1. Record Nr. UNINA9910456068003321

Autore	Bucanek James
Titolo	Professional xcode 3 [[electronic resource] /] / James Bucanek
Pubbl/distr/stampa	Indianapolis, IN, : Wiley, 2010
ISBN	1-282-55215-5 9786612552151 0-470-63894-X
Edizione	[1st edition]
Descrizione fisica	1 online resource (748 p.)
Collana	Wrox professional guides Professional Xcode 3
Disciplina	005.432 005.4465
Soggetti	Operating systems (Computers) Macintosh (Computer) Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Professional Xcode 3; ABOUT THE AUTHOR; CREDITS; ACKNOWLEDGMENTS; CONTENTS; INTRODUCTION; Chapter 1: Installing Xcode; Chapter 2: The Grand Tour; Chapter 3: Xcode Layout; Chapter 4: The Project; Chapter 5: Sources; Chapter 6: Editing Text; Chapter 7: Syntax-Aware Editing; Chapter 8: Searching; Chapter 9: Class Browser; Chapter 10: Refactoring; Chapter 11: Snapshots; Chapter 12: Help and Documentation; Chapter 13: Interface Builder; Chapter 14: Class Modeling; Chapter 15: Data Modeling; Chapter 16: Targets; Chapter 17: Building Projects; Chapter 18: Debugging; Chapter 19: Performance Analysis Chapter 20: Unit Testing Chapter 21: Sharing Source; Chapter 22: Using the Organizer; Chapter 23: Customizing Xcode; INDEX
Sommario/riassunto	A solid guide that responds to the active interest in Apple's Xcode tools Apple's Xcode tools are a collection of applications and frameworks that are used to develop, test, and optimize applications primarily written for Mac OS X or the iPhone. The steady increase in sales of Apple computers has triggered a strong interest in gaining a thorough understanding of Xcode and its tools and what they have to offer. This book provides you with an inside look at the array of Xcode tools from

		top to bottom. You'll go beyond the basics and dive into such in-depth topics as installing the latest version

2.	Record Nr.	UNISA996465994203316
	Titolo	Curves and Surfaces [[electronic resource]] : 7th International Conference, Avignon, France, June 24-30, 2010, Revised Selected Papers / / edited by Jean-Daniel Boissonnat, Patrick Chenin, Albert Cohen, Christian Gout, Tom Lyche, Marie-Laurence Mazure, Larry Schumaker
	Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2012
	ISBN	3-642-27413-7
	Edizione	[1st ed. 2012.]
	Descrizione fisica	1 online resource (X, 748 p. 355 illus.)
	Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 6920
	Disciplina	511/.4
	Soggetti	Image processing—Digital techniques Computer vision Computer graphics Computer simulation Computer-aided engineering Computer science—Mathematics Discrete mathematics Computer Imaging, Vision, Pattern Recognition and Graphics Computer Graphics Computer Modelling Computer-Aided Engineering (CAD, CAE) and Design Computer Vision Discrete Mathematics in Computer Science
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Bibliographic Level Mode of Issuance: Monograph
	Nota di bibliografia	Includes bibliographical references and index.
	Sommario/riassunto	This volume constitutes the thoroughly refereed post-conference

proceedings of the 7th International Conference on Curves and Surfaces, held in Avignon, in June 2010. The conference had the overall theme: "Representation and Approximation of Curves and Surfaces and Applications". The 39 revised full papers presented together with 9 invited talks were carefully reviewed and selected from 114 talks presented at the conference. The topics addressed by the papers range from mathematical foundations to practical implementation on modern graphics processing units and address a wide area of topics such as computer-aided geometric design, computer graphics and visualisation, computational geometry and topology, geometry processing, image and signal processing, interpolation and smoothing, scattered data processing and learning theory and subdivision, wavelets and multi-resolution methods.