

1. Record Nr.	UNISA996234840503316
Titolo	Classical archaeology in context : theory and practice in excavation in the Greek world / / edited by Donald C. Haggis and Carla M. Antonaccio
Pubbl/distr/stampa	Berlin, Germany ; ; Boston, Massachusetts : , : De Gruyter, , 2015 ©2015
ISBN	1-61451-998-6 1-934078-47-6
Descrizione fisica	1 online resource (426 p.)
Classificazione	NF 1129
Disciplina	938
Soggetti	Excavations (Archaeology) - Greece Archaeology - Greece - Philosophy Archaeology - Greece - Methodology Archaeology - Fieldwork - Greece Greece Antiquities
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 at the end of each chapters and index.
Nota di contenuto	Front matter -- Contents -- List of Figures -- List of Tables -- List of Contributors -- 1. A Contextual Archaeology of Ancient Greece -- 2. Scholarly Traditions and Scientific Paradigms: Method and Reflexivity in the Study of Ancient Praisos -- 3. Re-excavating Morgantina -- 4. A Defective Master Narrative in Greek Archaeology -- 5. Lycia and Classical Archaeology: The Changing Nature of Archaeology in Turkey -- 6. Shedding Light on Mortuary Practices in Early Archaic Attica: The Case of the Offering Trenches -- 7. The Potential and Limitations of Bioarchaeological Investigations in Classical Contexts in Greece: An Example from the Polis of Athens -- 8. The Greek Agora in its Peloponnesian Context(s) -- 9. The Archaeology of Urbanization: Research Design and the Excavation of an Archaic Greek City on Crete -- 10. Exploring the Ancient Demos of Kymissaleis on Rhodes: Multidisciplinary Experimental Research and Theoretical Issues -- 11. The Hellenistic Settlement on Propheteis Elias Hill at Arkalochori, Crete:

Preliminary Remarks -- 12. Cultivating Classical Archaeology: Agricultural Activities, Use of Space and Occupation Patterns in Hellenistic Greece -- 13. Detecting Patterns through Context Analysis: A Case Study of Deposits from the Sanctuary of Eukleia at Aegae (Vergina) -- 14. From Fish Bones to Fishermen: Views from the Sanctuary of Poseidon at Kalaureia -- Index

Sommario/riassunto

This book compiles a series of case studies derived from archaeological excavation in Greek cultural contexts in the Mediterranean (ca. 800-100 B.C), addressing the current state of the field, the goals and direction of Greek archaeology, and its place in archaeological thought and practice. Overviews of archaeological sites and analyses of assemblages and contexts explore how new forms of data; methods of data recovery and analysis; and sampling strategies have affected the discourse in classical archaeology and the range of research questions and strategies at our disposal. Recent excavations and field practices are steering the way that we approach Greek cultural landscapes and form broader theoretical perspectives, while generating new research questions and interpretive frameworks that in turn affect how we sample sites, collect and study material remains, and ultimately construct the archaeological record. The book confronts the implications of an integrated dialogue between realms of data and interpretive methodologies, addressing how reengagement with the site, assemblage, or artifact, from the excavation context can structure the way that we link archaeological and systemic contexts in classical archaeology.

2. Record Nr.	UNINA9910595038903321
Autore	Meyer Jeanine
Titolo	Programming 101 : learn to code with the processing language using a visual approach / / Jeanine Meyer
Pubbl/distr/stampa	New York, New York : , : Apress, , [2022] ©2022
ISBN	1-4842-8194-2
Edizione	[2nd ed. 2022.]
Descrizione fisica	1 online resource (xxiii, 348 pages) : illustrations (some color), charts
Collana	ITpro collection
Disciplina	005.1
Soggetti	Processing (Computer program language) Computer programming Programming languages (Electronic computers)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	1. Basics -- 2. Interactions -- 3. Animation Using Arrays and Parallel Structures -- 4. Classes -- 5. More Interactions -- 6. Images and Graphics -- 7. Using Files for Making a Holiday Card -- 8. Combining Videos, Images, and Graphics- 9. Word Guessing Game -- 10. 3D -- Appendix A: Introduction to p5.js.
Sommario/riassunto	Programming permeates almost all aspects of our lives. This includes being active on social media, shopping online, and participating in virtual courses. It also includes driving a car and using many devices. This book will teach you the basics of programming using the Processing programming language and provide practice with logical, algorithmic thinking. It can provide insight into what is involved in producing the technical infrastructure of our world. While reading this book, you can build programs based on your own ideas, using images you create or acquire and making connections to activities you enjoy. The chapters in the book will demonstrate the process of programming, starting with formulating an idea, planning, building on past projects, and refining the work, similar to writing an essay or composing a song. This approach will guide you to make use of logic and mathematics to produce beautiful effects. The text contains an Appendix with an introduction to p5.js, a way to produce JavaScript

programs with Processing functionality for drawing, images, and interactions to publish on the Web. The term for program in Processing is sketch. The Processing language has been constructed by visual artists using the Java programming language as a base. However, the sketches featured in this book and typical in Processing are far more than static drawings; they incorporate interaction, animation, video, audio, and accessing files on the local computer and on the Web. Technical features are introduced and explained in the context of complete examples: games (Snake, Hangman, jigsaw, slingshot), making a collage of family images and video clips, preparing directions for folding an origami model, rotating objects in 3D, and others. Programming is a fun, creative, expressive pursuit. It does require attention to details and can be frustrating. Still, there is very little that compares to the satisfaction of building a program out of nothing and making it work (or taking an existing program and fixing a problem, or adding a feature and making it better). Programming 101 is your gateway to making this happen.

3. Record Nr.

UNIORUON00039506

Titolo

Clear water, blue skies : China's environment in the new century

Pubbl/distr/stampa

Washington, : The World Bank, 1997

ISBN

08-213-4044-1

Descrizione fisica

VIII, 114 : ill. ; 27 cm

Classificazione

CIN XII

Soggetti

CINA - Politica economica - Sec. 20

CINA - POLITICA SOCIALE

CINA - Politica economica - Piani di sviluppo

Lingua di pubblicazione

Inglese

Formato

Materiale a stampa

Livello bibliografico

Monografia

4. Record Nr.	UNIORUON00001717
Autore	AFSAR SISTANI, Iraj
Titolo	Negah i be Sistan va Baluchestan (sar zamin-e azadegan-e saxtkus) / Iraj Afsar Sistani
Pubbl/distr/stampa	Tehran, : Homa, 1363
Descrizione fisica	455 p. ; 23 cm
Classificazione	IRA XIV
Soggetti	Antropologia - Baluchistan
Lingua di pubblicazione	Persiano
Formato	Materiale a stampa
Livello bibliografico	Monografia