

1. Record Nr.	UNISA996385510503316
Autore	Baxter Richard <1615-1691.>
Titolo	The glorious kingdom of Christ, described and clearly vindicated [[electronic resource]] : against the bold asserters of a future calling and reign of the Jews, and 1000 years before the conflagration and the asserters of the 1000 years kingdom after the conflagration : opening the promise of the new heaven and earth and the everlastingness of Christ's kingdom against their debasing it, who confine it to 1000 years ... : answering Mr. Tho. Beverley ... in his twelve principles and catechisms, &c. // by Richard Baxter .
Pubbl/distr/stampa	London, : Printed by T. Snowden, for Thomas Parkhurst ..., 1691
Descrizione fisica	[6], 73, [1] p
Soggetti	Eschatology Millennium Jews - Restoration
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Dedication: To Mr. Increase Mather, the learned and pious rector of the New-England college (now in London). Advertisement: p. 73 and p. [1] at end. Reproduction of original in British Library. Marginal notes.
Sommario/riassunto	eebo-0018

2. Record Nr.	UNINA9910300640603321
Autore	Jackson Wallace
Titolo	Pro Android Wearables : Building Apps for Smartwatches // by Wallace Jackson
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2015
ISBN	9781430265511 1430265515
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (567 p.)
Disciplina	004
Soggetti	Mobile computing Application software Mobile Computing Computer Applications
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Contents at a Glance; Contents; About the Author; About the Technical Reviewer; Acknowledgments; Introduction; Chapter 1: Introduction to Android Wearables: Concepts, Types, and Material Design; Wearable Technology Defined: What Is a Wearable?; Wearable Application Development: What Types of Apps?; Android Wearable Fun: Augmented Reality, Edutainment, and Gamification; Mainstream Wearables: Smartwatches and Smartglasses; Smartwatches: Round Watch Face vs. Square Organic Light-emitting Diode; Smartglasses: Glasses and Other Smartglasses Manufacturers Wearable Application Programming InterfacesAndroid Studio 1.0: Android Wear SDK; Google Glass Development Kit: GDK for Android or Mirror; Google Glass's Android Studio GDK: The Glass Development Kit; Develop Google Glass Apps Using Only the Android Environment; Using RESTful Services with Google Glass: The Mirror API; Hybrid Glass Applications: Mixing Android GDK and the Mirror API; True Android or Android Peripheral: Bluetooth Link; Wearable Apps Design: Android 5 Material Design; The Android Material Design Themes: Light and Dark Defining the Wearable Material Theme: Using the Style AttributeDefining the Wearable Material Theme Color Palette: The Item

Tag; Customizing a Wearable Material Theme Status Bar: statusBarColor; Customizing a Wearable Material Theme: Individual View Themes; Android Material Design View Widgets: Lists and Cards; Android RecyclerView Class: Optimized (Recycled) List Viewing; Android CardView Class: The Index Card Organization Paradigm; Android Material Design Effects: Shadows and Animation; Android Material Design 3D Effects: Automatic View Shadowing
What You Will Learn from This BookSummary; Chapter 2: Setting Up an Android 5 Wearables Application Development Workstation; Work Process for Creating an Android Workstation; Android Development Workstation: Hardware Foundation; Android Development Workstation: Software Foundation; Java 7: Installing the Foundation for Android Studio; Android Studio 1.0: Download the Android 5 IDEA; Installing Android Studio: IntelliJ IDEA and Android SDK; Professional Digital Imaging Software: GIMP 2.8.14; Professional Digital Video Editing: Lightworks 12; Professional 3D Modeling and Animation: Blender Professional Digital Audio Editing: Audacity 2.0.6

Sommario/riassunto

Pro Android Wearables details how to design and build Android Wear apps for new and unique Android wearable device types, such as Google Android smartwatches, which use the new WatchFaces API, as well as health-monitoring features and other cool features such as altimeters and compasses. It's time to take your Android 5 Wear application development skills and experience to the next level and get exposure to a whole new world of hardware. As smartwatches continue to grab major IoT headlines, there is a growing interest in building Android apps that run on these wearables, which are now being offered by dozens of major manufacturers. This means more revenue earning opportunity for today's indie app developers. Additionally, this book provides new media design concepts which relate to using media assets, as well as how to optimize Wear applications for low-power, single-core, dual-core or quad-core CPUs, and how to use the IntelliJ Android Studio IDE, and the Android device emulators for popular new wearable devices.
