

1. Record Nr.	UNINA9910704058803321
Titolo	Advancing U.S. interests through the OSCE : hearing before the Commission on Security and Cooperation in Europe, One Hundred Eighth Congress, second session, September 15, 2004
Pubbl/distr/stampa	Washington : , : U.S. Government Publishing Office, , 2015
Descrizione fisica	1 online resource (iv, 65 pages)
Soggetti	Human rights - Government policy - United States Arms control - International cooperation Legislative hearings.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Title from title screen (viewed on Oct. 21, 2015). Paper version available for sale by the Superintendent of Documents, U. S. Government Publishing Office. "CSCE 108-2-9."

2. Record Nr.	UNINA9910788292903321
Autore	Costa Cecil
Titolo	Swift cookbook : over 50 hands-on recipes to help you create apps, solve problems, and build your portfolio of projects in Swift / / Cecil Costa
Pubbl/distr/stampa	Birmingham, England ; ; Mumbai, [India] : , : Packt Publishing, , 2015 ©2015
Descrizione fisica	1 online resource (392 p.)
Collana	Quick answers to common problems
Disciplina	006
Soggetti	Application software - Development Multiparadigm programming (Computer science)
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: Getting Started with Xcode and Swift; Introduction; Installing Xcode from the App Store; Downloading the Xcode image; Starting a Swift project; Using Swift project options; Creating conditional code; Adding a developer account; Compiling from the command line; Using Swift as an interpreter; Adding a control version system to an existing project; Chapter 2: Standard Library and Collections; Introduction; Creating HTML manually; Printing your object description Quizzing the userSearching for perfect numbers; Sorting an array of products; Finding the way out; Working with sets; Creating your own set; Organizing a dinner room; Chapter 3: Using Structs and Generics; Introduction; Creating an exam app; Checking the right answer; Avoiding copying of structs; Creating a generic array initializer; Creating a priority list; Creating a protocol for the priority queue; Chapter 4: Design Patterns with Swift; Introduction; Writing into a log file; Creating a factory of musical notes; Simulating a home automation; Delivering some pizzas; Chapter 5: Multitasking IntroductionWorking of a device while you navigate; Creating an SEO app; Being aware of cyclones; Links on our website; Chapter 6: Playground; Introduction; Creating the first playground; Watching some

graphics; Watching the temperature; Stretching an image; Beautifying your text; Receiving JSONs; Dangerous moves; Chapter 7: Swift Debugging with Xcode; Introduction; The Tax income simulator; The best checker movement; Debugging with LLDB; Profiling an app; Chapter 8: Integrating with Objective-C; Introduction; Calling a cab; Hiring a van; Porting from one language to another
Replacing the UI classesUpgrading the app delegate; Creating a framework; Chapter 9: Dealing with Other Languages; Introduction; Using your old address book; Compressing a message; Using assembly code with Swift; Sharing C++ code with Swift; Chapter 10: Data Access; Introduction; Creating an SQLite database; Checking where your IP is from; Tracking your phone activity; Controlling your stock; Voting devices; Chapter 11: Miscellaneous; Introduction; The geekiest keyboard; Time to take your pill; Adding effects your photos; Being a film critic; Leaving breadcrumbs; Exchanging money; Index

Sommario/riassunto

If you are an experienced Objective-C programmer and are looking for quick solutions to many different coding tasks in Swift, then this book is for you. You are expected to have development experience, though not necessarily with Swift.
