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|-------------------------|-------------------------------------------------|
| 1. Record Nr.           | UNISALENTO991000656739707536                    |
| Autore                  | Irigaray, Luce                                  |
| Titolo                  | Etica della differenza sessuale / Luce Irigaray |
| Pubbl/distr/stampa      | Milano : Feltrinelli, 1985                      |
| ISBN                    | 8807080281                                      |
| Descrizione fisica      | 163 p. ; 23 cm                                  |
| Collana                 | Saggi                                           |
| Disciplina              | 128                                             |
| Soggetti                | Donna                                           |
| Lingua di pubblicazione | Italiano                                        |
| Formato                 | Materiale a stampa                              |
| Livello bibliografico   | Monografia                                      |
| Note generali           | Trad. di Luisa Muraro, Antonella Leoni          |
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|-------------------------|-------------------------------------------------------------------------------------------------------|
| 2. Record Nr.           | UNINA9910787022003321                                                                                 |
| Autore                  | Saunders Aaron                                                                                        |
| Titolo                  | Building cross-platform apps using titanium, alloy, and appcelerator cloud services // Aaron Saunders |
| Pubbl/distr/stampa      | Chichester, [England] : , : Wiley, , 2015<br>©2015                                                    |
| ISBN                    | 1-118-67322-0                                                                                         |
| Descrizione fisica      | 1 online resource (387 p.)                                                                            |
| Disciplina              | 005.1                                                                                                 |
| Soggetti                | Computer software - Development<br>iPhone (Smartphone)                                                |
| Lingua di pubblicazione | Inglese                                                                                               |
| Formato                 | Materiale a stampa                                                                                    |
| Livello bibliografico   | Monografia                                                                                            |
| Note generali           | Includes index.                                                                                       |
| Nota di contenuto       | Title Page; Copyright Page; About the Author; Contents; Introduction;                                 |

Chapter 1: Installing and Configuring Appcelerator; Setting Up Titanium; Installing Titanium on the Mac; Installing Titanium Studio IDE; Installing Xcode; Installing the iOS Simulator; Installing the Titanium Command-Line Interface to Use an Alternate IDE; Installing the Android SDK; Installing Titanium Studio on Windows; Installing Titanium Studio; Installing Android SDK; Summary; Chapter 2: Introducing Appcelerator Cloud Services; Using the Appcelerator Cloud Services Console; Using Appcelerator Cloud Services REST API Installing curl on a DeviceSimple Test with the REST API; Integrating Appcelerator Cloud Services; Simple Example of Integrating Appcelerator Cloud Services; Summary; Chapter 3: Appcelerator Titanium Alloy Overview; Understanding the Model-View-Controller (MVC) Framework; Using Appcelerator Alloy with the MVC Framework; Backbone.js; Backbone.js in Alloy: Models and Collections; Using Sync Adapters; Basic Sync Adapter Construction; Backbone Model Events; Model-View Data Binding; Demo Project for Model View Binding; Creating the Model File; Creating the Collection Object Data Binding with Models in Appcelerator Titanium AlloyUpdating the cars.js Controller File; Creating the New Controller/View for the Detail Display; Completing the Controller for the Detail View; Creating Widgets; Creating a More Complex Widget; Summary; Chapter 4: Building a Cross-Platform Social Photo-Sharing Application; Using Balsamiq to Design Mockups; Walking Through the Phone-Sharing App; User Accounts; Camera; Photo Uploading; Social Integration with Facebook ; Finding Friends; Commenting and Rating of Media; Push Notifications; Application Flow; Summary Chapter 5: Development Process for Cross-Platform AppsCreating the Project for This Chapter; Preconfiguring Appcelerator Cloud Services; Creating the User Interface; Creating the Tab Group Files; Enabling the Camera Functionality on the Feed Tab; Adding a Custom Table Row to TableView; Integrating the Camera Functionality into the Application; Accessing the Device Camera in Appcelerator; Adding Camera API Calls to Feed Controller; Revisiting the FeedRow Controller; Revisiting the Feed Controller to Add the Rows to the Table ; Adding Some Style to the Feed Table Using the Android ActionBar for the Camera ButtonSetting Up the index.xml View to Support the ActionBar; Modifying the index.xml View to Support the ActionBar; Adding the Alloy Sync Adapter and Appcelerator Cloud Services; Creating the User Model; Extending Alloy Models; Logging the User In; Creating Appcelerator Cloud Service Sync Adapter; Creating the Photo Model; Modifying the ACS Sync Adapter to Support the Photo Model; Model and Sync Adapter Working Together; Summary; Chapter 6: Integrating Comments; Creating the Comment Table View Layout Rendering the Rows Using a Different View and Controller

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## Sommario/riassunto

Skip Objective-C and Java to get your app to market faster, using the skills you already have Building Cross-Platform Apps using Titanium, Alloy, and Appcelerator Cloud Services shows you how to build cross-platform iOS and Android apps without learning Objective-C or Java. With detailed guidance given toward using the Titanium Mobile Platform and Appcelerator Cloud Services, you will quickly develop the skills to build real, native apps- not web apps-using existing HTML, CSS, and JavaScript know-how. This guide takes you step-by-step through the creation of a photo-sharing app that leverages

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3. Record Nr.	UNINA9910952337703321
Titolo	Multiple access channels : theory and practice // edited by Ezio Biglieri and Laszlo Gyorfi
Pubbl/distr/stampa	Amsterdam, Netherlands ; ; Washington, DC, : IOS Press, c2007
ISBN	6610934800 1-280-93480-8 9786610934805 1-4294-9220-1 1-60750-233-X 600-00-0492-3 1-4337-0870-1
Edizione	[1st ed.]
Descrizione fisica	1 online resource (360 p.)
Collana	NATO security through science series. D, Information and communication security, , 1574-5589 ; ; v. 10
Altri autori (Persone)	BiglieriEzio GyorfiLaszlo
Disciplina	004.6/2
Soggetti	Multiple access protocols (Computer network protocols) Computer network protocols
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Proceedings of the NATO Advanced Study Institute on Coding and Analysis of Multiple Access Channels, Budapest, Hungary, 26 August-5 September 2006."--T.p. verso.
Nota di bibliografia	Includes bibliographical references and author index.
Nota di contenuto	Title page; Preface; Contents; Information Theoretic Aspects; Multiple Access Channels; Rate-Splitting Multiple-Access; Multiple Access Adder Channel; Multiple Access Euclidean Channel; A Survey of the Relay Channel; Source Coding for a Noiseless Broadcast Channel; Coding for Single and Multi User Channels with Constrained and Unconstrained Side Information; Multiple Access Techniques; MIMO: A Minimalist Introduction; OFDMA and Channel Coding; Braided Code Division Multiple Access; Principles of Stability Analysis for Random Accessing with Feedback Collision Channel with Multiplicity Feedback Coding Techniques; Coding Techniques and the Two-Access Channel; The Multi-Access Channel in a Network: Stability and Network Coding Issues; Coding for Multiple-

Access Collision Channel Without Feedback; Metrics in Coding Theory;  
Author Index

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Sommario/riassunto

Surveys general results on multiple-access channels, and gives an overview of the problems of CDMA solutions. This work includes chapters devoted to the information-theoretical aspects of multiple-access communication. It discusses multiple-access techniques and covers coding techniques.

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