

1. Record Nr.	UNINA9910466435703321
Titolo	Compulsory liability insurance from a European perspective / / Attila Fenyves [and three others] (eds) ; with contributions by Hubert Bar [and eighteen others]
Pubbl/distr/stampa	Berlin, [Germany] ; ; Boston, [Massachusetts] : , : De Gruyter, , 2016 ©2016
ISBN	3-11-048618-0 3-11-048554-0
Descrizione fisica	1 online resource (580 pages) : illustrations, tables
Collana	Tort and Insurance Law, ; ; Volume 35
Classificazione	PU 1546
Disciplina	346.03
Soggetti	Torts Liability (Law) Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Frontmatter -- Preface -- Table of Contents -- Introduction -- Questionnaire -- Compulsory Liability Insurance in Austria -- Compulsory Liability Insurance in Belgium -- Compulsory Liability Insurance in the Czech Republic -- Compulsory Liability Insurance in Finland -- Compulsory Liability Insurance in Germany -- Compulsory Liability Insurance in Hungary -- Compulsory Liability Insurance in Italy -- Compulsory Liability Insurance in Switzerland -- Compulsory Liability Insurance in the United Kingdom -- Compulsory Liability Insurance and European Union Law -- Compulsory Liability Insurance and Constitutional Law -- Compulsory Liability Insurance in the Principles of European Insurance Contract Law (PEICL) -- Compulsory Liability Insurance: Economic Perspectives -- Compulsory Liability Insurance in a Changing Legal Environment – An Insurance and Reinsurance Perspective -- Comparative Report -- Conclusions -- Austria -- Belgium -- Czech Republic -- Finland -- Germany -- Hungary -- Italy -- Switzerland -- United Kingdom -- List of Contributors and Editors -- Index -- Publications
Sommario/riassunto	Statutory obligations to take out liability insurance are, in practice, the

most important means to ensure compensability of damage arising from dangerous activities. However, in contrast to the significant practical impact, academic research on the topic has not been extensive so far. This study, therefore, undertakes a comprehensive survey of compulsory liability insurance from nine national perspectives (Austria, Belgium, the Czech Republic, Finland, Germany, Hungary, Italy, Switzerland, and the United Kingdom) and takes constitutional and European law (four freedoms, European Convention on Human Rights) as well as the Principles of European Insurance Contract Law (PEICL) into account. It also contains an extensive economic analysis of compulsory liability insurance and discusses aspects of insurability. A Comparative Report, Conclusions and an Annex containing a compilation of rules on compulsory liability insurance in the nine national legal systems complete the study. It considers in particular: the aims of provisions stating an obligation to take out liability insurance the mandatory content of insurance cover the protection mechanisms linked to compulsory liability insurance the control mechanisms and the sanctions imposed structural deficiencies of existing compulsory liability insurance systems

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2. Record Nr.	UNISALENT0991000441329707536
Titolo	Lex24 & repertorio24 [Risorsa elettronica] : il sistema integrato di informazione giuridica
Pubbl/distr/stampa	Milano : Il sole 24 ore
Descrizione fisica	DVD-ROM ; 12 cm
Disciplina	348.4502
Soggetti	Italia Legislazione
Lingua di pubblicazione	Non definito
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	<p>Posseduto: LE025SAGA 2007-</p> <p>Requisiti del sistema: PC compatibile IBM con processore Pentium; 64 MB di RAM; 60 MB di spazio su disco rigido; lettore DVD-ROM; Windows 2000, XP professional, XP home edition; Internet explorer 6.0 o successive; Acrobat reader 7.08</p>

3. Record Nr.	UNINA9910349533403321
Autore	Cossu Sebastiano M
Titolo	Game Development with GameMaker Studio 2 : Make Your Own Games with GameMaker Language // by Sebastiano M. Cossu
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2019
ISBN	9781484250105 1484250109
Edizione	[1st ed. 2019.]
Descrizione fisica	1 online resource (XXII, 532 p. 179 illus.)
Disciplina	794.815
Soggetti	Computer games—Programming Compilers (Computer programs) Game Development Compilers and Interpreters
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Chapter 1: Overview -- Chapter 2: Hello World! -- Chapter 3: Card Game (Part 1) -- Chapter 4: Card Game (Part 2) -- Chapter 5: Fixed Shooter -- Chapter 6: Shoot 'em Up! -- Chapter 7: Designing Bosses -- Chapter 8: Single-Screen Platformer -- Chapter 9: Scrolling Platformer -- Chapter 10: Designing Platformers -- Chapter 11: Metroidvania (Part 1) -- Chapter 12: Metroidvania (Part 2) -- Chapter 13: Designing Fun Games -- Chapter 14: What's Next?
Sommario/riassunto	Create games from start to finish while learning game design and programming principles using the GameMaker Studio 2 game engine and GameMaker Language (GML). Game Development with GameMaker Studio 2 covers all aspects of game design and development from the initial idea to the final release, using an award-winning game engine. You learn how to create real-world video games based on classic and legendary video game genres. Each game project introduces and explains concepts of game development and design and coding principles, allowing you to build a wide set of skills while creating an exciting portfolio to kick-start a career in game development. Author Sebastiano Cossu teaches you to design levels in your games, draw sprites to populate your virtual worlds, program game objects for

interaction with the player, incorporate custom music and sound effects, build GUIs for your menus and game interfaces, and support keyboard, mouse, and gamepad controls in your projects. He shows you how to build cross-platform games to run on all desktop platforms (Windows, Linux, Mac OS) and publish them on the most popular game stores such as Steam, GOG, Humble Store, and Itch.io. What You'll Learn: Create games for different genres Master GameMaker Language (GML) programming Apply game design principles Delve into game programming patterns.

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