

1. Record Nr.	UNINA9910827410303321
Autore	Carter David S. <1926->
Titolo	Collinearity-preserving functions between Desarguesian planes / / David S. Carter and Andrew Vogt
Pubbl/distr/stampa	Providence, Rhode Island : , : American Mathematical Society, , [1980] ©1980
ISBN	1-4704-0639-X
Descrizione fisica	1 online resource (107 p.)
Collana	Memoirs of the American Mathematical Society, , 0065-9266 ; ; number 235
Disciplina	510 s 516.5
Soggetti	Geometry, Projective Geometry, Affine Desarguesian planes Collineation
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Volume 27."
Nota di bibliografia	Includes bibliographies and indexes.
Nota di contenuto	Projective Desarguesian planes.--Affine Desarguesian planes.

2. Record Nr.	UNINA9910817282203321
Titolo	Who's buying entertainment
Pubbl/distr/stampa	Amityville, N.Y. : , : New Strategist Press, , 2013
ISBN	1-940308-12-7
Edizione	[Ninth edition.]
Descrizione fisica	1 online resource (156 pages) : illustrations
Collana	The who's buying series
Disciplina	381
Soggetti	Amusements - United States Recreation - United States Leisure industry - United States Consumers - United States
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Table 1. Percent reporting expenditure and amount spent,average quarter or week, 2010; Table 2. Household spending trends, 2000 to 2010; Table 3. Entertainment spending, 2000 to 2010; Table 4. Entertainment: Average spending by age, 2010; Table 5. Entertainment: Indexed spending by age, 2010; Table 6. Entertainment: Total spending by age, 2010; Table 7. Entertainment: Market shares by age, 2010; Table 8. Entertainment: Average spending by income, 2010; Table 9. Entertainment: Indexed spending by income, 2010; Table 10. Entertainment: Total spending by income, 2010 Table 11. Entertainment: Market shares by income, 2010Table 12. Entertainment: Average spending by high-income consumer units, 2010; Table 13. Entertainment: Indexed spending by high-income consumer units, 2010; Table 14. Entertainment: Total spending by high-income consumer units, 2010; Table 15. Entertainment: Market shares by high-income consumer units, 2010; Table 16. Entertainment: Average spending by household type, 2010; Table 17. Entertainment: Indexed spending by household type, 2010; Table 18. Entertainment: Total spending by household type, 2010 Table 19. Entertainment: Market shares by household type, 2010Table 20. Entertainment: Average spending by race and Hispanic origin, 2010; Table 21. Entertainment: Indexed spending by race and Hispanic

origin, 2010; Table 22. Entertainment: Total spending by race and Hispanic origin, 2010; Table 23. Entertainment: Market shares by race and Hispanic origin, 2010; Table 24. Entertainment: Average spending by region, 2010; Table 25. Entertainment: Indexed spending by region, 2010; Table 26. Entertainment: Total spending by region, 2010; Table 27. Entertainment: Market shares by region, 2010
Table 28. Entertainment: Average spending by education, 2010
Table 29. Entertainment: Indexed spending by education, 2010; Table 30. Entertainment: Total spending by education, 2010; Table 31. Entertainment: Market shares by education, 2010; Table 32. Admission to sports events (including on trips); Table 33. Athletic gear, game tables, and exercise equipment; Table 34. Bicycles; Table 35. Cable and satellite television services; Table 36. Camping equipment; Table 37. Club memberships (social, recreational, health); Table 38. Compact disks, audio tapes, and records
Table 39. Fees for participant sports (including on trips)
Table 40. Fees for recreational lessons; Table 41. Film; Table 42. Hunting and fishing equipment; Table 43. Live entertainment for catered affairs; Table 44. Movie, theater, amusement park, and other admissions (including on trips); Table 45. Musical Instruments and Accessories, Purchase, Rental, and Repair; Table 46. Personal digital audio players; Table 47. Pet food; Table 48. Pet purchase, supplies, and medicines; Table 49. Pet services; Table 50. Photographer's fees; Table 51. Photographic equipment
Table 52. Photographic processing

Sommario/riassunto

Who buys sports and photographic equipment, sound components and TVs, videogames, movie and theater tickets, and much more.
