

1. Record Nr.	UNISA996392892203316
Autore	Moon John <fl. 1657-1685.>
Titolo	The true light hath made manifest darknesse: or, Sion builded up, and Babylon cast downe [[electronic resource]] : With a true answer of what the Baptist teachers objected against the servant of the Lord who in scorn is called a Quaker, and known to the world by the name of Iohn Moon, in several places in VVales, both in Radnorshire, and Brecknockshire, whose names are these. Hugh Evans, John Price, Daniel Penry, Reese Davies, John Prosser, Evans Oliver, and Vavasor Powel, who are called ministers of the gospel, but are found to be enemies to it. Some of Vavasor Powel's doctrine tryed, and made manifest by the light. And also some queries given forth, and are to be answered by them that lives in observations / This is given forth by me who is a lover of the truth, and known to the world by this name, John Moone
Pubbl/distr/stampa	London, : printed for G. Calvert, at the black Spread-Eagle neer the West end of Pauls, 1657
Descrizione fisica	[2], 20, [2] p
Soggetti	Quakers - England
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	The final leaf is blank. Annotation on Thomason copy: "Aprill 24:". Reproduction of the original in the British Library.
Sommario/riassunto	eebo-0018

2. Record Nr.	UNINA9910698641803321
Autore	Barker Jacquie
Titolo	Beginning Java Objects : From Concepts to Code // by Jacquie Barker
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2023
ISBN	9781484290606 1484290607
Edizione	[3rd ed. 2023.]
Descrizione fisica	1 online resource (845 pages)
Disciplina	005.133
Soggetti	Java (Computer program language) Programming languages (Electronic computers) Software engineering Java Programming Language Software Engineering
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Previous edition: 2005.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Part I: The ABCs of Objects -- Chapter 1: Abstraction and Modeling -- Chapter 2: Some Java Basics -- Chapter 3: Objects and Classes -- Chapter 4: Object Interactions -- Chapter 5: Relationships Between Objects -- Chapter 6: Collections of Objects -- Chapter 7: Some Final Object Concepts -- Part II -- Chapter 8: The Object Modeling Process in a Nutshell -- Chapter 9: Formalizing Requirements Through Use Cases -- Chapter 10: Modeling the Data Aspects of the System -- Chapter 11: Modeling the Behavioral Aspects of the System -- Chapter 12: Wrapping Up Our Modeling Efforts -- Chapter 13: A Few More Key Java Details -- Chapter 14: Transforming Your Model into Java Code. - Appendix A: Alternative Case Studies.
Sommario/riassunto	As a programming language, Java's object-oriented nature is key to creating powerful, reusable code and applications that are easy to maintain and extend. That being said, many people learn Java syntax without truly understanding its object-oriented roots, setting them up to fail to harness all of the power of Java. This book is your key to learning both! This new third edition of Beginning Java Objects: From Concepts to Code discusses Java syntax, object principles, and how to

properly structure the requirements of an application around an object architecture. It is unique in that it uses a single case study of a Student Registration System throughout the book, carrying the reader from object concepts, to object modeling, to building actual code for a full-blown application. A new chapter covers a technology-neutral discussion of the principles of building a three-tier architecture using Java, introducing the notion of model layer – presentation layer – data layer separation. Coding examples used throughout the book are Java version-neutral. The core object-oriented principles that you will learn from this book are timeless, and are relevant to all versions of the Java language, as well as to many other object-oriented languages. The book can be used for individual self-study or as a university-level textbook. What You Will Learn Know basic object-oriented principles, from the simplest notion of classes and objects through the power of encapsulation, abstract classes, and polymorphism Approach the requirements for an application to structure it properly around objects Render the resultant object model into Java code, building a complete functioning model layer for the Student Registration System case study Conceptually round out an object layer by adding presentation and data layers .

3. Record Nr.	UNINA9911039527803321
Autore	Nationalmuseet <National Museum of Denmark>
Titolo	Old houses in Elsinore 1973 / National Museum of Denmark
Pubbl/distr/stampa	[Copenhagen], : National Museum of Denmark, [1975]
ISBN	8748000531
Descrizione fisica	28 p. : ill. + [2] mappe ripiegate ; 30 cm
Disciplina	720.9489
Locazione	FARBC
Collocazione	ARCH C 1560
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia