1.	Record Nr.	UNINA9910452781903321
	Autore	Black Jeremy <1955->
	Titolo	War and technology [[electronic resource] /] / Jeremy Black
	Pubbl/distr/stampa	Bloomington, : Indiana University Press, c2013
	ISBN	0-253-00989-8
	Descrizione fisica	1 online resource (342 p.)
	Disciplina	355/.07
	Soggetti	Military weapons - History
		Military art and science - History
		Military art and science - Technological innovations - History
		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 and index.
	Nota di contenuto	Introduction: the key themes -- Early modern western warships: technologies of power projection and lethality -- Gunpowder technology, 1490-1800 -- Firepower, steamships, railways, telegraphs, radio: technologies of killing, logistics, command, and control, 1775-1945 -- The internal combustion engine: the technology of decentralized power, 1910-2013 -- A new sphere: air power, 1903-2013 -- Revolution, transformation, and the present -- Into the future -- Conclusions -- Postscript.
	Sommario/riassunto	In this engaging book, Jeremy Black argues that technology neither acts as an independent variable nor operates without major limitations. This includes its capacity to obtain end results, as technology's impact is far from simple and its pathways are by no means clear. After considering such key conceptual points, Black discusses important technological advances in weaponry and power projection from sailing warships to aircraft carriers, muskets to tanks, balloons to unmanned drones-in each case, taking into account what difference these advances made. He addresses not only firepower but a

2.	
Record Nr.	UNINA9910741190503321
Autore	Purdum Jack J (Jack Jay)
Titolo	Beginning object-oriented programming with C# / / Jack Purdum
Pubbl/distr/stampa	Berkeley, CA, : Apress, 2013
ISBN	9781430249368
	1430249366
Edizione	[2nd ed.]
Descrizione fisica	1 online resource (xxiv, 360 pages) : illustrations (some color)
Collana	The expert's voice in .NET Beginning C# object-oriented programming
Disciplina	005.133
Soggetti	Object-oriented programming (Computer science)
	C# (Computer program language)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Overview of Object-Oriented Programming -- Designing OOP Solutions: Identifying the Class Structure -- Designing OOP Solutions: Modeling the Object Interaction -- Designing OOP Solutions: A Case Study -- Introducing the .NET Framework and Visual Studio -- Creating Classes -- Creating Class Hierarchies -- Implementing Object Collaboration -- Working with Collections -- Implementing the Data Access Layer -- Developing WPF Applications -- Developing Web Applications -- Developing Windows Store Applications -- Developing and Consuming Web Services -- Developing the Office Supply Ordering Application -- Wrapping Up.
Sommario/riassunto	Learn C# with Beginning C# Object-Oriented Programming and you'll be thinking about program design in the right way from day one. Whether you want to work with .NET for the web or desktop, or for Windows 8 on any device, Dan Clark's accessible, quick-paced guide will give you the foundation you need for a successful future in C# programming. In this book you will: Master the fundamentals of object-oriented programming Work through a case study to see how C# and OOP work in a real-world application Develop techniques and best practices that lead to efficient, reusable, elegant code Discover how to transform a simple model of an application into a fully-functional C# project. With more than 30 fully hands-on activities, Beginning C# Object-Oriented Programming teaches you how to design a user

interface, implement your business logic, and integrate your application with a relational database for data storage. Along the way, you will explore the .NET Framework, ASP.NET and WinRT. In addition, you will develop desktop, mobile and web-based user interfaces, and service-oriented programming skills, all using Microsoft's industry-leading Visual Studio 2012, C#, the Entity Framework, and more. Read this book and let Dan Clark guide you in your journey to becoming a confident C# programmer.