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| 1. Record Nr. | UNINA9910465384803321 |
| Autore | Anwari Mohammad |
| Titolo | GNOME 3 application development beginner's guide [[electronic resource]] : step-by-step practical guide to get to grips with GNOME application development / / Mohammad Anwari |
| Pubbl/distr/stampa | Birmingham, : Packt Pub., 2013 |
| ISBN | 1-299-26134-5 1-84951-943-9 |
| Descrizione fisica | 1 online resource (366 p.) |
| Disciplina | 005.1 005.117 |
| Soggetti | Application software - Development Electronic books. |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | "Learn by doing : less theory, more results"--Cover. Includes index. |
| Nota di contenuto | Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Installing GNOME 3 and SDK; System requirements; The GNOME Shell; GNOME Panel/Fallback; Development requirements; GNOME 3 desktop architecture; GNOME and the SDK; Time for action - installing GNOME and SDK in Fedora 17; Marking packages to be installed; Ready to install the packages; Time for action - installing GNOME and SDK in openSUSE 12; Marking SDK packages; Starting the installation; Time for action - installing GNOME and SDK in Debian Testing; Marking SDK packages Applying the installationTime for action - installing GNOME and SDK in Ubuntu 12.04; Continue installing the SDK; Summary; Chapter 2: Preparing Our Weapons; Firing up Anjuta; Time for action - creating a new Vala project; The IDE layout; Bookmarks; Files; Project; Symbols; Watches; Breakpoints; Messages; Terminal; Navigation between tabs; Time for action - navigating between tabs; Comment block; Time for action - commenting/uncommenting a block; Time for action - running the program for the first time; Make an error and see how it works; |

Editing UI; Time for action - editing UI; Palette

WidgetsTime for action - adding a label and a button; Time for action - changing widget properties; A responsive button; Time for action - making the button responsive; Tracking symbols; Time for action - finding a symbol; Getting help; Summary; Chapter 3: Programming Languages; Programming GNOME with JavaScript; Time for action - saying hello to Seed; Time for action - running our program with Seed; Loosely typed language; Time for action - playing with data types; Controlling iteration; Time for action - controlling Iteration; Time for action - manipulating an array

Object-oriented programming (OOP) with JavaScriptTime for action - using the JavaScript object; With great power comes great responsibility; Constructing objects; Time for action - playing with constructors; Class and object; Using prototypes; Time for action - adding prototypes; Time for action - modifying the prototype of an object; Modularization; Time for action - modularizing our program; Getting to know Vala; Time for action - entry point to our program; Member access specifier; Time for action - defining member access; The access specifiers; Basic data types

Time for action - experiment with data typesGee, what is it?; Time for action - adding the Gee library; Time for action - Gee in action; Initializing members when declaring; Time for action - watching for signals; Summary; Chapter 4: Using GNOME Core Libraries; Before we start; The GLib main loop; Time for action - playing with the GLib main loop; GObject signals; Time for action - handling GObject signals; GLib properties; Time for action - accessing properties; Configuration files; Time for action - reading configuration files; GIO, the input/output library

Time for action - accessing files

Sommario/riassunto

This book is a step-by-step guide with ready-to-run codes to guide you in developing applications with GNOME. If you have programming skill either in Linux or other operating systems and want to have GNOME 3 as one of your deployment targets, then this book is for you. This book is also for commercial software developers or an open source software hacker. The reader needs to be familiar with Vala and JavaScript before starting to develop Gtk+ and Clutter applications.

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| 2. Record Nr. | UNINA9910713820203321 |
| Autore | Martinson Ryan D. |
| Titolo | China's distant-ocean survey activities : implications for U.S. national security // Ryan D. Martinson and Peter A. Dutton |
| Pubbl/distr/stampa | Newport, Rhode Island : , : China Maritime Studies Institute, U.S. Naval War College, , 2018 |
| Descrizione fisica | 1 online resource (32 pages) : color illustrations |
| Collana | China maritime report ; ; no. 3 |
| Soggetti | Oceanographic research ships - China Oceanographic research ships - Indo-Pacific Region Oceanography - Research - China Oceanography - Research - Indo-Pacific Region Sea-power - United States Sea-power - China |
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| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | "November 2018." |
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