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Autore	Stolz Thomas
Titolo	The grammar of maltese prepositions / / Thomas Stolz
Pubbl/distr/stampa	LaVergne, : De Gruyter Mouton, 2025
ISBN	3-11-133159-8
Descrizione fisica	1 online resource
Collana	Studia Typologica [STTYP], ; 35.
Classificazione	FOR000000LAN009000LAN009010
Soggetti	Nonfiction Foreign Language Study Grammar & Language Usage Language Arts
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Title from eBook information screen..
Sommario/riassunto	The grammar of Maltese prepositions is described in detail starting from the definition of what counts as a preposition in Maltese. The sixty simple prepositions are analyzed as to their phonological, morphological, syntactic, and semantic properties in synchronic perspective. In this way several classes of prepositions can be distinguished on the basis of their structural behavior. The empirical data stem from the Korpus Malti 3.0 and a broad selection of conventionally published literature in contemporary Maltese. The study combines qualitative and quantitative methods. The results are evaluated with reference to the typology of adpositions as proposed by Hagège (2010).

2. Record Nr.	UNINA9911096974703321
Autore	Weinstein Yana
Titolo	Flash programming for the social & behavioral sciences : a simple guide to sophisticated online surveys and experiments / / Yana Weinstein ; with contributions from K. Andrew DeSoto
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Edizione	[1st ed.]
Descrizione fisica	1 online resource (xviii, 160 p.) : ill
Altri autori (Persone)	DeSotoK. Andrew
Disciplina	006.6/960243
Soggetti	Web sites - Authoring programs Internet surveys
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	Cover; Table of Contents; About the Author; Preface; Acknowledgments; Why Flash?; How to Use This Book; Chapter 1: The Flash Interface; Chapter 2: ActionScript Basics; Chapter 3: Navigation; Chapter 4: Working With Text and Keystrokes; Chapter 5: Presenting and Storing Information in Arrays; Chapter 6: Questionnaire Tools; Chapter 7: Condition Assignment and Randomization; Chapter 8: Using Timers and Recording Reaction Time; Chapter 9: Saving Data; Chapter 10: Putting Your Program Online; Resources Index; Subject Index
Sommario/riassunto	Adobe Flash is one of the most popular languages for animated web content, and recently social and behavioural scientists have started to take advantage of it to collect data online. This book is a unique, step-by-step guide to using Adobe Flash to develop experiments and other research tools. No previous knowledge of programming is required, though general computer literacy is assumed.