

1. Record Nr.	UNISALENTO991003002279707536
Autore	Zardo, Antonio
Titolo	Il canto 5. del Paradiso / letto da Antonio Zardo nella Sala di Dante in Orsanmichele
Pubbl/distr/stampa	Firenze : G.C. Sansoni, stampa 1938
Descrizione fisica	34 p. ; 24 cm
Collana	Lectura Dantis
Altri autori (Persone)	Alighieri, Dante
Disciplina	851.1
Soggetti	Alighieri, Dante. Divina Commedia. Paradiso. C. 5. Alighieri, Dante. Divina Commedia. Paradiso. C. 5.
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr.	UNINA9910703057603321
Titolo	H.R. 413 [[electronic resource]] : Public Safety Employer-Employee Cooperation Act of 2009 : hearing before the Subcommittee on Health, Employment, Labor, and Pensions, Committee on Education and Labor, U.S. House of Representatives, One Hundred Eleventh Congress, second session, hearing held in Washington, DC, March 10, 2010
Pubbl/distr/stampa	Washington : , : U.S. G.P.O., , 2010
Descrizione fisica	1 online resource (iii, 72 pages)
Soggetti	Collective bargaining - Police - United States - States Collective bargaining - Fire fighters - United States - States Collective bargaining - Government employees - United States Collective bargaining - Law and legislation - United States
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Title from title screen (viewed on Oct. 20, 2010). "Serial no. 111-49."
Nota di bibliografia	Includes bibliographical references.

3. Record Nr.	UNINA9910960589203321
Autore	Nygard Paul
Titolo	Creating games with cocos2d for iPhone 2 : master cocos2d through building nine complete games for the iPhone / / Paul Nygard
Pubbl/distr/stampa	Birmingham, UK, : Packt Pub., 2012
ISBN	9781283937948 1283937948 9781849519014 1849519013
Edizione	[1st ed.]
Descrizione fisica	1 online resource (388 p.)
Collana	Community experience distilled
Disciplina	794.81525
Soggetti	Video games
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Intro -- Creating Games with cocos2d for iPhone 2 -- Table of Contents -- Creating Games with cocos2d for iPhone 2 -- Credits -- About the Author -- About the Reviewers -- www.PacktPub.com -- Support files, eBooks, discount offers, and more -- Why Subscribe? -- Free Access for Packt account holders -- Preface -- What this book covers -- What you need for this book -- Who this book is for -- Conventions -- Reader feedback -- Customer support -- Downloading the example code -- Downloading the color images of this book -- Errata -- Piracy -- Questions -- 1. Thanks for the Memory Game -- The project is... -- Let's build a menu -- Where is the scene? -- Building the playfield -- We need sprites -- Building a sprite sheet -- On to the playfield -- Creating the playfield header -- Creating the playfield layer -- The flow of the game -- A stack of tiles -- The memory tile class -- Loading tiles -- Drawing tiles -- Adding interactivity -- Checking for matches -- Scoring and excitement -- Animating the score -- Adding lives and game over -- Bringing it all together -- It's quiet...too quiet -- Summary -- 2. Match 3 and Recursive Methods -- The project is... -- Basic gem interaction -- The MAGem header -- The MAGem class -- Generating gems -- Building the playfield -- Checking for matches -- Collecting touches -- Moving gems -- Checking moves -- Removing gems -- The update method --

Predictive logic -- Artificial randomness -- Summary -- 3. Thumping Moles for Fun -- The project is... -- Design approach -- Designing the spawn -- Portrait mode -- Custom TTF fonts -- Defining a molehill -- Building the mole -- Making a molehill -- Drawing the ground -- Mole spawning -- Special moles -- Moving moles -- The animation cache -- Combining actions and animation -- Simultaneous actions -- Deleting moles -- Touching moles -- Tying it together -- Scoring the mole. Summary -- 4. Give a Snake a Snack... -- The project is... -- Design approach -- Building a better snake -- Anatomy of a snake segment -- Dissecting the snake -- Building the head -- Building the body segments -- Moving the snake -- Turning the snake -- Death of a snake -- Building the environment -- Outer walls -- Inner walls -- Building snake food -- Collisions and eating -- Levels and difficulties -- The main loop -- Level-up checking -- Dead mice -- But...how do we control the snake? -- Summary -- 5. Brick Breaking Balls with Box2D -- The project is... -- Box2D - a primer -- Box2D - what is it? -- Basic parts of Box2D -- On to the game! -- World building -- On the edge -- Having a ball -- Setting everything in motion -- Collision handling -- Losing your ball -- Destruction -- Paddling around -- Paddle fixture -- Touching the paddle -- Storing player data -- Displaying player data -- Building bricks -- Loading a plist -- Picking a pattern -- Breaking bricks, for real -- Power-ups, good and bad -- Picking up power-ups -- Paddle deformation -- Restoring the paddle -- Multiball -- Losing lives with multiball -- Summary -- 6. Cycles of Light -- The game is... -- Design review -- Let's build a bike -- CLBike header -- CLBike implementation -- Bike rotation -- Turning the bike -- Building walls -- Boundary walls -- Bike walls -- Bike integration -- Bike movement -- Control buttons -- Touching buttons -- Flashing with blocks -- Finishing the buttons -- Building the background grid -- Drawing the grid -- The second grid -- Moving grids -- The glScissor -- The playfield -- Generating the bikes -- Collision handling -- Making it move -- Crashing bikes -- Bluetooth multiplayer -- Peer Picker -- Session callbacks -- Sending messages -- Receiving data -- Upgrading our bikes -- Why send moves? -- Summary -- 7. Playing Pool, Old School -- The game is... -- Overall design. Building the table -- The Box2D world -- Building the rails -- Building pockets -- Creating the cue stick -- Loading the rules -- Rules.plist -- Rack 'em up -- Building the rack -- Player HUD -- Displaying messages -- Collision handling -- Building the control base -- One-touch control -- Two-touch control -- The rules engine -- Putting balls back -- Checking the table -- The playfield init method -- Summary -- 8. Shoot, Scroll, Shoot Again -- The game is... -- Design review -- Tiled - a primer -- Drawing the ground -- Logic layers -- Spawn layer -- Understanding TMX format -- Creating an HD map -- Implementing the tilemap -- Adding our hero -- Focus on the hero -- Controlling the hero with SneakyJoystick -- Tilt controls -- Interpreting the controls -- Building the HUD -- Scene construction -- Tile helper methods -- Tile self-identification -- Smarter hero walking -- Time for bullets -- TDBullet class -- Building the enemy -- Adding the enemies -- Collision handling -- Everybody gets hit -- Game over, man -- Smarter enemies -- Code not covered here -- Summary -- 9. Running and Running and Running... -- The game is... -- Design review -- Building the ground -- ERTile class -- Adding gap tiles -- Scrolling the tiles -- Parallax background -- Our hero -- Animation loading -- Updating the hero -- Touch controls -- Shooting bullets -- Enemies everywhere -- Collision handling -- Getting shot with particles -- Death of hero -- Summary -- Index.

book. The process of game building is well-illustrated with screenshots and explained code. This book is aimed at readers with an understanding of Objective-C and some familiarity with the cocos2d for iPhone 2.0 framework.

4. Record Nr.	UNINA9910298413703321
Autore	Madhavi Rokkam
Titolo	Digenetic Trematodes of Indian Marine Fishes / / by Rokkam Madhavi, Rodney A. Bray
Pubbl/distr/stampa	Dordrecht : , : Springer Netherlands : , : Imprint : Springer, , 2018
ISBN	94-024-1535-1
Edizione	[1st ed. 2018.]
Descrizione fisica	1 online resource (688 pages) : illustrations, maps
Disciplina	595.122
Soggetti	Entomology Parasitology Marine sciences Fresh water Animals Biodiversity Marine & Freshwater Sciences Animal Systematics/Taxonomy/Biogeography
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Chapter 1. Introduction -- Chapter 2. Material and Methods -- Chapter 3. The Digenetic trematodes -- Part I: Systematic Account—Order Diplostomida Olson, Cribb, Tkach, Bray & Littlewood, 2003 -- Chapter 4. Superfamily Schistosomatoidea -- Part II: Systematic Account—Order Plagiorchiida La Rue, 1957 -- Chapter 5. Superfamily Bivesiculoidea -- Chapter 6. Superfamily Bucephaloidea.-Chapter 7. Superfamily Gymnophalloidea -- Chapter 8. Superfamily Haplospalchnoidea -- Chapter 9. Superfamily Hemiuroidea -- Chapter 10. Superfamily Apocreadioidea -- Chapter 11. Superfamily Transversotrematoidea -- Chapter 12. Superfamily Haploporoidea -- Chapter 13. Superfamily

Lepocreadioidea -- Chapter 14. Superfamily Brachycladioidea -- Chapter 15. Superfamily Opecoeloidea -- Chapter 16. Superfamily Monorchioidea.-Chapter 17. Superfamily Gorgoderoidea -- Chapter 18. Superfamily Microphalloidea -- Chapter 19. Superfamily Opisthorchioidea -- Chapter 20. Miscellaneous families -- Chapter 21. Conclusion.

Sommario/riassunto

This book is the first to explore in detail the systematics and taxonomy of the digenean fauna of fish in Indian marine waters. It includes morphological descriptions of 648 species in 190 genera and 30 families. The figures from the original publications are enhanced and made more attractive. Each description is accompanied by information on hosts and distribution. Digenetic trematodes, usually known as Digeneans, are the most diverse group of metazoan parasites of marine fishes. They are parasitic flatworms (Phylum Platyhelminthes) with a complex life-cycle and as adults inhabit mainly the alimentary system and associated organs, but also occur in the blood, under the scales, in the body cavity and in the gall and urinary bladders. Keys to families, genera and species are provided, except for a few large and controversial genera, where morphological characters are insufficient for identification. Although there is extensive literature on Digeneans, it is scattered and largely in obscure local journals. Bringing together most of the primary literature on the subject, this book provides a primer for further study and a starting point for the use of modern molecular methods for the fauna of this region. Unique in its scope, it is a valuable resource for students, professional parasitologists and ecologists as well as fishery and wildlife biologists.
