

1.	Record Nr.	UNINA990000738330403321
	Autore	Muñoz, Antonio <1884-1960>
	Titolo	Il restauro della Basilica di Santa Sabina / Antonio Munoz
	Pubbl/distr/stampa	Roma : Palombi, 1938
	Descrizione fisica	55 p. : ill. ; 29 cm
	Locazione	FARBC
	Collocazione	REST C 2
	Lingua di pubblicazione	Italiano
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
2.	Record Nr.	UNISA996391082903316
	Autore	Paget John <d. 1640.>
	Titolo	A defence of church-government, exercised in presbyteriall, classically, & synodall assemblies; according to the practise of the reformed churches [[electronic resource]] : touching I. The power of a particular eldership, against those that plead for a meere popular government, specially Mr Ainsvorth in his Animadversion to Mr Clyft. &c. II. The authority of classes and synods, against the patrons of independencie: answering in this poynt Mr Davenport his Apologeticall reply, &c. and Mr Canne his Churches plea, &c, sent forth first by W. Best, and afterwards for this part of it, under the title of Syons prerogative royall. By Iohn Paget, late able and faithfull pastour of the Reformed English Church in Amsterdam. Hereunto is prefixed an advertisement to the Parliament, wherein are inserted some animadversions on the Cheshire Remonstrance against Presbytery: by T.P
	Pubbl/distr/stampa	[Dordrecht], : M DC XLI. Printed by H.A. for Thomas Vnderhill, dwelling at the signe of the Bible, in Woodstreet, London, [1641]
	Descrizione fisica	[32], 255, [1] p
	Altri autori (Persone)	PagetThomas <d. 1660.>
	Soggetti	Church polity Congregational churches - Government Presbyterianism

Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"An humble advertisement to the high court of Parliament" signed: Thomas Paget. Place of publication from Wing. Reproduction of the original in the British Library.
Sommario/riassunto	eebo-0018

3. **Record Nr.** UNINA9910338006703321
- Autore** Wang Wallace
- Titolo** Beginning iPhone Development with Swift 5 : Exploring the iOS SDK / / by Wallace Wang
- Pubbl/distr/stampa** Berkeley, CA : , : Apress : , : Imprint : Apress, , 2019
- ISBN** 9781484248652
1484248651
- Edizione** [5th ed. 2019.]
- Descrizione fisica** 1 online resource (653 pages)
- Disciplina** 005.43
- Soggetti** Apple computers
Programming languages (Electronic computers)
Apple and iOS
Programming Languages, Compilers, Interpreters
- Lingua di pubblicazione** Inglese
- Formato** Materiale a stampa
- Livello bibliografico** Monografia
- Nota di bibliografia** Includes bibliographical references.
- Nota di contenuto** Chapter 1: Getting to Know the iOS Landscape -- Chapter 2: Writing our First App -- Chapter 3: Handling Basic User Interactions -- Chapter 4: Adding Intermediate Level User Interactions -- Chapter 5: Working with Device Rotations -- Chapter 6: Creating a Multiview Application -- Chapter 7: Using Tab Bars and Pickers -- Chapter 8: Introducing Table Views -- Chapter 9: Adding Navigation Controllers to Table Views -- Chapter 10: Collection Views -- Chapter 11: Split Views and Popovers

for iPad Apps -- Chapter 12: App Customization with Settings and Default -- Chapter 13: Persistence: Saving Data Between App Launches -- Chapter 14: Graphics and Drawing -- Appendix: An Introduction to Swift.

Sommario/riassunto

Learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars and sliders. In this edition of the best selling book, you'll also learn about touch gestures, table views, and collection views for displaying data on a user interface. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, this book offers a comprehensive course in iPhone and iPad programming. The book starts with a gentle introduction to using Xcode and then guides you through the creation of your first simple app. You'll start with designing basic user interfaces and then explore more sophisticated ones that involve multiple screens such as navigation controllers, tab bars, page views, and split views that are particularly useful on the larger screens of the iPad and certain iPhone models. And there's much more! Beginning iPhone Development with Swift 5 covers the basic information you need to get up and running quickly to turn your great ideas into working iOS apps. Once you're ready, move on to Pro iPhone Development with Swift 5 to learn more of the really unique aspects of iOS programming and the Swift language.
