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| 1. | Record Nr. | UNINA9910827665803321 |
| | Autore | Garibaldi Skip <1972-> |
| | Titolo | Cohomological invariants : exceptional groups and spin groups / / Skip Garibaldi ; with an appendix by Detlev W. Hoffmann |
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| | ISBN | 1-4704-0551-2 |
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| | Collana | Memoirs of the American Mathematical Society, , 0065-9266 ; ; Number 937 |
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| | Soggetti | Galois cohomology<br>Linear algebraic groups<br>Invariants |
| | Lingua di pubblicazione | Inglese |
| | Formato | Materiale a stampa |
| | Livello bibliografico | Monografia |
| | Note generali | "Volume 200, number 937 (second of 6 numbers)." |
| | Nota di bibliografia | Includes bibliographical references and index. |
| | Nota di contenuto | ""Contents""; ""List of Tables""; ""Preface""; ""Part I. Invariants, especially modulo an odd prime""; ""1. Definitions and notations""; ""2. Invariants of I?[sub(n)]""; ""3. Quasi-Galois extensions and invariants of Z/pZ""; ""4. An example: the mod p Bockstein map""; ""5. Restricting invariants""; ""6. Mod p invariants of PGL[sub(p)]""; ""7. Extending invariants""; ""8. Mod 3 invariants of Albert algebras""; ""Part II. Surjectivities and invariants of E[sub(6)], E[sub(7)], and E[sub(8)]""; ""9. Surjectivities: internal Chevalley modules""; ""10. New invariants from homogeneous forms""<br>""11. Mod 3 invariants of simply connected E[sub(6)]""""12. Surjectivities: the highest root""; ""13. Mod 3 invariants of E[sub(7)]""; ""14. Construction of groups of type E[sub(8)]""; ""15. Mod 5 invariants of E[sub(8)]""; ""Part III. Spin groups""; ""16. Introduction to Part III""; ""17. Surjectivities: Spin[sub(n)] for 7 a?? n a?? 12""; ""18. Invariants of Spin[sub(n)] for 7 a?? n a?? 10""; ""19. Divided squares in the Grothendieck-Witt ring""; ""20. Invariants of Spin[sub(11)] and Spin[sub(12)]""; ""21. Surjectivities: Spin[sub(14)]""; ""22. Invariants of Spin[sub(14)]""<br>""23. Partial summary of results""""Appendices""; ""A. Examples of anisotropic groups of type E[sub(7)]""; ""B. A generalization of the |

Common Slot Theorem""; ""Bibliography""; ""Index""

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| 2. | Record Nr. | UNINA9910967048403321 |
| | Autore | Cromie John <1961-> |
| | Titolo | QuickTime for .NET and COM developers / / John Cromie |
| | Pubbl/distr/stampa | Amsterdam ; ; Boston, : Morgan Kaufmann/Elsevier, c2006 |
| | ISBN | 9786610633661 |
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| | | 9780080454726 |
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| | Edizione | [1st edition] |
| | Descrizione fisica | 1 online resource (358 pages) |
| | Collana | QuickTime developer series |
| | Disciplina | 006.6/865 |
| | Soggetti | Digital video - Editing - Data processing |
| | | Motion pictures - Editing - Data processing |
| | Lingua di pubblicazione | Inglese |
| | Formato | Materiale a stampa |
| | Livello bibliografico | Monografia |
| | Note generali | Includes index. |
| | Nota di contenuto | Front cover; QuickTime Developer Series; Title page; Copyright page; Table of contents; About the Author; Preface; QuickTime; What's in This Book?; Discovering QuickTime; Acknowledgments; 1 Introduction; Introduction; Why QuickTime?; Why .NET and COM?; COM; .NET; COM Interop; QuickTime Meets COM and .NET; Who Is This Book For?; What Should I Know Before Reading This Book?; Code Samples; Additional Resources; .NET, Visual Basic, and C#; Windows Scripting; QuickTime; 2 Getting Started with the QuickTime Control; Introduction; Hello World!; Simple Player - The Basics; Initialization |
| | | Opening and Closing MoviesControlling the Movie; Getting Information about the Movie; Scaling the Movie; Full-Screen Movies; Automatically Sizing the Form; About...; Summary; 3 Using the QuickTime Control; Introduction; The Apple QuickTime Control; Get the Big Picture; Movies; Loading a Movie; Movie Scaling and Sizing; A Resizeable Window for Simple Player; Background and Border; Movie Controller; Auto Play; Control over Full-Screen Display; Initializing QuickTime; Is QuickTime Available?; Probing Deeper; Summary; 4 The QuickTime Object Model; |

Introduction; Object Models

| Sommario/riassunto | At the heart of Apple's hugely popular iLife software suite-iMovie, iPhoto, iDVD, GarageBand, and iTunes-is QuickTime, the powerful media engine that drives elegant applications for managing movies, images, and audio files. The enduring success of QuickTime is in no small part attributable to its component architecture. This key feature has allowed it to embrace emerging digital media technologies and standards one by one as they have appeared over the 12 or so years since its launch. None of the competing technologies even comes close, let alone on both Mac OS X and Windows.QuickTi |