

1. Record Nr.	UNISA996465771903316
Titolo	Logic, Language, and Computation [[electronic resource]] : 8th International Tbilisi Symposium on Logic, Language, and Computation, TbiLLC 2009, Bakuriani, Georgia, September 21-25, 2009. Revised Selected Papers // edited by Nick Bezhanishvili, Sebastian Löbner, Kerstin Schwabe, Luca Spada
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2011
ISBN	3-642-22303-6
Edizione	[1st ed. 2011.]
Descrizione fisica	1 online resource (XIV, 360 p.)
Collana	Lecture Notes in Artificial Intelligence ; ; 6618
Disciplina	006.3
Soggetti	Artificial intelligence Mathematical logic Natural language processing (Computer science) Artificial Intelligence Mathematical Logic and Formal Languages Natural Language Processing (NLP)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and author index.
Nota di contenuto	Natural language syntax, semantics, and pragmatics -- Constructive, modal and algebraic logic -- Linguistic typology and semantic universals -- Logics for artificial intelligence -- Information retrieval, query answer systems -- Logic, games, and formal pragmatics -- Language evolution and learnability -- Computational social choice -- Historical linguistics, history of logic.
Sommario/riassunto	Edited in collaboration with FoLLI, the Association of Logic, Language and Information, this book constitutes the refereed proceedings of the 8th International Tbilisi Symposium on Logic, Language, and Computation, TbiLLC 2009, held in Bakuriani, Georgia, in September 2009. The 20 revised full papers included in the book were carefully reviewed and selected from numerous presentations given at the symposium. The focus of the papers is on the following topics: natural language syntax, semantics, and pragmatics; constructive, modal and

algebraic logic; linguistic typology and semantic universals; logics for artificial intelligence; information retrieval, query answer systems; logic, games, and formal pragmatics; language evolution and learnability; computational social choice; historical linguistics, history of logic.

2. Record Nr.	UNINA9910956875903321
Autore	Babin Steve
Titolo	Developing software for Symbian OS : a beginner's guide to creating Symbian OS v9 smartphone applications in C++ // Steve Babin ; reviewed by Antony Pranata ... [et al.]
Pubbl/distr/stampa	Chichester, England ; ; Hoboken, NJ, : John Wiley & Sons, c2007
ISBN	9786611321949 9781281321947 128132194X 9780470726464 0470726466
Edizione	[2nd ed.]
Descrizione fisica	1 online resource (462 p.)
Collana	Symbian Press
Disciplina	621.3845/6
Soggetti	Mobile communication systems - Computer programs Operating systems (Computers) C++ (Computer program language)
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 (p. [413]-414) and index.
Nota di contenuto	Developing Software for Symbian OS; Contents; Foreword (Jo Stichbury); Foreword (Warren Day); Biography; Author Acknowledgments; Symbian Press Acknowledgments; Symbian OS Code Conventions and Notations Used in the Book; 1 Smartphones and Symbian OS; 1.1 Notes on this New Edition; 1.2 Smartphone Concepts; 1.3 Smartphone Features; 1.4 The Mobile OS; 1.5 Symbian OS - A Little History; 1.6 Symbian OS Smartphones; 1.7 Other Smartphone Operating Systems; 2 Symbian OS Quick Start; 2.1 What Do You Need to Get Started?; 2.2 Firing Up the Development Tools; 2.3 Simple Example Application

2.4 Building and Executing on the Emulator
2.5 A Carbide.c++ Project;
2.6 Building for the Smartphone; 3 Symbian OS Architecture; 3.1 Components in Symbian OS; 3.2 Multitasking in Symbian OS; 3.3 Shared Code: Libraries, DLLs, and Frameworks; 3.4 Client-Server Model; 3.5 Memory in Symbian OS; 3.6 The Kernel; 3.7 Active Objects and Asynchronous Functions; 3.8 GUI Architecture; 3.9 High-Performance Graphics; 3.10 The Communication Architecture; 3.11 Application Engines and Services; 3.12 Platform Security; 4 Symbian OS Programming Basics; 4.1 Use of C++ in Symbian OS
4.2 Non-standard C++ Characteristics
4.3 Basic Data Types; 4.4 Symbian OS Classes; 4.5 Exception Error Handling and Cleanup; 4.6 Libraries; 4.7 Executable Files; 4.8 Naming Conventions; 4.9 Summary; 5 Symbian OS Build Environment; 5.1 SDK Directory Structure; 5.2 Build System Overview; 5.3 Basic Build Flow; 5.4 Build Targets; 5.5 What is a UID?; 5.6 The Emulator; 5.7 Building Shared Libraries; 5.8 DLL Interface Freezing; 5.9 Installing Applications on the Smartphone; 6 Strings, Buffers, and Data Collections; 6.1 Introducing the Text Console; 6.2 Descriptors for Strings and Binary Data
6.3 The Descriptor Classes
6.4 Descriptor Methods; 6.5 Converting Between 8-Bit and 16-Bit Descriptors; 6.6 Dynamic Buffers; 6.7 Templates in Symbian OS; 6.8 Arrays; 6.9 Other Data Collection Classes; 7 Platform Security and Symbian Signed; 7.1 What is Platform Security?; 7.2 What Platform Security is Not; 7.3 What this Means to a Developer; 7.4 Capabilities for API Security; 7.5 Application Signing in Symbian; 7.6 Getting Your Application Symbian Signed; 7.7 Developer Certificates; 8 Asynchronous Functions and Active Objects; 8.1 Asynchronous Functions; 8.2 Introducing Active Objects
8.3 The Active Scheduler
8.4 Active Scheduler Error Handling; 8.5 Active Object Priorities; 8.6 Canceling Outstanding Requests; 8.7 Removing an Active Object; 8.8 Active Object Example; 8.9 Active Object Issues; 8.10 Using Active Objects for Background Tasks; 9 Processes, Threads, and Synchronization; 9.1 Processes; 9.2 Using Threads on Symbian OS; 9.3 Sharing Memory Between Processes; 9.4 Memory Chunks; 9.5 Thread Synchronization; 10 Client-Server Framework; 10.1 Client-Server Overview; 10.2 A Look at the Client-Server Classes; 10.3 Client-Server Example
11 Symbian OS TCP/IP Network Programming

Sommario/riassunto

Many problems encountered by engineers developing code for specialized Symbian subsystems boil down to a lack of understanding of the core Symbian programming concepts. Developing Software for Symbian OS remedies this problem as it provides a comprehensive coverage of all the key concepts. Numerous examples and descriptions are also included, which focus on the concepts the author has seen developers struggle with the most. The book covers development ranging from low-level system programming to end user GUI applications. It also covers the development and packaging tools, as well as providing
