| 1. | Record Nr. | UNINA9910798000803321 |
|---|---|---|
| | Autore | Monteiro Fernando |
| | Titolo | AngularJS directives cookbook : extend the capabilities of AngularJS and build dynamic web applications by creating customized directives with a collection of more than 30 recipes / / Fernando Monteiro |
| | Pubbl/distr/stampa | Birmingham : , : Packt Publishing, , 2015 |
| | ISBN | 1-78439-294-4 |
| | Descrizione fisica | 1 online resource (206 p.) |
| | Collana | Quick answers to common problems |
| | Soggetti | AngularJS (Software framework) Application software - Development JavaScript (Computer program language) |
| | Lingua di pubblicazione | Inglese |
| | Formato | Materiale a stampa |
| | Livello bibliografico | Monografia |
| | Note generali | Includes index. |
| | Nota di contenuto | Cover ; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Dealing with Modal and Tabs Directives; Introduction; Using inline HTML templates; Creating a simple modal directive; Loading external templates for best practices; Using the link function; Dealing with tabs without Bootstrap UI directives; Chapter 2: Building a Navbar Custom Directive; Introduction; Building a navbar directive; Directory structure for common components; Directive's controller function; Using the data attribute to HTML5 compile |
| | | Chapter 3: Customizing and Using Bootstrap UI DirectivesIntroduction; Dealing with modal directives; Creating tab directives; The isolate scope; Building accordion tab directives; Loading dynamic content; Chapter 4: Creating Interactive jQuery UI Directives; Introduction; A simple directive example; Manipulating the DOM with jQuery; The compile and link functions; Creating the jQuery UI draggable directive; Creating the jQuery UI droppable directive; Chapter 5: Implementing Custom Directives with Yeoman Generators; Introduction; Creating the baseline app with  generator-angm |
| | | Generator best practicesHow to implement the ngMap directive; Using the Angular-Loading-Bar directive; Implementing the ng-grid directive; Chapter 6: Using Directives to Develop Interface Components; |

Introduction; Creating an Off Canvas menu; Applying custom CSS; Building a shopping cart; Chapter 7: Building Directives with Dynamic Templates; Introduction; Using dynamic templates on directives; The compile function; Organizing dynamic directives on shared folders; Mixing different content on templates; Chapter 8: Creating Reusable Directives; Introduction

How to scale an AngularJS project to use reusable directivesBuilding a directive as an interface component; Creating a form directive with custom validation; Chapter 9: Directive Unit Testing with Karma and Jasmine; Introduction; How to test AngularJS apps using Karma and Karma Runner; Writing tests for directives with Jasmine; Testing elements when the scope changes; Index

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| 2. | Record Nr. | UNINA9910502980003321 |
| | Titolo | Serious Games : Joint International Conference, JCSG 2021, Virtual Event, January 12–13, 2022, Proceedings / / edited by Bobbie Fletcher, Minhua Ma, Stefan Göbel, Jannicke Baalsrud Hauge, Tim Marsh |
| | Pubbl/distr/stampa | Cham : , : Springer International Publishing : , : Imprint : Springer, , 2021 |
| | ISBN | 3-030-88272-1 |
| | Edizione | [1st ed. 2021.] |
| | Descrizione fisica | 1 online resource (294 pages) |
| | Collana | Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 12945 |
| | Disciplina | 794.81526 |
| | Soggetti | User interfaces (Computer systems) |
| | | Human-computer interaction |
| | | Artificial intelligence |
| | | Image processing - Digital techniques |
| | | Computer vision |
| | | Computer engineering |
| | | Computer networks |
| | | Social sciences - Data processing |
| | | Education - Data processing |
| | | User Interfaces and Human Computer Interaction |
| | | Artificial Intelligence |
| | | Computer Imaging, Vision, Pattern Recognition and Graphics |
| | | Computer Engineering and Networks |
| | | Computer Application in Social and Behavioral Sciences |
| | | Computers and Education |

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| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Nota di contenuto | Games Design and Study -- Games Narratives -- Games in Health -- Competitive Gaming and Exercise -- Games in Education. |
| Sommario/riassunto | This book constitutes the refereed proceedings of the 7th Joint International Conference on Serious Games, JCSG 2021, as virtual event, in January 2022. The 17 full papers presented together with 3 short papers were carefully reviewed and selected from 28 submissions. JSCG 2021 is dedicated to serious games and its interdisciplinary characteristics combining game concepts and technologies required in the different application domains. Chapters 1 and 19 are available for open access under a Creative Commons Attribution 4.0 International License via link.springer.com. |