Reader of Ulysses -- 3. The Dark Print of Finnegans Wake -- 4. The Pages in Jacob's Room -- 5. The Binding of The Waves -- Coda: The Afterlives of Reading -- Acknowledgments -- Notes -- Bibliography -- Index
Sommario/riassunto	An examination of the ways major novels by Marcel Proust, James Joyce, and Virginia Woolf draw attention to their embodiment in the object of the book, The Death of the Book considers how bookish format plays a role in some of the twentieth century's most famous literary experiments. Tracking the passing of time in which reading unfolds, these novels position the book's so-called death in terms that refer as much to a simple description of its future vis-à-vis other media forms as to the sense of finitude these books share with and transmit to their readers. As he interrogates the affective, physical, and temporal valences of literature's own traditional format and mode of access, John Lurz shows how these novels stage intersections with the phenomenal world of their readers and develop a conception of literary experience not accounted for by either rigorously historicist or

traditionally formalist accounts of the modernist period. Bringing together issues of media and mediation, book history, and modernist aesthetics, *The Death of the Book* offers a new and deeper understanding of the way we read now.

2. Record Nr.	UNINA9910483129203321
Autore	Willman Joshua
Titolo	Modern PyQt : create GUI applications for project management, computer vision, and data analysis / / Joshua Willman
Pubbl/distr/stampa	[Place of publication not identified] : , : Apress, , [2021] Â©2021
ISBN	1-4842-6603-X
Edizione	[1st ed. 2021.]
Descrizione fisica	1 online resource (XX, 310 p. 75 illus.)
Disciplina	005.3
Soggetti	Computer software Professional computing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Chapter 1: Overview of PyQt5 -- Chapter 2: Creating GUIs for Project Management -- Chapter 3: Data Visualization and Analysis -- Chapter 4: Database Handling with PyQt -- Chapter 5: GUIs for Computer Vision -- Chapter 6: Visualizing 3D Data -- Chapter 7: Introduction to Networking with PyQt -- Chapter 8: Creating a Chatbot -- Chapter 9: Deploying PyQt Applications.
Sommario/riassunto	Dive into GUI application development and create useful applications for practical and relevant topics in the fields of business, computer science, and research. This book uses a realistic approach to help get you started designing and building the applications you need while learning new tools along the way. PyQt has a vast collection of tools that you can use to create GUIs, many of which seem to go unexplored. In <i>Modern PyQt</i> , you will go beyond some of the fundamental topics of GUI development in order to begin building useful desktop applications. Through extensive examples and hands-on projects, you will explore how to make applications for data analysis and

visualization using graphs, computer vision with OpenCV and PyQt, the basics of networking, handling databases with SQL, and more! Whether you are looking for new ideas to practice your skills as a programmer or you have a specific goal in mind and need some help to get your ideas off the ground, there is something in Modern PyQt for you! You will: Create cross-platform GUIs with Python and PyQt. Understand the important PyQt classes, widgets, and concepts needed for building interactive and practical applications. Find out how to embed useful Python modules into your applications to create more advanced GUIs. Build useful applications that you can improve or make into something completely new with Python and PyQt.
