1.	Record Nr.	UNINA9910458095503321
	Autore	Purdum Jack J (Jack Jay)
	Titolo	Beginning C# 3.0 [[electronic resource] /] / Jack Purdum
	Pubbl/distr/stampa	Indianapolis, IN, : Wiley Pub., c2007
	ISBN	1-118-05961-1
		1-281-37449-0
		9786611374495
		0-470-38427-1
	Edizione	[1st edition]
	Descrizione fisica	1 online resource (554 p.)
	Collana	Wrox beginning guides
	Disciplina	005.13/3
	Soggetti	C# (Computer program language)
		Object-oriented programming (Computer science)
		Electronic books.
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Beginning C# 3.0; About the Author; Credits; Acknowledgments; Contents; Introduction; Part I: Getting Started; Part II: Understanding C# Syntax; Part III: Writing Your Own Classes; Part IV: Storing Data; Appendix A: Exercise Solutions; Index
	Sommario/riassunto	Learn all the basics of C# 3.0 from Beginning C# 3.0: An Introduction to Object Oriented Programming, a book that presents introductory information in an intuitive format. If you have no prior programming experience but want a thorough, easy-to-understand introduction to C# and Object Oriented Programming, this book is an ideal guide. Using the tutorials and hands-on coding examples, you can discover tried and true tricks of the trade, understand design concepts, employ debugging aids, and design and write C# programs that are functional and that embody safe programming practices.

2. Record Nr.	UNINA9910954743803321
Autore	Gibbons Andrew S.
Titolo	An architectural approach to instructional design / / Andrew S. Gibbons
Pubbl/distr/stampa	New York : , : Routledge, , 2014
ISBN	0-203-07520-X
	0-415-80739-5
	1-135-11881-7
	1-135-11882-5
Edizione	[1st ed.]
Descrizione fisica	1 online resource (480 pages) : illustrations
Classificazione	EDU000000
Disciplina	371.3
Soggetti	Instructional systems - Design
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	part I. Fundamentals -- part II. Design in layers -- part III. The designer's value-added.
Sommario/riassunto	"An architectural approach to instructional design is organized around a groundbreaking new way of conceptualizing instructional design practice. Both practical and theoretically sound, this approach is drawn from current international trends in architectural, digital, and industrial design, and focuses on the structural and functional properties of the artifact being designed rather than the processes used to design it. Harmonious with existing systematic design models, the architectural approach expands the scope of design discourse by introducing new depth into the conversation and merging current knowledge with proven systematic techniques. An architectural approach is the natural result of increasing technological complexity and escalating user expectations. As the complexity of design problems increases, specialties evolve their own design languages, theories, processes, tools, literature, organizations, and standards. An Architectural Approach to Instructional Design describes the implications for theory and practice, providing a powerful and commercially relevant introduction for all students of instructional design"--