

1. Record Nr.	UNINA9910711443803321
Autore	Brown Donald Marvin
Titolo	Lignite resources of South Dakota // by Donald Marvin Brown
Pubbl/distr/stampa	Washington, D.C. : , : United States Department of the Interior, Geological Survey, , 1952
Descrizione fisica	1 online resource (iii, 18 pages) : illustrations, maps + + 1 plate
Collana	Geological Survey circular ; ; 159
Soggetti	Lignite - South Dakota Lignite South Dakota
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Prepared with cooperation from the South Dakota Geological Survey as part of a program of the Department of the Interior for the development of the Missouri River basin."
Nota di bibliografia	Includes bibliographical references (page 18).

2. Record Nr.	UNINA9910789008203321
Autore	Uddin Muhammad Saif
Titolo	IBM worklight mobile application development essentials : develop efficient mobile applications using IBM Worklight / / Muhammad Saif Uddin, Talha Haroon ; cover image by Ronak Dhruv
Pubbl/distr/stampa	Birmingham, England : , : Packt Publishing Ltd, , 2014 ©2014
ISBN	1-78217-761-2
Edizione	[1st edition]
Descrizione fisica	1 online resource (144 p.)
Collana	Professional expertise distilled
Altri autori (Persone)	HaroonTalha DhruvRonak
Disciplina	005.437
Soggetti	Mobile computing - Programming Mobile computing - Security measures
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Professional expertise distilled"--Cover. Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Authors; Acknowledgement; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started with IBM Worklight; The IBM Worklight solution; Worklight capabilities and supported platforms; Components of Worklight; Worklight Studio; Features of the Worklight Studio platform; Worklight Device Runtime; Worklight Server; Worklight Console; Worklight Application Center; Summary; Chapter 2: Installing Worklight; Installing IBM Worklight Consumer Edition; Installing IBM Installation Manager; Installing the IBM Worklight Server Configuring the WebSphere Application Server (Liberty profile)Installing IBM Worklight Studio; Installing IBM Worklight Developer Edition; Installing Android SDK; Summary; Chapter 3: Creating a Basic Worklight Application; Creating a simple IBM Worklight application; Worklight project and application structure; Application resources; Rich Page Editor; Adding an environment; Verifying the server configuration; Building the application; Application skins; Previewing an application in the mobile simulator; Summary; Chapter 4: Customizing a Worklight Application; A quick overview of HTML5

The IBM Worklight client-side API
The WLClient JavaScript client library;
Exploring Dojo Mobile; Designing your first Dojo application; Adding an environment in IBM Worklight; Application resources; Application-descriptor; The main HTML file; Client scripts and stylesheets; The application icon; The splash screen; The Worklight client property file; Exploring the Android application environment; Summary; Chapter 5: Adding an Adapter; IBM Worklight Adapter concept; Exploring Adapter files; Types of Adapters; HTTP Adapters; SQL Adapters; Invoking the Adapter procedure
Calling Java code using an Adapter
Invoking Java code from the Adapter;
Summary; Chapter 6: Authentication and Security; Worklight security principles, concepts, and terminologies; Challenge handler; Authenticator; The login module; Authentication realms; Security test; Examining generated realms, security test, and login modules; Generating realms; Generating login modules; Generating security tests; Creating adapter-based authentication; Client side - adapter authentication components; Challenge handler in Worklight; Form-based authentication; Security realm; The login module; Security test
Challenge handler
Custom authentication; Summary; Chapter 7: Advanced Features of IBM Worklight; Push notification; Device and platforms support; Worklight push notification concepts and terminology; WL client API; WL.BusyIndicator; WL.Logger; WL.SimpleDialog; Cordova plugins; Encrypted Offline Cache; Storage
JSONStore; Summary; Index

Sommario/riassunto

This book will guide you through the process of building an application and customizing it with the help of lucid instructions on development, configuration, and administration with a practical, step-by-step approach. If you are a developer who wants to create mobile applications quickly, this is the book for you. Some basic knowledge about of web technologies and client -side languages such as JavaScript, CSS and HTML will serve you well.
