

1. Record Nr.	UNISA996385322603316
Autore	Malebranche Nicolas <1638-1715.>
Titolo	Malebranch's Search after truth, or, A treatise of the nature of the humane mind [[electronic resource]] : and of its management, for avoiding error in the sciences : to which is added the authors defence against accusations of Monsieur de la Ville : also the life of Father Malebranch, of the oratory at Paris, with an account of his works, and several particulars of his controversie with Monsieur Arnaud Dr. of Sorbonne, annd Monsieur Regis, professor in philosophy at Paris, written by Monsieur Le Vasseur, lately come over from Paris : vol. II / / done out of French from the last edition
Pubbl/distr/stampa	London, : Printed for J. Dunton ..., 1695
Descrizione fisica	552 p. in various pagings
Altri autori (Persone)	SaultRichard <d. 1702.>
Soggetti	Knowledge, Theory of
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Translation of the original by Richard Sault NUC pre-1956 imprints. Dedication signed: Richard Sault. "A defence of the author of the search after truth against the accusation of Monsieur de la Ville" has special t.p. Reproduction of original in the Huntington Library.
Sommario/riassunto	eebo-0113

2. Record Nr.	UNINA9910830260203321
Titolo	Cellular proteins and their fatty acids in health and disease [[electronic resource] /] / Asim K. Duttaroy and Friedrich Spener (eds.)
Pubbl/distr/stampa	Weinheim, : Wiley-VCH, c2003
ISBN	1-280-52037-X 9786610520374 3-527-60528-2 3-527-60154-6
Descrizione fisica	1 online resource (484 p.)
Altri autori (Persone)	DuttaroyAsim K SpenerF (Friedrich)
Disciplina	572.6 599.019247
Soggetti	Fatty acid-binding proteins
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cellular Proteins and Their Fatty Acids in Health and Disease; Preface; Contents; List of Contributors; Part 1 The Molecular Basis of Protein-Lipid Interaction and Functional Consequences; 1 Structure-Function of CD36 and Evidence for its Role in Facilitating Membrane Fatty Acid Transport; 1.1 Introduction; 1.2 Primary Structure; 1.3 Ligand Binding Domains; 1.4 Membrane Localization and Role in Cell Signaling; 1.5 CD36 Gene Structure and Regulation; 1.6 CD36 Deficiency; 1.7 CD36 and Platelet Function; 1.8 CD36 and Atherosclerosis; 1.9 CD36 and Phagocytosis; 1.10 CD36 and Angiogenesis 1.11 CD36 and Malaria1.12 CD36 and Fatty Acid Transport; 1.12.1 CD36 is Identified as a Mediator of FA Uptake; 1.12.2 CD36, SHR, and Insulin Resistance; 1.12.3 CD36 Transgenic and Knockout Mice Models; 1.12.4 CD36-null Mice - the Fed Phenotype; 1.12.5 CD36-null Mice - the Fasting Phenotype; 1.12.6 CD36 and Insulin Responsiveness in the Mouse; 1.13 Perspectives and Future Directions; 1.14 References; 2 Role and Function of FATPs in Fatty Acid Uptake; 2.1 Introduction; 2.2 Identification of Fatty Acid Transporter Proteins; 2.3 Structure of FATPs; 2.4 Function of FATPs

2.5 Regulation of FATP expression 2.6 Significance of FATPs; 2.7 References; 3 Function, Expression, and Regulation of Human ABC Transporters; 3.1 Introduction; 3.2 Structural Features of ATP Binding Cassette (ABC) Transporters; 3.3 Overview of Human ABC Gene Subfamilies; 3.3.1 The ABCA (ABC1) Subfamily; 3.3.2 The ABCB (MDR/TAP) Subfamily; 3.3.3 The ABCC (CFTR/MRP) Subfamily; 3.3.4 The ABCD (ALD) Subfamily; 3.3.5 The ABCE (OABP) and ABCF (GCN20) Subfamilies; 3.3.6 The ABCG (White) Subfamily; 3.4 Diseases and Phenotypes Caused by ABC Transporters; 3.4.1 Familial HDL-deficiency and ABCA1 3.4.2 Retinal Degeneration and ABCA4 (ABCR) 3.4.3 Cystic Fibrosis (ABCC7/CFTR); 3.4.4 Multidrug Resistance (ABCB1/MDR1, ABCC1/MRP1, ABCG2); 3.4.5 Adrenoleukodystrophy (ABCD1/ALD); 3.4.6 Sulfonylurea Receptor (ABCC8/SUR); 3.5 Function and Regulation of ABC Transporters in Lipid Transport; 3.5.1 ABCA1 in Macrophage Lipid Transport; 3.5.2 ABCG1 and Other ABCG members in Sterol Homeostasis; 3.5.3 ABC Transporters involved in Hepatobiliary Transport; 3.6 Conclusions and Perspectives; 3.7 References; 4 Albumin Receptors - Structure and Function; 4.1 Introduction 4.2 The Search for an Albumin Receptor 4.2.1 The Endothelium-Albumin Relationship: Early Concepts; 4.2.2 Identification of Receptors for Native and Modified Albumin in Endothelial Cells; 4.3 Albumin Receptors in the Kidney; 4.3.1 Glomerular Handling of Albumin; 4.3.2 Binding and Uptake of Albumin in the Kidney Proximal Tubule; 4.4 Megalin and Cubilin as Proximal Tubule Albumin Receptors; 4.4.1 Megalin; 4.4.2 Cubilin; 4.5 Albumin as a Signaling Molecule - Implications for Albumin Receptor Function; 4.5.1 LDLR Family as Signaling Receptors; 4.5.2 Megalin as a Signaling Receptor; 4.6 Summary 4.7 References

Sommario/riassunto

In light of the increasing importance of these proteins and their ligands for our understanding of cellular growth, differentiation, and development, as well as of diseases such as obesity, insulin resistance, atherosclerosis, cancer, and inflammation, a team of internationally renowned editors and authors have compiled here the very first comprehensive book on these topics. They describe fatty acid-activated transcription factors as well as membrane and soluble fatty acid transporters, covering such aspects as structure and function, lipid-protein interaction, delivery of ligands, and the rol

3. Record Nr.	UNINA9910254855703321
Autore	Dea Carl
Titolo	JavaFX 9 by Example / / by Carl Dea, Gerrit Grunwald, José Pereda, Sean Phillips, Mark Heckler
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2017
ISBN	9781484219614 1484219619
Edizione	[3rd ed. 2017.]
Descrizione fisica	1 online resource (XXVII, 557 p. 217 illus., 202 illus. in color.)
Disciplina	005.133
Soggetti	Java (Computer program language) User interfaces (Computer systems) Programming languages (Electronic computers) Java User Interfaces and Human Computer Interaction Programming Languages, Compilers, Interpreters
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	1. Getting Started -- 2. JavaFX and Jigsaw -- 3. JavaFX Fundamentals -- 4. Lambdas and Properties -- 5. Layouts and Scene Builder -- 6. User Interface Controls -- 7. Graphics -- 8. JavaFX Printing -- 9. Media and JavaFX -- 10. JavaFX on the Web -- 11. JavaFX 3D -- 12. JavaFX and Arduino -- 13. JavaFX on Mobile -- 14. JavaFX and Gestures -- 15. Custom UIs -- 16. Appendix A. References.
Sommario/riassunto	Create media-rich client applications using JavaFX 9 and the Java 9 platform. Learn to create GUI-based applications for mobile devices, desktop PCs, and even the web. Incorporate media such as audio and video into your applications. Interface with hardware devices such as Arduino and Leap Motion. Respond to gesture control through devices such as the Leap Motion Controller. Take advantage of the new HTTP2 API to make RESTful web requests and WebSockets calls. New to this edition are examples of creating stylized text and loading custom fonts, guidance for working with Scene Builder to create visual layouts, and new content on developing iOS and Android applications using Gluon mobile. The book also covers advanced topics such as custom

controls, JavaFX 3D, gesture devices, printing, and animation. Best of all, the book is full of working code that you can adapt and extend to all your future projects. Is your goal to develop visually exciting applications in the Java language? Then this is the book you want at your side. JavaFX 9 by Example is chock-full of engaging, fun-to-work examples that bring you up to speed on the major facets of JavaFX 9. You'll learn to create applications that look good, are fun to use, and that take advantage of the medium to present data of all types in ways that engage the user and lead to increased productivity. The book: Has been updated with new content on modular development, new APIs, and an example using the Scene Builder tool Is filled with fun and practical code examples that you can modify and drop into your own projects Includes an example using Arduino and an accelerometer sensor to track motion in 3D Helps you create JavaFX applications for iOS and Android devices What You'll Learn: Work with touch-based interfaces Interpret gesture-based events Use shapes, color, text, and UI controls animation to create a simple click and point game Add audio and video to your projects Utilize JavaFX 3D Create custom controls using CSS, SVG, and Canvas APIs Organize code into modules using Java Platform Module System (Project Jigsaw).
