1. **Record Nr.**   UNISA996424549603316
   Autore   MUNOZ, Juan Bautista <1745-1799>
   Titolo   Historia del Nuevo Mundo / Juan Bautista Munoz ; introduccion y notas de Jose Alcina Franch
   Pubbl/distr/stampa   Mexico, : M. Aguilar, 1975
   Descrizione fisica   323 p., [1] c. di tav. ripieg. : ill. ; 19 cm.
   Collana   Biblioteca americana
   Disciplina   980.013
   Soggetti   America - Scoperta - Fonti
   Collocazione   VI.7.B. 1081
   Lingua di pubblicazione   Spagnolo
   Formato   Materiale a stampa
   Livello bibliografico   Monografia

2. **Record Nr.**   UNINA9910463337403321
   Autore   Napier Rob
   Titolo   iOS 6 programming [[electronic resource]] : pushing the limits : advanced application development for Apple iPhone, iPad, and iPod Touch / / Rob Napier and Mugunth Kumar
   Pubbl/distr/stampa   Chichester, West Sussex, : Wiley, 2013
   ISBN   1-299-18730-7
     1-118-44996-7
     1-118-44997-5
   Edizione   [1st edition]
   Descrizione fisica   1 online resource (554 p.)
   Collana   Pushing the Limits
   Altri autori (Persone)   KumarMugunth
   Disciplina   005.446
   Soggetti   iPhone (Smartphone) - Programming
     iPad (Computer) - Programming
     iPod touch (Digital music player)
     Cell phones - Programming
     Mobile computing
     Electronic books.
   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 and index.
Nota di contenuto	pt. I. What's new? -- pt. II. Getting the most out of everyday tools -- pt. III. The right tool for the job -- pt. IV. Pushing the limits.
Sommario/riassunto	Learn to build extraordinary apps for iPhone, iPad, and iPod touch iOS is the hottest development platform around, and iOS 6 adds a new and deeper dimension to explore. This guide offers serious information for serious programmers who know the basics and are ready to dive into the advanced features of iOS. You'll learn to create killer apps for the iPad, iPhone, and iPod touch, including how to maximize performance and make more money from your apps with in-app purchases. Topics covered include security, multitasking, running on multiple platforms, blocks and functional program