

Android 4 Guida Per Lo Sviluppatore

Creare Web App Cosimo Palma 2016-09-14 Come a creare una Web App, compilarla per iOS e Android e distribuirla sugli App Store Quando si decide di sviluppare un'applicazione per dispositivi mobile, la prima scelta da fare è quella di stabilire se svilupparla direttamente nel linguaggio nativo del dispositivo mobile o utilizzare un approccio che permetta di scrivere l'applicazione in un linguaggio non nativo (HTML5, JavaScript, C++, C#, ..) e poi "cross-compilarla" e impacchettarla per il dispositivo target. Se scegliamo di sviluppare in linguaggio nativo dovremmo scrivere tante applicazioni quanti sono i sistemi operativi per i quali intendiamo rendere disponibile l'applicazione. Se vogliamo rendere disponibile la nostra applicazione per iOS, dovremo scrivere codice Objective-C, se sviluppiamo per Android dovremmo scrivere codice usando il linguaggio Java per Android. Se invece decidiamo di utilizzare un linguaggio non nativo. I motivi che portano a scegliere se sviluppare in linguaggio nativo o non nativo sono diversi. Ci possono essere motivi tecnici, ad esempio non si conosce approfonditamente un linguaggio nativo, motivi di tempo e budget. Se il cliente chiede che l'applicazione sia compatibile con le piattaforme attualmente più diffuse: Android, iOS, Windows Phone, Blackberry, se si sviluppasse in linguaggio nativo bisognerebbe sviluppare 4 applicazioni distinte e di conseguenza conoscere anche i rispettivi 4 linguaggi nativi, utilizzando un linguaggio non nativo invece si può sviluppare una sola applicazione e poi "cross-compilarla" per poterla distribuire ed eseguire sulle piattaforme richieste. Bisogna valutare caso per caso la migliore strategia. In questo libro tra le varie opzioni presenti per sviluppare in linguaggio non nativo, imparerete a sviluppare un'applicazione html5 sfruttando il framework Sencha Touch. I motivi della scelta sono rappresentati dal fatto che Sencha Touch è uno dei frameworks HTML5 più popolari, supporta l'architettura di programmazione MVC, supporta l'accelerazione hardware, ha un proprio packager nativo. Utilizzando il framework Sencha Touch, gli sviluppatori possono creare un'esperienza utente "like" applicazione nativa facendo la build di una web application HTML5. L'app creata può avere un look come le applicazioni native iOS, Android, Windows o BlackBerry. Non sarà necessario utilizzare linguaggi nativi come Java, Objective-C o C++, ma per costruire l'applicazione si userà solo tecnologia client-side come JavaScript, CSS3 e HTML5. L'obiettivo del libro è insegnarvi a sviluppare una Web APP, di cross-compilare la web app per Android e iOS. Al termine del libro sarete in grado di creare web app responsive, di cross-compilarle per Android, iOS e Windows, pronte per essere distribuite sui vari market di app come Google Store e su App Store. Capitolo 1. Introduzione a Sencha Touch. Le opzioni a disposizione dello sviluppatore mobile. Capitolo 2. Installazione degli strumenti per lo sviluppo. Capitolo 3. Prima applicazione: il processo di sviluppo. Capitolo 4. Le basi di Sencha Touch. Capitolo 5. I Componenti di Sencha Touch. Capitolo 6. Gestione dei Layout. Capitolo 7. Navigare tra le schermate. Capitolo 8. Data Store. Capitolo 9. Model. Capitolo 10. Connessioni Remote. Parte 2 Creazione di una Web App completa Capitolo 11. Il processo di sviluppo. Capitolo 12. Guida Torino: Navigazione, Liste e Mappe. Capitolo 13. XTemplate e NavigationView. Capitolo 14. Temi e Stili. Parte 3 Creazione dei pacchetti per Android, iOS e Windows Capitolo 15. Creare un pacchetto nativo. Vedremo diverse metodologie per creare pacchetti nativi. Vedremo come creare i nostri pacchetti nativi anche senza avere installato l'sdk del sistema operativo per il quale vogliamo creare l'applicazione. Ossia vedremo come creare un'app per iOS senza avere un Mac e relativo sdk (xCode) installati, discorso equivalente per le altre piattaforme. Download del codice sorgente di tutti i capitoli."

Android 6 Massimo Carli 2016-04-13T00:00:00+02:00 Android, il sistema operativo creato da Google, e Google Play, l'app store dedicato, sono ormai la piattaforma mobile più utilizzata. La versione 6, Marshmallow, apre agli sviluppatori nuove possibilità che integrano e accentuano le

potenzialità delle interfacce Material Design, ormai al centro dell'esperienza d'uso di Google. Questo manuale insegna a lavorare con Android 6 attraverso un approccio pratico che guida il lettore nella realizzazione di un'applicazione completa e funzionante, approfondendo capitolo dopo capitolo i temi che le diverse fasi dello sviluppo implicano. Gli argomenti trattati spaziano dalla creazione di un progetto con Android Studio al design dell'interfaccia, dal controllo del flusso di navigazione alla programmazione multithreading, dalla gestione dei dati all'amministrazione dei permessi. L'obiettivo ultimo è creare applicazioni per smartphone e tablet, ma in potenza anche dispositivi wearable.

Fantasy Fantas Oracle Dracula 2019-05-11 HOME TRUEFive years have passed. AND I understood the most important truth "As long as you feed the Spirits, they need you!"Thoughts become enlightened and unnecessary thought games disappear from my head.A simple way to feed the Spirits, to entertain people. Not being attached to them, literally, the first comers. The more these people experience sincere emotions, the more your Perfume will be filled and the brighter your head will be.GIVE YOU GOD OF HEALTH AND SECURITY!

Professional Android 4 Application Development Reto Meier 2012-04-05 Developers, build mobile Android apps using Android 4 The fast-growing popularity of Android smartphones and tablets creates a huge opportunities for developers. If you're an experienced developer, you can start creating robust mobile Android apps right away with this professional guide to Android 4 application development. Written by one of Google's lead Android developer advocates, this practical book walks you through a series of hands-on projects that illustrate the features of the Android SDK. That includes all the new APIs introduced in Android 3 and 4, including building for tablets, using the Action Bar, Wi-Fi Direct, NFC Beam, and more. Shows experienced developers how to create mobile applications for Android smartphones and tablets Revised and expanded to cover all the Android SDK releases including Android 4.0 (Ice Cream Sandwich), including all updated APIs, and the latest changes to the Android platform. Explains new and enhanced features such as drag and drop, fragments, the action bar, enhanced multitouch support, new environmental sensor support, major improvements to the animation framework, and a range of new communications techniques including NFC and Wi-Fi direct. Provides practical guidance on publishing and marketing your applications, best practices for user experience, and more This book helps you learn to master the design, lifecycle, and UI of an Android app through practical exercises, which you can then use as a basis for developing your own Android apps.

Eloquent JavaScript Marijn Haverbeke 2011 Provides information and examples on writing JavaScript code, covering such topics as syntax, control, data, regular expressions, and scripting.

Java and XML Brett McLaughlin 2006-12-08 Java and XML, 3rd Edition, shows you how to cut through all the hype about XML and put it to work. It teaches you how to use the APIs, tools, and tricks of XML to build real-world applications. The result is a new approach to managing information that touches everything from configuration files to web sites. After two chapters on XML basics, including XPath, XSL, DTDs, and XML Schema, the rest of the book focuses on using XML from your Java applications. This third edition of Java and XML covers all major Java XML processing libraries, including full coverage of the SAX, DOM, StAX, JDOM, and dom4j APIs as well as the latest version of the Java API for XML Processing (JAXP) and Java Architecture for XML Binding (JAXB). The chapters on web technology have been entirely rewritten to focus on the today's most relevant topics: syndicating content with RSS and creating Web 2.0 applications. You'll learn how to create, read, and modify RSS feeds for syndicated content and use XML to power the next generation of websites with Ajax and Adobe Flash. Topics include: The basics of XML, including DTDs, namespaces, XML Schema, XPath, and Transformations The SAX API, including all handlers, filters, and writers The DOM API, including DOM Level 2, Level 3, and the DOM HTML module The JDOM API, including the core and a look at XPath support The StAX API, including StAX factories, producing documents and XMLPull Data Binding with JAXB, using the new JAXB 2.0 annotations Web syndication and podcasting with RSS XML on the Presentation Layer, paying attention to Ajax and Flash applications If you are developing with Java and need to use XML, or think that you will be in the future; if you're

involved in the new peer-to-peer movement, messaging, or web services; or if you're developing software for electronic commerce, Java and XML will be an indispensable companion.

Metaverso Clark Griffin 2022-09-08 Volete scoprire il metaverso e come fare soldi con esso? Avete paura di perdere un'altra mega-opportunità come il Bitcoin o l'investimento in Amazon? Volete cambiare il vostro destino avendo una nuova possibilità nel mondo virtuale? Se avete risposto "Sì!" a una di queste domande, allora questa è la Bibbia per voi! Immagino che siate confusi dalle migliaia di informazioni sul mondo del metaverso e degli NFT che arrivano dai media e dai guru appena improvvisati. Molte persone al giorno d'oggi sono alla ricerca di nuove opportunità per dimostrare a sé stessi di avere la giusta intuizione, ma non sanno dove trovare le informazioni giuste per creare la conoscenza di cui hanno bisogno o sono ancora scettici sul fatto che siano davvero efficaci o meno. Sarete sorpresi di scoprire che non servono competenze informatiche o anni di studio per comprendere questo nuovo mondo e diventarne i visionari! Potrete mettere a tacere tutte le vostre preoccupazioni e i vostri dubbi sapendo che questo libro è supportato da una solida base pratica di persone che hanno: - applicato queste conoscenze in prima persona, - stanno espandendo la loro presenza nei vari metaversi come Decentraland, Axie Infinity, SuperWorld, Cryptovoxels, The Sandbox e Somnium Space. In questa raccolta di 7 libri, che contengono le conoscenze del mio team di appassionati dei metaversi, delle crypto e dell'arte digitale, troverete: - METAVERSO PER PRINCIPIANTI: impara le basi del metaverso per decidere in quali progetti investire e quali mondi virtuali vuoi scoprire in modo più approfondito, - SCOPRIRE LA REALTÀ VIRTUALE: entra nel secondo mondo del metaverso grazie all'utilizzo di strumenti come gli auricolari VR e diventa il pioniere di questa nuova conoscenza, - ESPERIENZA DI REALTÀ AUMENTATA: esplora tutte le applicazioni del metaverso, dai giochi nella blockchain ai beni immobili digitali, dalle terre virtuali ai meeting online, agli e-sport e molto altro ancora, - NFT PER PRINCIPIANTI: scopri il potere dell'arte digitale dei token non-fungibili e le sue enormi applicazioni sia come creatore che come investitore. Comprendi i nuovi progetti che stanno cambiando il mondo digitale e che saranno una rivoluzione globale nei prossimi anni, - MASTERING NFT: diventa creatore di NFT attraverso spiegazioni passo-passo con schermate di tutti gli strumenti online per creare le vostre opere digitali o trasformare le vostre opere fisiche in arte digitale. Scopri l'applicazione degli NFT nel metaverso, nella vita digitale e terrena. - INVESTIMENTI NEL METAVERSO PER PRINCIPIANTI: scopri le decisioni commerciali delle Big Tech Company della Silicon Valley e impara ad investire al meglio il tuo capitale per partecipare allo sviluppo del Metaverso e a questo treno inarrestabile che è ormai in tutti i settori. - IDENTITÀ VIRTUALE PER PRINCIPIANTI: create il tuo avatar con le caratteristiche che hai sempre sognato come quando eri bambino e sognavi le sembianze dei tuoi giocattoli animati. Tutto quello che la natura terrena non permette di cambiare, è modificabile nel metaverso. Inizia la tua nuova possibilità nel mondo digitale. Quello che state per leggere deriva da test, investimenti sbagliati e migliaia di ore di tempo mio e del mio team per filtrare e raccogliere solo le migliori informazioni disponibili. Non vi resta che cliccare su "Compra ora", prendere la mia mano e salire a bordo dell'astronave che vi porterà in questo nuovo mondo!

Sviluppare applicazioni per Android con HTML, CSS e JavaScript Jonathan Stark 2011

Category Theory for Programmers (New Edition, Hardcover) Bartosz Milewski 2019-08-24 Category Theory is one of the most abstract branches of mathematics. It is usually taught to graduate students after they have mastered several other branches of mathematics, like algebra, topology, and group theory. It might, therefore, come as a shock that the basic concepts of category theory can be explained in relatively simple terms to anybody with some experience in programming. That's because, just like programming, category theory is about structure. Mathematicians discover structure in mathematical theories, programmers discover structure in computer programs. Well-structured programs are easier to understand and maintain and are less likely to contain bugs. Category theory provides the language to talk about structure and learning it will make you a better programmer.

Mastering Monero SerHack 2019-04-18 "Mastering Monero - The future of private transactions" is the newest resource to help you learn everything

that you want to know about the cryptocurrency Monero. The book, available in electronic and physical form, provides the knowledge you need to participate in this exciting grassroots, open-source, decentralized, community-driven privacy project. Whether you are a novice or highly experienced, this book will teach you how to start using and contributing to Monero. The resource introduces readers to the cryptocurrency world and then explains how Monero works, what technologies it uses, and how you can get started in this fantastic world! For technical people, there are some chapters that provide in-depth understanding of the Monero ecosystem. The Monero cryptocurrency is designed to address and avoid practical troubles that arise from using coins that do not protect your sensitive financial information. Cryptocurrencies have revolutionized the financial landscape by allowing anybody with an internet connection to instantly access secure, robust, censorship-free systems for receiving, storing, and sending funds. This paradigm shift was enabled by blockchain technology, by which thousands of participants store matching copies of a “public ledger”. While this brilliant approach overcomes many economic hurdles, it also gives rise to a few severe downsides. Marketing corporations, snooping governments, and curious family members can analyze the public ledger to monitor your savings or study your activities. Monero mitigates these issues with a suite of advanced privacy technologies that allow you to have the best of all worlds! Instead of a public ledger, Monero has a shared private ledger that allows you to reap the benefits of a blockchain-based cryptocurrency, while protecting your sensitive business from prying eyes. This book contains everything you need to know to start using Monero in your business or day-to-day life. What are you waiting for? Get your copy of *Mastering Monero* now!

Building iPhone Apps with HTML, CSS, and JavaScript Jonathan Stark 2010-01-08 What people are saying about *Building iPhone Apps w/ HTML, CSS, and JavaScript* "The future of mobile development is clearly web technologies like CSS, HTML and JavaScript. Jonathan Stark shows you how to leverage your existing web development skills to build native iPhone applications using these technologies." --John Allsopp, author and founder of Web Directions "Jonathan's book is the most comprehensive documentation available for developing web applications for mobile Safari. Not just great tech coverage, this book is an easy read of purely fascinating mobile tidbits in a fun colloquial style. Must have for all PhoneGap developers." -- Brian LeRoux, Nitobi Software It's a fact: if you know HTML, CSS, and JavaScript, you already have the tools you need to develop your own iPhone apps. With this book, you'll learn how to use these open source web technologies to design and build apps for the iPhone and iPod Touch on the platform of your choice-without using Objective-C or Cocoa. Device-agnostic mobile apps are the wave of the future, and this book shows you how to create one product for several platforms. You'll find guidelines for converting your product into a native iPhone app using the free PhoneGap framework. And you'll learn why releasing your product as a web app first helps you find, fix, and test bugs much faster than if you went straight to the App Store with a product built with Apple's tools. Build iPhone apps with tools you already know how to use Learn how to make an existing website look and behave like an iPhone app Add native-looking animations to your web app using jQTouch Take advantage of client-side data storage with apps that run even when the iPhone is offline Hook into advanced iPhone features -- including the accelerometer, geolocation, and vibration -- with JavaScript Submit your applications to the App Store with Xcode This book received valuable community input through O'Reilly's Open Feedback Publishing System (OFPS).

Java Walter J. Savitch 2004 Best-selling author, Walter Savitch, uses a conversational style to teach professionals key programming techniques with Java; which is why the previous edition of this book was one of the most widely used professional/reference Java books. Savitch not only shows how to use object-oriented programming to write great Java code he also includes testing and debugging techniques, as well as practical suggestions on program style, and how to use inheritance, and exception handling features. This edition has been redesigned in a gorgeous, usable, full four-color presentation and also includes thorough coverage of the latest Java 2 Swing libraries and event driven programming. The Java coverage is a concise,

accessible introduction that covers all key language features. Thorough early coverage of objects is included, with an emphasis on applications over applets. The author includes a highly flexible format that allows professionals to use the book as a reference and read topics in their preferred order. Although the book does cover such more advanced topics as inheritance, exception handling, and the Swing libraries, it starts from the beginning. The volume provides thorough coverage of Java objects, primitive types, strings, and interactive I/O, flow of control, defining classes and methods, arrays, inheritance, exception handling, streams and file I/O, recursion, window interfaces using swing objects, and applets and HTML. For Programmers or any professional who wants to learn Java from one of the field's most readable and accessible authors.

C# 10 and .NET 6 - Modern Cross-Platform Development Mark J. Price 2021-11-09 Publisher's Note: Microsoft will stop supporting .NET 6 from November 2024. The newer 8th edition of the book is available that covers .NET 8 (end-of-life November 2026) with C# 12 and EF Core 8. Purchase of the print or Kindle book includes a free PDF eBook Key Features Explore the newest additions to C# 10, the .NET 6 class library, and Entity Framework Core 6 Create professional websites and services with ASP.NET Core 6 and Blazor Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book Description Extensively revised to accommodate all the latest features that come with C# 10 and .NET 6, this latest edition of our comprehensive guide will get you coding in C# with confidence. You'll learn object-oriented programming, writing, testing, and debugging functions, implementing interfaces, and inheriting classes. The book covers the .NET APIs for performing tasks like managing and querying data, monitoring and improving performance, and working with the filesystem, async streams, and serialization. You'll build and deploy cross-platform apps, such as websites and services using ASP.NET Core. Instead of distracting you with unnecessary application code, the first twelve chapters will teach you about C# language constructs and many of the .NET libraries through simple console applications. In later chapters, having mastered the basics, you'll then build practical applications and services using ASP.NET Core, the Model-View-Controller (MVC) pattern, and Blazor. What you will learn Build rich web experiences using Blazor, Razor Pages, the Model-View-Controller (MVC) pattern, and other features of ASP.NET Core Build your own types with object-oriented programming Write, test, and debug functions Query and manipulate data using LINQ Integrate and update databases in your apps using Entity Framework Core, Microsoft SQL Server, and SQLite Build and consume powerful services using the latest technologies, including gRPC and GraphQL Build cross-platform apps using XAML Who this book is for Designed for both beginners and C# and .NET programmers who have worked with C# in the past and want to catch up with the changes made in the past few years, this book doesn't need you to have any C# or .NET experience. However, you should have a general understanding of programming before you jump in.

Arduino For Dummies John Nussey 2013-04-29 The quick, easy way to leap into the fascinating world of physical computing This is no ordinary circuit board. Arduino allows anyone, whether you're an artist, designer, programmer or hobbyist, to learn about and play with electronics. Through this book you learn how to build a variety of circuits that can sense or control things in the real world. Maybe you'll prototype your own product or create a piece of interactive artwork? This book equips you with everything you'll need to build your own Arduino project, but what you make is up to you! If you're ready to bring your ideas into the real world or are curious about the possibilities, this book is for you. ? Learn by doing ? start building circuits and programming your Arduino with a few easy to follow examples - right away! ? Easy does it ? work through Arduino sketches line by line in plain English, to learn of how they work and how to write your own ? Solder on! ? Only ever used a breadboard in the kitchen? Don't know your soldering iron from a curling iron? No problem, you'll be prototyping in no time ? Kitted out ? discover new and interesting hardware to make your Arduino into anything from a mobile phone to a geiger counter! ? Become an Arduino savant ? learn all about functions, arrays, libraries, shields and other tools of the trade to take your Arduino project to the next level. ? Get social ? teach your Arduino to communicate with software running on a computer to link the physical world with the virtual world It's hardware, it's software, it's fun! Start building the next cool gizmo with

Arduino and Arduino For Dummies.

Android 4 Massimo Carli 2013-09-24T00:00:00+02:00 Android, il sistema operativo per dispositivi mobili creato da Google, e Google Play, l'app store dedicato, continuano a infrangere record di utenti. La versione Jelly Bean apre agli sviluppatori un mondo di nuove possibilità che chiunque si occupi di programmazione in ambito mobile non può più permettersi di ignorare. Il testo, attraverso un approccio pratico, si articola in un percorso formativo che guida il lettore nella realizzazione di un'applicazione, approfondendo di volta in volta i temi che le diverse fasi dello sviluppo comportano. L'obiettivo è quello di mettere nelle mani dello sviluppatore gli strumenti necessari a progettare, realizzare e pubblicare su Google Play applicazioni funzionali per smartphone e tablet. Gli argomenti trattati spaziano dalla gestione dell'interfaccia alle comunicazioni tra le componenti, dall'interazione con il Web ai metodi di programmazione avanzata.

Mastering EOS Alfredo de Candia 2019-10-22 This book is presented as a reference book for all those who use or will use the EOS blockchain, similar to what was done by the famous *Mastering Bitcoin* which has become over time the reference book for all those who work with the Bitcoin blockchain, moreover whereas there is currently no book on it both at European and international level, especially American, to consider also the origin and the profuse commitment of the author, in making a book suitable both for those who are not practical and are not accustomed to this world, taking it by the hand from the creation of the account to the management of the wallet, and also suitable for a developer from the bitter to the most experienced, showing all the passages related to the reference code that was inserted just to have an approach too more intimate with the same. The book covers almost all aspects of the EOS blockchain, starting right from its history and giving interesting and detailed information on how the project has evolved since its creation, giving an overview of the events that took place a few years earlier. Then move on to a first smattering fast and practical on how to create first and then use the EOS account real engine for all the various dApp from the simplest to the most complex ones, where without this information, nobody would be able to start operating under that profile, where with a clear presentation and with the relative images, step by step, show the various basic steps to perform the related procedures. Next we analyze the various aspects that distinguish this blockchain with respect to the others and how it is one of those that could cause a change important in this sector since it is constantly evolving, introducing previously unimaginable functions and goals from that point of view, also in this case looking for a first approach for inexperienced users and then for each topic to follow the example of the relevant code. In the second half of the book we move on to analyze everything at a professional level where the insiders, especially developers, or those who want to learn more, have all the tools they need in a single tool, in Italian, to be able to start operating and experimenting with this blockchain and provide them with the necessary and essential first level to eventually, eventually, progress in greater depth, given that currently the users of this blockchain exceed 70 thousand daily users. Finally the book concludes with an objective view of the various criticisms made of the relative blockchain, all more or less valid, showing how space is also left to the criticality that the same involves using them, significant criticalities but solvable in the long term and where also the author is helping to improve with his commitment and constant effort, leaving room for the reader for a personal evaluation of everything and to criticize constructively and objectively, as in this case, the creaking points of an extraordinary project. Table of Content ->

<https://docs.google.com/document/d/1Vlke5oeSSVn0pi4SiYIA09lsl-1yBil9msuH1owWBsE/edit?usp=sharing>

Blueprints Visual Scripting for Unreal Engine Brenden Sewell 2015-07-28 *Blueprints Visual Scripting for Unreal Engine* is a step-by-step approach to building a fully functional game, one system at a time. Starting with a basic First Person Shooter template, each chapter will extend the prototype to create an increasingly complex and robust game experience. You will progress from creating basic shooting mechanics to gradually more complex systems that will generate user interface elements and intelligent enemy behavior. Focusing on universally applicable skills, the

expertise you will develop in utilizing Blueprints can translate to other types of genres. By the time you finish the book, you will have a fully functional First Person Shooter game and the skills necessary to expand on the game to develop an entertaining, memorable experience for your players. From making customizations to player movement to creating new AI and game mechanics from scratch, you will discover everything you need to know to get started with game development using Blueprints and Unreal Engine 4.

Guide to the Software Engineering Body of Knowledge (Swebok(r)) IEEE Computer Society 2014 In the Guide to the Software Engineering Body of Knowledge (SWEBOK(R) Guide), the IEEE Computer Society establishes a baseline for the body of knowledge for the field of software engineering, and the work supports the Society's responsibility to promote the advancement of both theory and practice in this field. It should be noted that the Guide does not purport to define the body of knowledge but rather to serve as a compendium and guide to the knowledge that has been developing and evolving over the past four decades. Now in Version 3.0, the Guide's 15 knowledge areas summarize generally accepted topics and list references for detailed information. The editors for Version 3.0 of the SWEBOK(R) Guide are Pierre Bourque (Ecole de technologie superieure (ETS), Universite du Quebec) and Richard E. (Dick) Fairley (Software and Systems Engineering Associates (S2EA)).

Telegeoinformatics Hassan A. Karimi 2004-03-15 Telegeoinformatics is a new discipline resulting from the integration of mobile computing with wired and wireless communications, geoinformatics (including GIS and GPS), and remote sensing techniques and technologies. Users of telegeoinformatics from every field will need a comprehensive reference to solve multiple types of problems involving local

Dagger by Tutorials (First Edition) raywenderlich Tutorial Team 2021-02-12 Learn About Dependency Injection with Dagger! Dependency injection is an important technique for building software systems that are maintainable and testable. You're likely already doing dependency injection, maybe without even realizing it. Dependency injection is nowhere near as complex as its name implies. This book will guide you through with Dagger, Google's framework for Java, Kotlin, and Android. Dagger will help you solve many of the development and performance issues that have plagued reflection-based solutions. Who This Book is For This book is for intermediate Kotlin or Android developers who want to know how to implement the dependency injection pattern with Dagger and Hilt libraries. Topics Covered in Dagger by Tutorials Dependency Injection (DI): Learn what dependencies are and why you need to control them to create successful apps. Dagger: Learn what Dagger is, how it works, and how it slashes the amount of code you need to write by hand when you implement dependency injection in your app. Injection types: Learn how to deal with constructor, field and method injection with Dagger. Advanced Dagger: Dive deeper into the advanced features of Dagger like multi binding. Hilt: Learn everything you need to know about Hilt to implement dependency injection in the Android app. Learn how Hilt reduces the boilerplate of doing manual dependency injection in your project. One thing you can count on: after reading this book, you'll be prepared to use dependency injection with Dagger in your personal and production level projects.

Android 3 Massimo Carli 2011-08-23T00:00:00+02:00 La versione 3 di Android, il sistema operativo open source di Google dedicato ai dispositivi mobili, apre agli sviluppatori un mondo di nuove possibilità. Android 3 introduce novità già a partire dall'interfaccia utente, completamente rinnovata e arricchita dal punto di vista grafico e funzionale, ma soprattutto sfrutta le nuove possibilità offerte dai tablet: display di dimensioni maggiori e processori più potenti. Il testo si articola in un percorso formativo che parte dalla scoperta dell'ambiente di sviluppo entrando poi nel vivo delle possibilità offerte dalla piattaforma e insegnando come gestire l'interfaccia, le comunicazioni tra le componenti, l'interazione con il Web, per arrivare a illustrare metodi di programmazione avanzata. Questa guida accompagna il lettore alla scoperta degli strumenti necessari a progettare e realizzare applicazioni funzionali per le diverse tipologie di device, smartphone e tablet, prendendo come riferimento Android 2.3 Gingerbread e Android 3.2 Honeycomb.

Flutter Cookbook Simone Alessandria 2021-06-18 Discover how to build, scale, and debug native iOS and Android applications from a single codebase using the Dart programming language - a hands-on approach Key Features Work through practical recipes for building mobile applications with Flutter Quickly build and iterate on your user interface (UI) with hot reload Fix bugs and prevent them from reappearing using Flutter's developer tools and test suites Book Description "Anyone interested in developing Flutter applications for Android or iOS should have a copy of this book on their desk." - Amazon 5* Review Lauded as the 'Flutter bible' for new and experienced mobile app developers, this recipe-based guide will teach you the best practices for robust app development, as well as how to solve cross-platform development issues. From setting up and customizing your development environment to error handling and debugging, The Flutter Cookbook covers the how-tos as well as the principles behind them. As you progress, the recipes in this book will get you up to speed with the main tasks involved in app development, such as user interface and user experience (UI/UX) design, API design, and creating animations. Later chapters will focus on routing, retrieving data from web services, and persisting data locally. A dedicated section also covers Firebase and its machine learning capabilities. The last chapter is specifically designed to help you create apps for the web and desktop (Windows, Mac, and Linux). Throughout the book, you'll also find recipes that cover the most important features needed to build a cross-platform application, along with insights into running a single codebase on different platforms. By the end of this Flutter book, you'll be writing and delivering fully functional apps with confidence. What you will learn Use Dart programming to customize your Flutter applications Discover how to develop and think like a Dart programmer Leverage Firebase Machine Learning capabilities to create intelligent apps Create reusable architecture that can be applied to any type of app Use web services and persist data locally Debug and solve problems before users can see them Use asynchronous programming with Future and Stream Manage the app state with Streams and the BLoC pattern Who this book is for If you're familiar with the basic concepts of programming and have your eyes set on developing mobile apps using Dart, then this book is for you. As a beginner, you'll benefit from the clear and concise step-by-step recipes, while a more experienced programmer will learn best practices and find useful tips. You'll get the most out of this book if you have experience coding in either JavaScript, Swift, Kotlin, Java, Objective-C, or C#.

Timeline Michael Crichton 2003-11-04 #1 NEW YORK TIMES BESTSELLER • In this thriller from the author of Jurassic Park, Sphere, and Congo, a group of young scientists travel back in time to medieval France on a daring rescue mission that becomes a struggle to stay alive. "Compulsive reading . . . brilliantly imagined."—Los Angeles Times In an Arizona desert, a man wanders in a daze, speaking words that make no sense. Within twenty-four hours he is dead, his body swiftly cremated by his only known associates. Halfway around the world, archaeologists make a shocking discovery at a medieval site. Suddenly they are swept off to the headquarters of a secretive multinational corporation that has developed an astounding technology. Now this group is about to get a chance not to study the past but to enter it. And with history opened up to the present, the dead awakened to the living, these men and women will soon find themselves fighting for their very survival—six hundred years ago. Praise for Timeline "Exciting . . . classic adventure . . . [a] swashbuckling novel . . . Crichton delivers."—USA Today "More screams per page . . . than Jurassic Park and The Lost World combined . . . The pace will leave many breathlessly grasping for oxygen masks."—The San Diego Union-Tribune "One of his best . . . [a] nonstop roller coaster of a novel."—The Philadelphia Inquirer

Microsoft Visual C# 2012 Step By Step John Sharp 2012-12-15 Teach yourself how to build applications with Microsoft Visual C# 2012 and Visual Studio 2012—one step at a time. Ideal for those with fundamental programming skills, this tutorial provides practical, learn-by-doing exercises for mastering core C# language features and creating working applications and components for Windows. Discover how to: Work with variables, non-reserved identifiers, statements, operators, and methods Use the new application models provided by Windows 8 and the Windows Runtime Create interfaces and define abstract classes Manage errors and exception handling Use collection classes Work with databases by using DataBinding with

the Entity Framework Respond to user input and gestures; gather input from devices and other sources Handle events arising from multiple sources
Develop your first Windows 8 apps

Artificial Intelligence For Dummies John Paul Mueller 2018-04-17 Step into the future with AI The term "Artificial Intelligence" has been around since the 1950s, but a lot has changed since then. Today, AI is referenced in the news, books, movies, and TV shows, and the exact definition is often misinterpreted. Artificial Intelligence For Dummies provides a clear introduction to AI and how it's being used today. Inside, you'll get a clear overview of the technology, the common misconceptions surrounding it, and a fascinating look at its applications in everything from self-driving cars and drones to its contributions in the medical field. Learn about what AI has contributed to society Explore uses for AI in computer applications Discover the limits of what AI can do Find out about the history of AI The world of AI is fascinating—and this hands-on guide makes it more accessible than ever!

Hands-On Full-Stack Web Development with GraphQL and React Sebastian Grebe 2019-01-31 Unearth the power of GraphQL, React, Apollo, Node, and Express to build a scalable, production ready application Key FeaturesBuild full stack applications with modern APIs using GraphQL and ApolloIntegrate Apollo into React and build frontend components using GraphQLImplement a self-updating notification pop-up with a unique GraphQL feature called SubscriptionsBook Description React, one of the most widely used JavaScript frameworks, allows developers to build fast and scalable front end applications for any use case. GraphQL is the modern way of querying an API. It represents an alternative to REST and is the next evolution in web development. Combining these two revolutionary technologies will give you a future-proof and scalable stack you can start building your business around. This book will guide you in implementing applications by using React, Apollo, Node.js and SQL. We'll focus on solving complex problems with GraphQL, such as abstracting multi-table database architectures and handling image uploads. Our client, and server will be powered by Apollo. Finally we will go ahead and build a complete Graphbook. While building the app, we'll cover the tricky parts of connecting React to the back end, and maintaining and synchronizing state. We'll learn all about querying data and authenticating users. We'll write test cases to verify the front end and back end functionality for our application and cover deployment. By the end of the book, you will be proficient in using GraphQL and React for your full-stack development requirements. What you will learnResolve data from multi-table database and system architecturesBuild a GraphQL API by implementing models and schemas with Apollo and SequelizeSet up an Apollo Client and build front end components using ReactUse Mocha to test your full-stack applicationWrite complex React components and share data across themDeploy your application using DockerWho this book is for The book is for web developers who want to enhance their skills and build complete full stack applications using industry standards. Familiarity with JavaScript, React, and GraphQL is expected to get the most from this book.

[Another Monster at the End of This Book \(Sesame Street\)](#) Jon Stone 2014-04-30 There's something waiting at the end of this book. Could it be a monster?! Lovable, furry old Grover is about to find out—and he's bringing his equally lovable and furry friend Elmo with him!

[Programming Flutter](#) Carmine Zaccagnino 2020-02-25 Work in Flutter, a framework designed from the ground up for dual platform development, with support for native Java/Kotlin or Objective-C/Swift methods from Flutter apps. Write your next app in one language and build it for both Android and iOS. Deliver the native look, feel, and performance you and your users expect from an app written with each platform's own tools and languages. Deliver apps fast, doing half the work you were doing before and exploiting powerful new features to speed up development. Write once, run anywhere. Learn Flutter, Google's multi-platform mobile development framework. Instantly view the changes you make to an app with stateful hot reload and define a declarative UI in the same language as the app logic, without having to use separate XML UI files. You can also reuse existing platform-specific Android and iOS code and interact with it in an efficient and simple way. Use built-in UI elements - or build your own - to create a

simple calculator app. Run native Java/Kotlin or Objective-C/Swift methods from your Flutter apps, and use a Flutter package to make HTTP requests to a Web API or to perform read and write operations on local storage. Apply visual effects to widgets, create transitions and animations, create a chat app using Firebase, and deploy everything on both platforms. Get native look and feel and performance in your Android and iOS apps, and the ability to build for both platforms from a single code base. What You Need: Flutter can be used for Android development on any Linux, Windows or macOS computer, but macOS is needed for iOS development.

APP MOBILE Dario Grilli 2014-07 Le App si differenziano rispetto a tutti gli altri prodotti digitali per modalità di fruizione, business model adottato e facilità di acquisto. Tali peculiarità, unite alla velocità di diffusione, agli alti volumi di vendita, alla continua evoluzione ed alla componente tecnologica innovativa, hanno reso la regolamentazione normativa e fiscale frammentaria, non chiara e spesso insufficiente per le esigenze di un mercato così importante. Il volume ha l'obiettivo di delineare gli adempimenti a cui sono tenuti gli sviluppatori di App per iOS ed Android, nell'intento di dare ordine e fornire un quadro completo ed organico della disciplina vigente. Attraverso l'analisi della normativa esistente, italiana, comunitaria ed internazionale, e dei contratti stipulati tra gli sviluppatori ed Apple o Google, viene determinata ed individuata la corretta disciplina fiscale cui è soggetta la vendita di App. I principali business model, gli adempimenti tributari obbligatori per gli sviluppatori tra cui le modalità di fatturazione ad iTunes, a Google Play ed agli utenti finali, Intrastat, Black List, VIES, regime dei minimi IVA, imposizione diretta e possibili profili fiscali per l'attività di sviluppatore di App, sono gli argomenti principalmente trattati. Vengono evidenziate le più rilevanti differenze tra l'Apple Store ed il Google Play e confrontati i diversi margini che ricavano gli sviluppatori dalle vendite delle App nei diversi Store. L'analisi del contesto normativo, fiscale e contrattuale evidenzia le principali problematiche del mercato delle App e ne suggerisce alcune misure di prevenzione e soluzione

The Brill Dictionary of Ancient Greek Franco Montanari 2015-05 "The Brill Dictionary of Ancient Greek" is also available online and as a two-volume boxed set. "The Brill Dictionary of Ancient Greek" is the English translation of Franco Montanari's "Vocabolario della Lingua Greca." With an established reputation as the most important modern dictionary for Ancient Greek, it brings together 140,000 headwords taken from the literature, papyri, inscriptions and other sources of the archaic period up to the 6th Century CE, and occasionally beyond. "The Brill Dictionary of Ancient Greek" is an invaluable companion for the study of Classics and Ancient Greek, for beginning students and advanced scholars alike. Translated and edited under the auspices of The Center for Hellenic Studies in Washington, DC, "The Brill Dictionary of Ancient Greek" is based on the completely revised 3rd Italian edition published in 2013 by Loescher Editore, Torino. Features The principal parts of some 15,000 verbs are listed directly following the entry and its etymology. For each of these forms, the occurrence in the ancient texts has been certified. When found only once, the location is cited. Nearly all entries include citations from the texts with careful mention of the source. The dictionary is especially rich in personal names re-checked against the sources for the 3rd Italian edition, and in scientific terms, which have been categorized according to discipline. Each entry has a clear structure and typography making it easy to navigate. "For a number of years now, scholars at ease in Italian have benefitted enormously from the riches, layout, concision, and accuracy of Professor Montanari's "Vocabolario della Lingua Greca," with its added advantage of the inclusion of names. Hence classicists in general will welcome the English version of this very valuable resource." Professor Richard Janko, "University of Michigan" Franco Montanari is a giant in our field, and his Dictionary is a major leap forward for us. Professor Gregory Nagy, "Harvard University"

Microsoft Visual C# Step by Step John Sharp 2015-10-28 Your hands-on guide to Microsoft Visual C# fundamentals with Visual Studio 2015 Expand your expertise--and teach yourself the fundamentals of programming with the latest version of Visual C# with Visual Studio 2015. If you are an experienced software developer, you'll get all the guidance, exercises, and code you need to start building responsive, scalable Windows 10 and

Universal Windows Platform applications with Visual C#. Discover how to: Quickly start creating Visual C# code and projects with Visual Studio 2015 Work with variables, operators, expressions, and methods Control program flow with decision and iteration statements Build more robust apps with error, exception, and resource management Master the essentials of Visual C# object-oriented programming Use enumerations, structures, generics, collections, indexers, and other advanced features Create in-memory data queries with LINQ query expressions Improve application throughput and response time with asynchronous methods Decouple application logic and event handling Streamline development with new app templates Implement the Model-View-ViewModel (MVVM) pattern Build Universal Windows Platform apps that smoothly adapt to PCs, tablets, and Windows phones Integrate Microsoft Azure cloud databases and RESTful web services About You For software developers who are new to Visual C# or who are upgrading from older versions Readers should have experience with at least one programming language No prior Microsoft .NET or Visual Studio development experience required

SANFORD GUIDE TO ANTIMICROBIAL THERAPY. 2020

Flutter Complete Reference Alberto Miola 2020-09-30 Flutter is Google's UI toolkit for creating beautiful and native applications for mobile, desktop and web from a single Dart codebase. In this book we cover in detail the Dart programming language (version 2.10, with null safety support) and the Flutter framework (version 1.20). While reading the chapters, you'll find a lot of good practices, tips and performance advices to build high quality products. The book is divided in 3 parts. PART 1: It's about the Dart programming language (classes, exceptions, inheritance, null safety, streams, SOLID principles...). PART 2. It's about the Flutter framework (localization, routing, state management with Bloc and Provider, testing, performances with DevTools, animations...). PART 3. It's a long collection of examples (using Firestore, monetizing apps, using gestures, networking, publishing packages at pub.dev, race recognition with ML kits, playing audio and video...). The official website of the book contains the complete source code of the examples and a "Quiz Game" to test your Dart and Flutter skills!

Cyber Espionage and International Law Russell Buchan 2018-12-27 The advent of cyberspace has led to a dramatic increase in state-sponsored political and economic espionage. This monograph argues that these practices represent a threat to the maintenance of international peace and security and assesses the extent to which international law regulates this conduct. The traditional view among international legal scholars is that, in the absence of direct and specific international law on the topic of espionage, cyber espionage constitutes an extra-legal activity that is unconstrained by international law. This monograph challenges that assumption and reveals that there are general principles of international law as well as specialised international legal regimes that indirectly regulate cyber espionage. In terms of general principles of international law, this monograph explores how the rules of territorial sovereignty, non-intervention and the non-use of force apply to cyber espionage. In relation to specialised regimes, this monograph investigates the role of diplomatic and consular law, international human rights law and the law of the World Trade Organization in addressing cyber espionage. This monograph also examines whether developments in customary international law have carved out espionage exceptions to those international legal rules that otherwise prohibit cyber espionage as well as considering whether the doctrines of self-defence and necessity can be invoked to justify cyber espionage. Notwithstanding the applicability of international law, this monograph concludes that policymakers should nevertheless devise an international law of espionage which, as *lex specialis*, contains rules that are specifically designed to confront the growing threat posed by cyber espionage.

JavaScript David Flanagan 2002 A guide for experienced programmers demonstrates the core JavaScript language, offers examples of common tasks, and contains an extensive reference to JavaScript commands, objects, methods, and properties.

[Developing a Mobile Application UI with Ionic and React](#) Michael Callaghan 2020-05 The Ionic Framework supports a variety of mobile platforms.

Throughout this series, I will cover the important aspects of development with Ionic and React, going from zero code all the way to the Apple App and Google Play Stores. This volume will cover the absolute basics: I will show you how to build a simple Ionic application. I will cover the application structure, explaining how an Ionic application is laid out. Next I will introduce some of Ionic's more useful UI components and create a basic side-menu for the demo application. Unlike many books that spend a lot of time on background, this one is designed to be fast paced, with a minimum of fuss and fluff. It is all hands-on. By the time you complete the series, you should have the confidence you need to create and deploy your own mobile app for iOS or Android. It will be a fast ride, so hang on.

RESTful Web APIs Leonard Richardson 2013-09-12 The popularity of REST in recent years has led to tremendous growth in almost-RESTful APIs that don't include many of the architecture's benefits. With this practical guide, you'll learn what it takes to design usable REST APIs that evolve over time. By focusing on solutions that cross a variety of domains, this book shows you how to create powerful and secure applications, using the tools designed for the world's most successful distributed computing system: the World Wide Web. You'll explore the concepts behind REST, learn different strategies for creating hypermedia-based APIs, and then put everything together with a step-by-step guide to designing a RESTful Web API. Examine API design strategies, including the collection pattern and pure hypermedia Understand how hypermedia ties representations together into a coherent API Discover how XMDP and ALPS profile formats can help you meet the Web API "semantic challenge" Learn close to two-dozen standardized hypermedia data formats Apply best practices for using HTTP in API implementations Create Web APIs with the JSON-LD standard and other the Linked Data approaches Understand the CoAP protocol for using REST in embedded systems

C Programming k. N. King 2017-07-13 C++ was written to help professional C# developers learn modern C++ programming. The aim of this book is to leverage your existing C# knowledge in order to expand your skills. Whether you need to use C++ in an upcoming project, or simply want to learn a new language (or reacquaint yourself with it), this book will help you learn all of the fundamental pieces of C++ so you can begin writing your own C++ programs. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject. We hope you find this book useful in shaping your future career & Business.

Sviluppare applicazioni per Android Massimo Carli 2011-05-17T00:00:00+02:00 Android è un sistema operativo open source per dispositivi mobili basato su Linux. La sua struttura aperta permette di personalizzare le funzioni principali del sistema e sviluppare applicazioni. L'obiettivo di questo libro è quello di guidare il lettore attraverso tutte le fasi necessarie alla realizzazione di un'applicazione Android caratterizzata da una forte integrazione con sistemi esterni. Particolare attenzione è dedicata a passaggi chiave come la gestione dell'interfaccia grafica, la comunicazione tra le componenti, l'interazione con fonti di dati, fino alla pubblicazione sull'Android Market. Grazie a questo testo, aggiornato alla versione 2.3 della piattaforma, gli sviluppatori avranno tutti gli strumenti e le conoscenze fondamentali per creare applicazioni dedicate a smartphone, ma anche a tablet altri device.

[Pythonista per eccellenza](#) Battistini Maicol 2018 Nota bene: Questo libro si manterrà sempre aggiornato con nuovi contenuti tramite Google Play Libri (gli aggiornamenti verranno scaricati automaticamente) o dal sito e di conseguenza, man mano che la quantità di contenuti aumenta, anche il prezzo salirà!! Perciò non farti scappare questa occasione!! Molti utenti del web che utilizzano quotidianamente il PC, non conoscono cosa si celi dietro alle applicazioni di tutti i giorni, non sanno quanto lavoro c'è dietro ad un software e da cosa possa essere costruita. Python è lo strumento che useremo (e che usano molti sviluppatori) per creare le nostre app. Questo corso non solo vi farà imparare a programmare applicazioni in Python 3, ma anche

comprendere il lavoro necessario per la realizzazione del proprio progetto. L'autore è uno studente, che attualmente sta imparando Python 3, perciò con questo e-book voglio, non solo ripassare gli argomenti trattati, ma anche aiutare altri potenziali e futuri sviluppatori con questo linguaggio di programmazione attraverso esempi, esercizi e una grafica simpatica. Numero pagine: 36 Contenuto: Premessa Come è strutturato l'e-book? Modulo 1 - Le basi e i tipi di dati Capitolo 1 - Introduzione a Python 1.1 - Cosa è Python? 1.1.1 - Differenze tra Python 2.x e Python 3.x 1.2 - Scarichiamo e Installiamo Python 1.2.1 - Verificare architettura PC Capitolo 2 - Primi passi con Python 2.1 - Uso della shell e i suoi comandi 2.1.1 - COMANDI NELLA SHELL DI PYTHON 2.2 - Funzioni di base 2.2.1 - Stampa (Funzione print) 2.2.2 - Input 2.3 - Variabili 2.3.1 - Tipi di variabili 2.3.2 - Operatori 2.3.3 - Tanti tipi di input 2.3.4 - Conversione di variabili da un tipo ad un altro Esercizi Capitolo 2 Capitolo 3 - Strutture di controllo e di iterazione elementari 3.1 - Strutture di controllo: if, elif e else 3.1.1 - IF 3.1.2 - ELSE 3.2 - Struttura di iterazione: while 3.2.1 - Break e Continue 3.3 - Invertiamo il while: Do-While Esercizi Capitolo 3 Capitolo 4 - Definire e importare funzioni 4.1 - Definire le funzioni: Riutilizziamo il codice 4.1.1 - La funzione return: Restituiamo i valori 4.1.2 - Definizione di una funzione temporanea: il comando pass 4.2 - Importare i moduli e le funzioni già scritte Esercizi Capitolo 4 Capitolo 5 - Le stringhe 5.0 - Differenza tra funzioni e metodi 5.1 - Funzioni e metodi utili per lavorare con le stringhe 5.1.1 - Funzioni 5.1.2 - Metodi Esercizi Capitolo 5 Capitolo 6 - Nuovi tipi di dati 6.1 - Le liste: creiamo degli elenchi 6.1.1 - Metodi delle liste 6.1.2 - Le liste annidate: liste dentro liste 6.2 - Nuova struttura iterativa: cicli for 6.2.1 - La funzione range: liste di numeri in sequenza 6.3 - Le tuple: un tipo di dato immutabile 6.3.1 - La funzione Enumerate: gestire posizione e elemento contemporaneamente 6.4 - I dizionari: coppie di dati 6.4.1 - Metodi sui dizionari Esercizi Capitolo 6 Capitolo 7 - Lavorare con i file in Python 7.1 - Lettura di un file di testo 7.2 - Scrittura e aggiunta di testo ad un file Esercizi capitolo 7 Test finale modulo 1 Modulo 2 - Dalla Shell alle interfacce grafiche Capitolo 8 - La grafica in Python 8.0 - Che cosa si intende per grafica in informatica? Alcuni esempi di programmi costruiti con Tkinter 8.1 - La libreria Tkinter e le finestre 8.2 - Widget e Frame 8.2.1 - I metodi pack e grid: aggiungiamo i widget alla finestra! 8.2.2 - Il nostro primo widget: Label - Etichetta 8.2.3 - Etichette e immagini. 8.3 - Pulsanti e azioni 8.3.1 - Lambda: Le funzioni lineari 8.x - Risorse esterne utili e approfondimenti INFORMAZIONI IMPORTANTI Questo prodotto è protetto da Copyright, perciò è vietato effettuare copie del libro, venderlo o condividerlo senza aver menzionato l'autore e il link a questo sito. L'ebook è acquistabile solamente da Google Play Libri. REGISTRO MODIFICHE In fondo alla descrizione, nella pagina <https://books.maicol07.tk/prodotto/pythonista-per-eccellenza/>

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