1.
Record Nr.	UNISA996385322603316
Autore	Malebranche Nicolas <1638-1715.>
Titolo	Malebranch's Search after truth, or, A treatise of the nature of the humane mind [[electronic resource]] : and of its management, for avoiding error in the sciences : to which is added the authors defence against accusations of Monsieur de la Ville : also the life of Father Malebranch, of the oratory at Paris, with an account of his works, and several particulars of his controversie with Monsieur Arnaud Dr. of Sorbonne, annd Monsieur Regis, professor in philosophy at Paris, written by Monsieur Le Vasseur, lately come over from Paris : vol. II / / done out of French from the last edition
Pubbl/distr/stampa	London, : Printed for J. Dunton ..., 1695
Descrizione fisica	552 p. in various pagings
Altri autori (Persone)	SaultRichard <d. 1702.>
Soggetti	Knowledge, Theory of
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Translation of the original by Richard Sault NUC pre-1956 imprints. Dedication signed: Richard Sault.
	"A defence of the author of the search after truth against the accusation of Monsieur de la Ville" has special t.p. Reproduction of original in the Huntington Library.
Sommario/riassunto	eebo-0113

2.	Record Nr.	UNINA9910254855703321
	Autore	Dea Carl
	Titolo	JavaFX 9 by Example / / by Carl Dea, Gerrit Grunwald, José Pereda, Sean Phillips, Mark Heckler
	Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2017
	ISBN	9781484219614
		1484219619
	Edizione	[3rd ed. 2017.]
	Descrizione fisica	1 online resource (XXVII, 557 p. 217 illus., 202 illus. in color.)
	Disciplina	005.133
	Soggetti	Java (Computer program language)
		User interfaces (Computer systems)
		Programming languages (Electronic computers)
		Java
		User Interfaces and Human Computer Interaction
		Programming Languages, Compilers, Interpreters
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di bibliografia	Includes bibliographical references.
	Nota di contenuto	1. Getting Started -- 2. JavaFX and Jigsaw -- 3. JavaFX Fundamentals -- 4. Lambdas and Properties -- 5. Layouts and Scene Builder -- 6. User Interface Controls -- 7. Graphics -- 8. JavaFX Printing -- 9. Media and JavaFX -- 10. JavaFX on the Web -- 11. JavaFX 3D -- 12. JavaFX and Arduino -- 13. JavaFX on Mobile -- 14. JavaFX and Gestures -- 15. Custom UIs -- 16. Appendix A. References.
	Sommario/riassunto	Create media-rich client applications using JavaFX 9 and the Java 9 platform. Learn to create GUI-based applications for mobile devices, desktop PCs, and even the web. Incorporate media such as audio and video into your applications. Interface with hardware devices such as Arduino and Leap Motion. Respond to gesture control through devices such as the Leap Motion Controller. Take advantage of the new HTTP2 API to make RESTful web requests and WebSockets calls. New to this edition are examples of creating stylized text and loading custom fonts, guidance for working with Scene Builder to create visual layouts, and new content on developing iOS and Android applications using Gluon mobile. The book also covers advanced topics such as custom

controls, JavaFX 3D, gesture devices, printing, and animation. Best of all, the book is full of working code that you can adapt and extend to all your future projects. Is your goal to develop visually exciting applications in the Java language? Then this is the book you want at your side. JavaFX 9 by Example is chock-full of engaging, fun-to-work examples that bring you up to speed on the major facets of JavaFX 9. You'll learn to create applications that look good, are fun to use, and that take advantage of the medium to present data of all types in ways that engage the user and lead to increased productivity. The book: Has been updated with new content on modular development, new APIs, and an example using the Scene Builder tool Is filled with fun and practical code examples that you can modify and drop into your own projects Includes an example using Arduino and an accelerometer sensor to track motion in 3D Helps you create JavaFX applications for iOS and Android devices What You'll Learn: Work with touch-based interfaces Interpret gesture-based events Use shapes, color, text, and UI controls animation to create a si mple click and point game Add audio and video to your projects Utilize JavaFX 3D Create custom controls using CSS, SVG, and Canvas APIs Organize code into modules using Java Platform Module System (Project Jigsaw).