

1. Record Nr.	UNINA9911078007503321
Titolo	Message from the President of the United States, communicating the correspondence relative to the prisoners captured by the Spanish authorities at or near the island of Contoy ; and also the correspondence relative to any projected expedition to the island of Cuba, not heretofore communicated. February 27, 1851. Referred to the Committee on Foreign Relations, and ordered to be printed
Pubbl/distr/stampa	Washington, DC : , : [publisher not identified], , 1851
Descrizione fisica	1 online resource (90 pages)
Collana	Senate executive document / 31st Congress, 2nd session. Senate ; ; no. 41 [United States congressional serial set] ; ; [serial set no. 591]
Altri autori (Persone)	FillmoreMillard <1800-1874.>
Soggetti	Diplomacy Insurgency International relations Americans - Foreign countries Filibusters Prisoners Legislative materials. Contoy Island Cuba Mexico Spain
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	List of correspondence between the Department of State and the Legation of the United States at Madrid, p. 2. List of correspondence between the Department of State and the Envoy Extraordinary and Minister Plenipotentiary of Her Catholic Majesty near the government of the United States, p. 40. Batch processed record: Metadata reviewed, not verified. Some fields updated by batch processes.

2. Record Nr.	UNINA9911154508403321
Autore	Daniel Steven F
Titolo	iOS 5 essentials : harness iOS 5's new powerful features to create stunning applications / / Steven F. Daniel
Pubbl/distr/stampa	Birmingham, U.K., : Packt Pub., 2012
ISBN	9786613453488 9781283453486 1283453487 9781849692274 1849692270
Edizione	[1st ed.]
Descrizione fisica	1 online resource (252 p.)
Collana	Community experience distilled
Disciplina	005.1
Soggetti	COMPUTERS / Hardware / Handheld Devices COMPUTERS / Programming / General COMPUTERS / Programming / Apple Programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; Foreword; About the Author; Acknowledgements; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: What's New in iOS5; What's new in iOS 5; Reminders; Notification Center; Newsstand; Getting and installing the iOS 5 SDK; Creating the MyMagazineArticle application; Adding the Newsstand Kit framework to our project; Adding properties to our application; Creating the MyEmailApp application; Adding the MessageUI framework to our project; Building TheMyEmailApp user interface; Auto-populating fields Building and running the MyEmailApp application; iMessage; iPhone Camera; PC Free; Wi-Fi sync; Multitasking gestures; Removing the Xcode developer tools; Summary; Chapter 2: Using iCloud and the Storage APIs; Comparing Apple iCloud and Google Docs; Storing and using documents in iCloud; Storing key-value data in iCloud; Requesting entitlements for iCloud storage; iCloud backup; Creating the iCloudExample application; Moving a document to iCloud storage; iCloud storage APIs; Searching for documents in iCloud; Working with

documents in iCloud; The file coordinator; The file presenter
Handling file-version conflictsUsing iCloud storage responsibly;
Summary; Chapter 3: Debugging with OpenGL ES; Understanding the
new workflow feature within Xcode; Creating a simple project to debug
an OpenGL ES application; Detecting OpenGL ES state information and
objects; View textures; Shaders; Error handling in OpenGL ES; Detecting
errors by setting up breakpoints; Setting up breakpoints in your code;
Setting conditional OpenGL ES entry point breakpoints; Breaking on
frame boundaries; Summary; Chapter 4: Using Storyboards;
Understanding Storyboards; Transitions
How to go about creating Storyboard filesCreating a simple Storyboard
(Twitter) application; Creating scenes; Configuring scenes; Building a
Twitter application; Composing a Tweet message; Adding photos to a
Tweet; Preparing to transition to a new view-controller; Presenting
storyboard view-controllers programmatically; Summary; Chapter 5:
Using AirPlay and Core Image; Understanding the AirPlay framework;
Creating a simple AirPlay application; Using AirPlay to present
application content to Apple TV; Understanding the Core Image
framework; Creating a simple Core Image application
Learn how to apply image filter effects using the CIColor classColor
effects; Transitions; Summary; Chapter 6: Xcode Tools - Improvements;
LLVM compiler; Automatic Reference Counting (ARC); Strong
references; Weak references; ARC qualifiers - regular variables; Variable
qualifiers; Interface builder; Support for creating storyboard files for
iOS applications; Location simulator; Creating a simple geographical
application; OpenGL ES debugging; OpenGL ES frame capture;
Application data management; UI automation enhancements; Preparing
your application; Creating a simple UIAutomation application
Writing the UIAutomation test script

Sommario/riassunto

Each chapter will take you through a new major feature of iOS 5. You will learn how to integrate each feature into your applications. If you ever wanted to learn about the latest features of iOS 5 and learn how to incorporate Twitter, iCloud and Core Image framework effects functionality into your applications, then this book is for you. You should have a good knowledge of programming experience with Objective-C, and have used Xcode 4. iPhone programming experience is not required.
