1. Record Nr.   UNISA996386115303316

   Titolo   A pattern of a well-constituted and well-governed hospital, or, A brief
                         description of the building, and full relation of the establishment,
                         constitution, discipline, oeconomy and administration of the
                         government of the Royal Hospital of the Invalids, near Paris [[electronic
                         resource] /] / partly translated from a large book printed some years
                         ago in French ; and partly extracted out of some other manuscript
                         relations never before published

   Pubbl/distr/stampa   London, : Printed for Richard Baldwin ..., 1695

   Descrizione fisica   [12], xix, 170, [6] p

   Soggetti   Hospitals - France - Administration

   Lingua di pubblicazione   Inglese

   Formato   Materiale a stampa

   Livello bibliografico Monografia

   Note generali   Marginal notes.
                         Reproduction of original in University of Alabama Library.

   Sommario/riassunto   eebo-0163

2. | Record Nr. | UNINA9910810556303321 |
| --- | --- |
| Autore | Balbaert Ivo |
| Titolo | Dart cookbook : over 110 incredibly effective, useful, and hands-on recipes to design Dart web client and server applications / / Ivo Balbaert |
| Pubbl/distr/stampa | Birmingham : , : Packt Publishing, , 2014 |
| ISBN | 1-78398-963-7 |
| Descrizione fisica | 1 online resource (346 p.) |
| Collana | Quick answers to common problems |
| Disciplina | 005.268 |
| Soggetti | Programming languages (Electronic computers) |
| 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: Working with Dart Tools; Introduction; Configuring the Dart environment; Setting up the checked and production modes; Rapid Dart Editor troubleshooting; Hosting your own private pub mirror; Using Sublime Text 2 as an IDE; Compiling your app to JavaScript; Debugging your app in JavaScript for Chrome; Using the command-line tools; Solving problems when pub get fails; Shrinking the size of your app; Making a system call; Using snapshotting |
| | Getting information from the operating systemChapter 2: Structuring, Testing, and Deploying an Application; Introduction; Exiting from an app; Parsing command-line arguments; Structuring an application; Using a library from within your app; Microtesting your code with assert; Unit testing a polymer web app; Adding logging to your app; Documenting your app; Profiling and benchmarking your app; Publishing and deploying your app; Using different settings in checked and production mode; Chapter 3: Working with Data Types; Introduction; Concatenating strings; Using regular expressions |
| | Strings and UnicodeUsing complex numbers; Creating an enum; Flattening a list; Generating a random number within a range; Getting a random element from a list; Working with dates and times; Improving performance in numerical computations; Using SIMD for enhanced performance; Chapter 4: Object Orientation; Introduction; Testing and |

converting types; Comparing two objects; Using a factory constructor; Building a singleton; Using reflection; Using mixins; Using annotations; Using the call method; Using noSuchMethod; Making toJSON and fromJSON methods in your class

Creating common classes for client and server appsChapter 5: Handling Web Applications; Introduction; Responsive design; Sanitizing HTML; Using a browser's local storage; Using application cache to work offline; Preventing an onSubmit event from reloading the page; Dynamically inserting rows in an HTML table; Using CORS headers; Using keyboard events; Enabling drag-and-drop; Enabling touch events; Creating a Chrome app; Structuring a game project; Using WebGL in your app; Authorizing OAuth2 to Google services; Talking with JavaScript; Using JavaScript libraries

Chapter 6: Working with Files and StreamsIntroduction; Reading and processing a file line by line; Writing to a file; Searching in a file; Concatenating files; Downloading a file; Working with blobs; Transforming streams; Chapter 7: Working with Web Servers; Introduction; Creating a web server; Posting JSON formatted data; Receiving data on the web server; Serving files with http_server; Using sockets; Using WebSockets; Using secure sockets and servers; Using a JSON web service; Chapter 8: Working with Futures, Tasks, and Isolates; Introduction; Writing a game loop

Error-handling with Futures

| Sommario/riassunto | If you are a Dart developer looking to sharpen your skills, and get insight and tips on how to put that knowledge into practice, then this book is for you. You should also have a basic knowledge of HTML, and how web applications with browser clients and servers work, in order to build dynamic Dart applications. |