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| 1. | Record Nr. | UNISALENTO991002839229707536 |
| | Autore | Ludwig, Emil |
| | Titolo | Freud : la fine di un mito / Emil Ludwig |
| | Pubbl/distr/stampa | [Firenze] : Sansoni, stampa 1947 |
| | Descrizione fisica | vi, 240 p. ; 23 cm |
| | Disciplina | 150.195 |
| | Soggetti | Freud, Sigmund
Freud, Sigmund |
| | Lingua di pubblicazione | Italiano |
| | Formato | Materiale a stampa |
| | Livello bibliografico | Monografia |
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| 2. | Record Nr. | UNINA9910338002903321 |
| | Autore | Seneviratne Pradeeka |
| | Titolo | BBC micro:bit Recipes : Learn Programming with Microsoft MakeCode Blocks / / by Pradeeka Seneviratne |
| | Pubbl/distr/stampa | Berkeley, CA : , : Apress : , : Imprint : Apress, , 2019 |
| | Edizione | [1st ed. 2019.] |
| | Descrizione fisica | 1 online resource (XXIII, 352 p. 289 illus., 282 illus. in color.) |
| | Collana | Technology in Action Series |
| | Disciplina | 004 |
| | Soggetti | Computer input-output equipment
Computer games—Programming
Hardware and Maker
Game Development |
| | Lingua di pubblicazione | Inglese |
| | Formato | Materiale a stampa |
| | Livello bibliografico | Monografia |
| | Nota di bibliografia | Includes bibliographical references. |
| | Nota di contenuto | Chapter 1: MakeCode Setup Fundamentals -- Chapter 2: MakeCode Extended Features -- Chapter 3: MakeCode Programming Basics -- |

Chapter 4: Working with Text -- Chapter 5: Displaying Images --
Chapter 6: Inputs and Outputs -- Chapter 7: Loops and Logic --
Chapter 8: Using Mathematical Functions -- Chapter 9: Using Variables
-- Chapter 10: Functions and Arrays -- Chapter 11: Playing Music --
Chapter 12: Using Sensors -- Chapter 13: Using Bluetooth Services --
Chapter 14: Using Radio -- Chapter 15: Building Simple Games. .

Sommario/riassunto

Build engaging programs for the BBC micro:bit using Microsoft's MakeCode web editor. Using this open source platform, you'll learn to program in an accessible way that easily translates into real-world programming. BBC micro:bit Recipes is a practical guide with a problem-solving approach. It provides exact solutions for common application development problems for the micro:bit using MakeCode. You'll discover and apply techniques that can be used to build simple games with sprites, keep score, and control game play. The micro:bit is a small programmable device that is a cross between a very small computer and a programmable embedded board. It is easy to program, extremely versatile, and designed with young learners in mind. In particular, it is designed to be easy for people who have never programmed before. By the end of this book, you'll have the foundation to build programs with the Microsoft MakeCode editor and use and process data with the built-in sensors, such as accelerometer, compass, temperature, touch, and light. You'll also see how to work with communication protocols, such as Serial, I2C, and SPI and how to use variables, loops, logic, arrays, math and functions to easily solve problems. .
