

Android Per Esempi Guida Allo Sviluppo Di Applicazioni

Il business plan di successo. Guida pratica per start-up e imprese vincenti. Con CD-ROM Sebastiano Di Diego 2014

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.

Java Concepts Cay S. Horstmann 2005-01-04 This fourth edition gives an accessible introduction to the Java language and a grounding in the fundamental computer science concepts. It includes expanded coverage of graphical user interfaces (GUIs) and Applets as well as updated examples and exercises.

Android per Esempi Riccardo Crosato 2017-08-02 Questo testo si pone l'obiettivo di far acquisire le conoscenze e le competenze per iniziare a sviluppare applicazioni per dispositivi mobile, come smartphone e tablet, che montano il sistema operativo Android di Google. Ognuno dei dodici capitoli dell'opera tratta un argomento specifico attraverso lo sviluppo di semplici esempi pratici guidando il lettore passo passo nella comprensione dei concetti necessari e nella realizzazione dei mini progetti proposti. Il testo guida anche il lettore nell'utilizzo di Android Studio, ambiente ufficiale per lo sviluppo di app Android. Le descrizioni dei dettagli tecnici dei componenti utilizzati contengono molti riferimenti alla documentazione ufficiale Google e ogni argomento è completato con una serie di link al sito ufficiale dedicato agli sviluppatori. Il capitolo iniziale (capitolo zero), slegato dal percorso, è dedicato ad una introduzione al linguaggio Java e alla programmazione ad oggetti, conoscenza necessaria per affrontare con efficacia i successivi capitoli. Il testo non copre volutamente tutti gli aspetti dello sviluppo di app ma si concentra invece su alcuni argomenti cardine con l'obiettivo di dare al lettore una visione chiara per continuare autonomamente l'avventura.

Android Application Programming with Opencv 3 Joseph Howse 2015-06-26 If you are a Java developer who is new to computer vision and would like to learn through application development, then this book is for you. You are expected to have a mobile device running Android 2.2 (Froyo) or greater, including a camera. Experience in Java is a must.

Spring 2.5 Aspect Oriented Programming Massimiliano Dessi 2009-02-27 Create dynamic, feature-rich, and robust enterprise applications using the Spring framework

React Native Oscar R Frost 2020-08-29 Scopri come sviluppare e realizzare applicazioni mobile per tutti i sistemi operativi con il linguaggio React

Native! Ti piacerebbe scoprire tutte le funzionalità del linguaggio di programmazione React Native? Come posso organizzare e gestire al meglio lo stile di un'app? Cosa è necessario fare per realizzare applicazioni utilizzabili su tutti i sistemi operativi? React Native permette di realizzare applicazioni di qualità su tutte le piattaforme. Tutto ciò in meno tempo, meno costo e più qualità. Proprio per questo motivo tale linguaggio di programmazione sta trovando sempre più spazio nel mondo del web e dello sviluppo di app mobile. Grazie a questo libro imparerai tutti i passaggi e tutte le modalità per la creazione di app multiplatforma e applicazioni web attraverso l'utilizzo di React Native. Dopo una prima parte introduttiva in cui viene spiegato il perché è importante programmare con React Native, quali sono i pro e i contro e le principali basi, capitolo dopo capitolo, scoprirai tutte le sue funzionalità. Imparerai a creare e gestire i dati, organizzare e applicare gli stili per rendere eccezionale un'applicazione mobile. Dopo aver letto questo manuale e fatto un po' di pratica, sarai in grado di creare e distribuire applicazioni mobile complete sia per iOS che per Android! Ecco che cosa otterrai da questo libro: Perché programmare con React Native Gli elementi costitutivi di React Native: le basi I pro e i contro di tale linguaggio di programmazione I componenti di React Native Come creare e gestire i dati: uso dello stato Il funzionamento delle props I passaggi per agganciare componenti React a diverse specifiche Come funziona il ciclo di vita di un componente Gli step per gestire al meglio lo stile di un'applicazione Come organizzare gli stili I passaggi per la creazione di un app Layout dei componenti Le dimensioni degli stili in base ai vari sistemi operativi E molto di più! React Native ti permetterà di realizzare un'app mobile fluida con un'interfaccia altamente reattiva, inoltre potrai riutilizzare il codice. Programmare con tale linguaggio ti consentirà di risparmiare tempo e trasformare il progetto web in un'applicazione mobile funzionale e di successo! Scorri verso l'alto e fai clic su "Acquista ora"!

Flutter for Beginners Alessandro Biessek 2019-09-12 A step-by-step guide to learning Flutter and Dart 2 for creating Android and iOS mobile applications Key Features Get up to speed with the basics of Dart programming and delve into Flutter development Understand native SDK and third-party libraries for building Android and iOS applications using Flutter Package and deploy your Flutter apps to achieve native-like performance Book Description Google Flutter is a cross-platform mobile framework that makes it easy to write high-performance apps for Android and iOS. This book will help you get to grips with the basics of the Flutter framework and the Dart programming language. Starting from setting up your development environment, you'll learn to design the UI and add user input functions. You'll explore the navigator widget to manage app routes and learn to add transitions between screens. The book will even guide you through developing your own plugin and later, you'll discover how to structure good plugin code. Using the Google Places API, you'll also understand how to display a map in the app and add markers and interactions to it. You'll then learn to improve the user experience with features such as map integrations, platform-specific code with native languages, and personalized animation options for designing intuitive UIs. The book follows a practical approach and gives you access to all relevant code files hosted at github.com/PacktPublishing/Flutter-for-Beginners. This will help you access a variety of examples and prepare your own bug-free apps, ready to deploy on the App Store and Google Play Store. By the end of this book, you'll be well-versed with Dart programming and have the skills to develop your own mobile apps or build a career as a Dart and Flutter app developer. What you will learn Understand the fundamentals of the Dart programming language Explore the core concepts of the Flutter UI and how it compiles for multiple platforms Develop Flutter plugins and widgets and understand how to structure plugin code appropriately Style your Android and iOS apps with widgets and learn the difference between stateful and stateless widgets Add animation to your UI using Flutter's `AnimatedBuilder` component Integrate your native code into your Flutter codebase for native app performance Who this book is for This book is for developers looking to learn Google's revolutionary framework Flutter from scratch. No prior knowledge of Flutter or Dart is required; however, basic knowledge of any programming language will be helpful.

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.

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)).

Sviluppare con Android Marko Gargenta 2014-09-03T00:00:00+02:00 Volete creare app per dispositivi Android? Questo libro è il mezzo ideale per padroneggiare i fondamentali. Scritta da esperti che hanno insegnato l'uso di questa piattaforma mobile a migliaia di sviluppatori in tutto il mondo, sia in grandi aziende sia in startup, questa guida mostra ai programmatori object-oriented come usare i blocchi da costruzione fondamentali di Android per creare interfacce utente, archiviare dati, connettersi ai network e molto altro. Il libro guida alla creazione di un'applicazione simile a Twitter, aggiungendo nuove funzionalità in ogni capitolo. Realizzerete anche la vostra toolbox con pattern di codice, per imparare a programmare qualunque tipo di applicazione Android.

Programmare con C# 5 Antonio Pelleriti 2014-06-24T00:00:00+02:00 Il linguaggio di programmazione C# è il punto di riferimento della programmazione su piattaforma .NET da oltre 10 anni, infatti è stato introdotto appositamente a tale scopo e ogni novità che riguarda la piattaforma è introdotta per prima in questo linguaggio, seguendo anche le indicazioni e i bisogni della comunità di sviluppatori. I sistemi operativi Microsoft Windows 8, per PC e tablet, e Windows Phone 8, per smartphone, sono basati su .NET, e C# è il linguaggio che consente di iniziare a sviluppare su queste e altre piattaforme nel modo più rapido e produttivo. Lo scopo di questo libro è illustrare le basi fondamentali del linguaggio vero e proprio, quindi la sintassi e i suoi costrutti, applicate naturalmente al paradigma di programmazione orientato agli oggetti, arrivando ai concetti avanzati che permettono di sfruttare C# in tutte le sue sfaccettature: generics, eccezioni, delegate, espressioni lambda, LINQ, programmazione asincrona, multithreading. Grazie alle basi poste nella prima parte si passerà poi a problemi e concetti di sviluppo tipici del mondo reale: file, database, sviluppo di applicazioni con interfaccia grafica, sviluppo di applicazioni web, sviluppo di app per Windows 8 e Windows Phone 8. Il libro, grazie alla sua completezza, è adatto sia a chi non ha mai affrontato alcun linguaggio di programmazione e vuole imparare da zero, sia a chi invece proviene da altre piattaforme o linguaggi e vuole imparare a sviluppare in C# e .NET.

PROGRAMMARE PER ANDROID Vesuvio Moretti 2023-10-09 Se hai sempre sognato di creare le tue app per dispositivi Android, "Programmare per Android" è il tuo biglietto d'ingresso nel mondo affascinante dello sviluppo delle app. Questo libro è una guida completa e pratica che ti porterà passo dopo passo attraverso il processo di apprendimento e sviluppo di applicazioni Android. All'interno di queste pagine, scoprirai i fondamenti dello sviluppo Android, dalle basi del linguaggio di programmazione Java o Kotlin alle librerie e agli strumenti di sviluppo essenziali. Imparerai a creare interfacce utente intuitive, a gestire dati, a interagire con il sistema operativo Android e a sfruttare le funzionalità avanzate del tuo dispositivo. "Programmare per Android" non si limita alla teoria; è pieno di esempi pratici e progetti guidati che ti permetteranno di applicare immediatamente ciò che hai appreso. Sarai in grado di scrivere il tuo codice, risolvere problemi e vedere le tue app prendere vita sullo schermo. Questo libro è adatto sia ai principianti che ai programmatori con esperienza che desiderano approfondire lo sviluppo Android. Che tu stia cercando di creare app per uso personale o stai pianificando una carriera nel mondo dell'app development, "Programmare per Android" ti darà le competenze e la fiducia di cui hai bisogno per avere successo. Preparati a entrare nel mondo dell'app development Android e a creare le tue app che possono raggiungere milioni di utenti in tutto il mondo. Con questa guida completa e pratica, sarai in grado di trasformare le tue idee in realtà digitali e aprire nuove porte alle possibilità creative e professionali.

Python Tutorial 3.11.3 Guido Van Rossum 2023-05-12

Programmare Per Android Oscar R Frost 2020-08-08 Impara la programmazione orientata agli oggetti e realizzare tabelle con i linguaggi di programmazione Java e MySQL Quali passaggi sono necessari per realizzare un gestionale dinamico e di successo? Come si possono creare tabelle in un sito web? Ti piacerebbe sapere quali sono gli aspetti della programmazione orientata agli oggetti? Quando si vuole programmare e creare applicazioni e gestionali per il web, diventa indispensabile conoscere nel dettaglio tutti gli aspetti dei linguaggi di programmazione più diffusi e funzionali. Grazie a questa raccolta potrai imparare e approfondire tutte le tecniche e le funzionalità dei linguaggi di programmazione Java e MySQL. Un metodo semplice ma nello stesso tempo dettagliato, ti accompagnerà in un percorso che ti permetterà di creare applicazioni e siti web di successo. Il linguaggio MySQL ti consentirà di creare, modificare oppure eliminare database da applicazioni o siti web, senza tralasciare l'installazione del server stesso. Il manuale Java invece parte dalla spiegazione base di che cosa è tale linguaggio, la sua installazione fino ad entrare nel vivo della programmazione con i passaggi specifici per scrivere, compilare ed eseguire tale codice. Tanti esempi pratici che ti permetteranno, alla fine della lettura, di realizzare e pianificare programmi perfettamente funzionanti e di successo. Ecco che cosa otterrai da questa raccolta: Che cosa è il linguaggio Java e il codice sorgente Come installare le varie versioni di Java Gli step per programmare con Java e l'analisi del programma Come conservare le informazioni inserite nel programma: memorizzare informazioni Come identificare gli errori di battitura I vari tipi di dati e le variabili Come incrementare o decrementare le variabili Gli operatori aritmetici e relazionali: tipi e caratteristiche Le stringhe, i Booleani e i vari tipi di cicli Le funzioni più utili da eseguire con Java If, If-else, Switch I comandi principali di MySQL e i suoi punti di forza I passaggi per realizzare e rimuovere tabelle Gli step per inserire i dati all'interno delle tabelle Come modificare la struttura di una tabella dopo che è stata creata Come visualizzare i dati di una tabella: SELECT Gli operatori aritmetici, le funzioni e le loro proprietà Unione tra tabelle e sotto-query E molto di più! Programmare è più facile di quanto si possa pensare, con le conoscenze giuste e un po' di pratica tutti possono imparare programmare in pochissimo tempo. Quindi cosa aspetti? Scorri verso l'alto e fai clic su "Acquista ora"!

Kotlin In-depth [Vol-II] Sedunov Aleksei 2020-03-07 Master the concise and expressive power of a pragmatic multi-paradigm language for JVM, Android and beyond Key Featuresa- Language fundamentalsa- Object-oriented and functional programming with Kotlina- Kotlin standard librarya- Building domain-specific languagesa- Using Kotlin for Web developmenta- Kotlin for Android platforma- Coroutine-based concurrencyDescriptionThe

purpose of this book is to guide a reader through the capabilities of the Kotlin language and give examples of using it for development of various applications be it desktop, mobile or Web. Although our primary focus is on the JVM and Android, the knowledge we're sharing here to various extents applies to other Kotlin-supported platforms such as JavaScript, native and even multi-platform applications. The book starts with an introduction to language and its ecosystem that will give you an understanding of the key ideas behind Kotlin design, introduce you to the Kotlin tooling and present you the basic language syntax and constructs. In the next chapters we'll get to know the multi-paradigm nature of Kotlin which allows you to create powerful abstractions by combining various aspects of functional and object-oriented programming. We'll talk about using common Kotlin APIs such as the standard library, reflection, and coroutine-based concurrency as well as the means for creating your own flexible APIs based on domain-specific languages. In the concluding chapters, we'll give examples of using Kotlin for more specialized tasks such as testing, building Android applications, Web development and creating microservices. What will you learn By the end of the book, you'll obtain a thorough knowledge of all basic aspects of Kotlin programming. You'll be able to create a flexible and reusable code by taking advantage of object-oriented and functional features, use Kotlin standard library, compose your own domain-specific languages, write asynchronous code using Kotlin coroutines library as well. You'll also have a basic understanding of using Kotlin for writing test code, web applications and Android development. This knowledge will also give you a solid foundation for deeper learning of related development platforms, tools and frameworks. Who this book is for The book is primarily aimed at developers familiar with Java and JVM and willing to get a firm understanding of Kotlin while having little to no experience in that language. Discussion of various language features will be accompanied, if deemed necessary, by comparisons with their Java's analogs which should simplify Java-to-Kotlin transition. Most of the material, however, is rather Java-agnostic and should be beneficial even without prior Java knowledge. In general, experience in object-oriented or functional paradigm is a plus, but not required. Table of Contents 10. Annotations and Reflection 11. Domain-Specific Languages 12. Java Interoperability 13. Concurrency 14. Testing with Kotlin 15. Android Applications 16. Web Development with Ktor 17. Building Microservices About the Author Aleksei Sedunov has been working as a Java developer since 2008. After joining JetBrains in 2012 he's been actively participating in the Kotlin language development focusing on IDE tooling for the IntelliJ platform. Currently, he's working in a DataGrip team, a JetBrains Database IDE, carrying on with using Kotlin as the main development tool. His LinkedIn Profile: <https://www.linkedin.com/in/alexey-sedunov-8554a530/>

React and React Native Adam Boduch 2020-04-30 Get up to speed with React, React Native, GraphQL and Apollo for building cross-platform native apps with the help of practical examples Key Features Covers the latest features of React such as Hooks, Suspense, NativeBase, and Apollo in this updated third edition Get to grips with the React architecture for writing easy-to-manage web and mobile applications Understand GraphQL and Apollo for building a scalable backend for your cross-platform apps Book Description React and React Native, Facebook's innovative User Interface (UI) libraries, are designed to help you build robust cross-platform web and mobile applications. This updated third edition is improved and updated to cover the latest version of React. The book particularly focuses on the latest developments in the React ecosystem, such as modern Hook implementations, code splitting using lazy components and Suspense, user interface framework components using Material-UI, and Apollo. In terms of React Native, the book has been updated to version 0.62 and demonstrates how to apply native UI components for your existing mobile apps using NativeBase. You will begin by learning about the essential building blocks of React components. Next, you'll progress to working with higher-level functionalities in application development, before putting this knowledge to use by developing user interface components for the web and for native platforms. In the concluding chapters, you'll learn how to bring your application together with a robust data architecture. By the end of this book, you'll be able to build React applications for the web and React Native applications for multiple mobile platforms. What you will learn Delve into the

React architecture, component properties, state, and contextGet to grips with React Hooks for handling functions and componentsImplement code splitting in React using lazy components and SuspenseBuild robust user interfaces for mobile and desktop apps using Material-UIWrite shared components for Android and iOS mobile apps using React NativeSimplify layout design for React Native apps using NativeBaseWrite GraphQL schemas to power web and mobile appsImplement web and mobile components that are driven by ApolloWho this book is for This book is for any JavaScript developer who wants to start learning how to use Facebook's UI libraries, React and React Native, for mobile and web application development. Although no prior knowledge of React is needed, working knowledge of JavaScript programming will help you understand the concepts covered in the book more effectively.

ASP.NET Core Andrew Lock 2023-02-08T00:00:00+01:00 ASP.NET Core è una piattaforma free e open source per la creazione di applicazioni web, desktop e mobile. Le numerose librerie e i componenti pronti all'uso di cui dispone lo rendono un ambiente molto apprezzato da programmatori di ogni capacità e livello. La versione 5.0 introduce nuove funzionalità lato server e diversi servizi che migliorano lo sviluppo cross-platform. Questo manuale è una guida esaustiva e pratica all'utilizzo di ASP.NET con il linguaggio C#. Capitolo dopo capitolo il lettore apprende l'utilizzo degli strumenti di base, scopre come realizzare la prima applicazione e quindi come aggiungere funzionalità di complessità crescente, arrivando alla personalizzazione del framework per necessità specifiche. Inoltre, diagrammi ed esempi di codice riccamente commentati aiutano e semplificano nella comprensione dei concetti più tecnici. Una testo di riferimento, un manuale unico e completo, per chiunque voglia imparare la programmazione full stack attraverso la piattaforma di sviluppo Microsoft.

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

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.

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.

Managing Projects with GNU Make Robert Mecklenburg 2004-11-19 The utility simply known as make is one of the most enduring features of both Unix and other operating systems. First invented in the 1970s, make still turns up to this day as the central engine in most programming projects; it even builds the Linux kernel. In the third edition of the classic Managing Projects with GNU make, readers will learn why this utility continues to hold its top position in project build software, despite many younger competitors. The premise behind make is simple: after you change source files and want to rebuild your program or other output files, make checks timestamps to see what has changed and rebuilds just what you need, without wasting time rebuilding other files. But on top of this simple principle, make layers a rich collection of options that lets you manipulate multiple directories, build different versions of programs for different platforms, and customize your builds in other ways. This edition focuses on the GNU version of make, which has deservedly become the industry standard. GNU make contains powerful extensions that are explored in this book. It is also popular because it is free software and provides a version for almost every platform, including a version for Microsoft Windows as part of the free Cygwin project. Managing Projects with GNU make, 3rd Edition provides guidelines on meeting the needs of large, modern projects. Also added are a number of interesting advanced topics such as portability, parallelism, and use with Java. Robert Mecklenburg, author of the third edition, has used make for decades with a variety of platforms and languages. In this book he zealously lays forth how to get your builds to be as efficient as possible, reduce maintenance, avoid errors, and thoroughly understand what make is doing. Chapters on C++ and Java provide makefile entries optimized for projects in those languages. The author even includes a discussion of the makefile used to build the book.

Creare Applicazioni per iPhone e iPad con Swift Roberto Travagliante 2016-06-28 Hai un'idea che vuoi trasformare in un'applicazione per iPhone e iPad per farla conoscere al mondo intero? Vuoi creare un'app, pubblicarla sull'App Store e fare soldi, ma non sai come fare? In altre parole, vuoi diventare un programmatore di applicazioni per iOS? CON QUESTA GUIDA, ADESSO PUOI !!! ***** Aggiornata all'ultima versione di Xcode e di Swift 2 ***** "Creare applicazioni per iPhone e iPad con Swift" è la nuova guida pratica che ti permetterà di iniziare a sviluppare applicazioni per dispositivi iOS, facendo diventare anche te un vero programmatore di app per i fantastici "gioiellini tecnologici" di casa Apple. Tutto questo, permettendoti di conoscere l'ambiente Xcode e il nuovo e magnifico linguaggio Swift! Questo non è il solito trattato sulla programmazione, ricco di nozioni teoriche difficili da comprendere. "Creare applicazioni per iPhone e iPad con Swift" è una guida pratica e veloce, offerta ad un prezzo estremamente vantaggioso, che si propone in un centinaio di pagine ricche di contenuti e che vanno "dritte al punto", di mettere nelle tue mani tutti gli strumenti utili per poter essere subito "operativo", realizzando le tue applicazioni iOS. Scritta da Roberto Travagliante (iPhoneXCoder), programmatore di esperienza, oltre che sviluppatore di applicazioni per iOS e Mac OS X come "Real Drums" e "Interest Calculator", questa guida ti permetterà di conoscere tutto ciò che serve per iniziare a sviluppare le tue app e diventare un programmatore iOS di successo! *** Prezzo "lancio" super-vantaggioso! *** *** Offerta limitata nel tempo *** Novità di questo aggiornamento: - Guida aggiornata e revisionata all'ultima versione di Xcode 7.3.1 e a Swift 2.2 - Aggiunte spiegazioni maggiormente dettagliate sull'uso della Storyboard e dei constraints - Aggiornate sia la sintassi che le screenshots, ove necessario - Spiegazioni più dettagliate sui protocolli e sull'uso dei metodi "Delegate" - Nuove applicazioni di esempio (altre sono in corso di redazione) - Miglioramenti vari Maggiori informazioni sul sito: <http://www.travagliante.com>

Artificial Intelligence For Dummies John Paul Mueller 2018-03-16 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!

Head First Android Development Dawn Griffiths 2015-06-17 What will you learn from this book? If you have an idea for a killer Android app, this book will help you build your first working application in a jiffy. You'll learn hands-on how to structure your app, design interfaces, create a database, make your app work on various smartphones and tablets, and much more. It's like having an experienced Android developer sitting right next to you! All you need is some Java know-how to get started. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Android Development uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

La start-up digitale. Guida pratica step by step. Dall'idea al mercato per il successo: dall'idea all'exit Cheryl Rickman 2013-05-30T00:00:00+02:00 1060.239

Flutter For Dummies Barry Burd 2020-08-04 Create awesome iOS and Android apps with a single tool! Flutter is an app developer's dream come true. With Google's open source toolkit, you can easily build beautiful apps that work across platforms using a single codebase. This flexibility allows you to get your work out to the widest possible audience. With Flutter already being used by thousands of developers worldwide in a market where billions of apps are downloaded every year, now is the right time to get ahead of the curve with this incredible tool. Flutter for Dummies is your friendly, ground-up route to creating multi-platform apps. From how to construct your initial frameworks to writing code in Dart, you'll find the essentials you need to ride the Flutter revolutionary wave to success. This book includes how to create an intuitive and stunning UI, add rich interactivity, and easily pull in data. You'll also see how Flutter features like Hot Reload—providing sub-second refreshes as you refine your work—help you make sure your app is a delight to use. Start simple: follow steps to build a basic app It's alive! Keep connected to online data It moves! Make things fun with animated features Get the word out: use tips to expand your audience Whether you're a fledgling developer or an expert wanting to add a slick feather to your programming cap, join the Flutter revolution now and soar above the rest!

Mathematical and Statistics Anxiety: Educational, Social, Developmental and Cognitive Perspectives Kinga Morsanyi 2017-01-19 Mathematical anxiety is a feeling of tension, apprehension or fear which arises when a person is faced with mathematical content. The negative consequences of mathematical anxiety are well-documented. Students with high levels of mathematical anxiety might underperform in important test situations, they tend to hold negative attitudes towards mathematics, and they are likely to opt out of elective mathematics courses, which also affects their career opportunities. Although at the university level many students do not continue to study mathematics, social science students are confronted with the fact that their disciplines involve learning about statistics - another potential source of anxiety for students who are uncomfortable with dealing with numerical content. Research on mathematical anxiety is a truly interdisciplinary field with contributions from educational, developmental, cognitive, social and neuroscience researchers. The current collection of papers demonstrates the diversity of the field, offering both new empirical contributions and reviews of existing studies. The contributors also outline future directions for this line of research.

React 17 Design Patterns and Best Practices Carlos Santana Roldan 2021-05-17 Build scalable, maintainable, and powerful React web apps with design patterns and insightful best practices Key Features Make the most of design patterns in React - including render props and controlled and uncontrolled inputs Master React Hooks with the help of this updated third edition Work through examples that can be used to create reusable code and extensible designs Book Description Filled with useful React patterns that you can use in your projects straight away, this book will help you save time and build better web applications with ease. React 17 Design Patterns and Best Practices is a hands-on guide for those who want to take their coding skills to a new level. You'll spend most of your time working your way through the principles of writing maintainable and clean code, but you'll also gain a deeper insight into the inner workings of React. As you progress through the chapters, you'll learn how to build components that are reusable across the application, how to structure applications, and create forms that actually work. Then you'll build on your knowledge by exploring how to style React components and optimize them to make applications faster and more responsive. Once you've mastered the rest, you'll learn how to write tests effectively and how to contribute to React and its ecosystem. By the end of this book, you'll be able to avoid the process of trial and error and developmental headaches. Instead, you'll be able to use your new skills to efficiently build and deploy real-world React web applications you can be proud of. What you will learn Get to grips with the techniques of styling and optimizing React components Create components using the new React Hooks Use server-side rendering to make applications load faster Get up to speed with the new React Suspense technique and using GraphQL in your projects Write a comprehensive set of tests to create robust and maintainable code Build high-performing applications by optimizing components Who this book is for This book is for web developers who want to understand React better and apply it to real-life app development. You'll need an intermediate-level experience with React and JavaScript before you get started.

[Practical Python Programming for IoT](#) Gary Smart 2020-11-12 Leverage Python and Raspberry Pi to create complex IoT applications capable of creating and detecting movement and measuring distance, light, and a host of other environmental conditions Key Features Learn the fundamentals of electronics and how to integrate them with a Raspberry Pi Understand how to build RESTful APIs, WebSocket APIs, and MQTT-based applications Explore alternative approaches to structuring IoT applications with Python Book Description The age of connected devices is here, be it fitness bands or smart homes. It's now more important than ever to understand how hardware components interact with the internet to collect and analyze user data. The Internet of Things (IoT), combined with the popular open source language Python, can be used to build powerful and intelligent IoT systems with intuitive interfaces. This book consists of three parts, with the first focusing on the "Internet" component of IoT. You'll get to grips with end-to-end IoT app development to control an LED over the internet, before learning how to build RESTful APIs, WebSocket APIs, and MQTT services in Python. The second part delves into the fundamentals behind electronics and GPIO interfacing. As you progress to the last part, you'll focus on the "Things" aspect of IoT, where you will learn how to connect and control a range of electronic sensors and actuators using Python. You'll also explore a variety of topics, such as motor control, ultrasonic sensors, and temperature measurement. Finally, you'll get up to speed with advanced IoT programming techniques in Python, integrate with IoT visualization and automation platforms, and build a comprehensive IoT project. By the end of this book, you'll be well-versed with IoT development and have the knowledge you need to build sophisticated IoT systems using Python. What you will learn Understand electronic interfacing with Raspberry Pi from scratch Gain knowledge of building sensor and actuator electronic circuits Structure your code in Python using Async IO, pub/sub models, and more Automate real-world IoT projects using sensor and actuator integration Integrate electronics with ThingSpeak and IFTTT to enable automation Build and use RESTful APIs, WebSockets, and MQTT with sensors and actuators Set up a Raspberry Pi and Python development environment for IoT projects Who this book is for This IoT Python book is for application developers, IoT professionals, or anyone interested in building IoT applications using the Python programming language. It will also be

particularly helpful for mid to senior-level software engineers who are experienced in desktop, web, and mobile development, but have little to no experience of electronics, physical computing, and IoT.

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

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.

Corona SDK: sviluppa applicazioni per Android e iOS. Livello 3 Mirco Baragiani 2013-07-15 Nel terzo volume di Corona SDK: sviluppa applicazioni per Android e iOS ti occuperai delle basi del linguaggio LUA, approfondendo gli elementi sintattici e semantici, ricorrendo a esempi per facilitare la comprensione e l'assimilazione dei concetti. Un ampio capitolo è poi dedicato all'interattività dei videogiochi sviluppati con Corona SDK. Approfondendone le tecniche, aggiungerai collisioni e moto al tuo primo, semplice e completo platform-game. Segue poi una sezione dedicata allo sviluppo della geometria piana sui dispositivi Android e iOS (il primo di una serie di capitoli dedicati a un più vasto approfondimento). Un intero capitolo verte invece sulle procedure per il caricamento delle tue app nello store di Google (Google Play). Durante la trattazione sono proposti utili esercizi, oltre a poter mettere in pratica quanto appreso usufruendo del materiale dedicato e disponibile per il download. LIVELLO 3 Interattività e grafica nella tua prima app Imparerai: . Le basi del linguaggio Lua . A progettare l'interattività di un videogioco . A sviluppare la geometria piana con Corona SDK . A caricare la tua app in Google Play

Sviluppare applicazioni con Flutter Vincenzo Giacchina 2023-06-05T00:00:00+02:00 Flutter è un framework open source realizzato da Google e utilizzato per lo sviluppo di app. È basato sul linguaggio Dart ed è in grado di creare applicazioni mobili, oltre che web e desktop, con look and feel e prestazioni paragonabili alle app native. Questo manuale accompagna alla scoperta e all'utilizzo di Flutter e dei suoi componenti chiave. Dopo aver introdotto le basi di Dart, viene spiegato come utilizzare gli stati dell'app per definire le interfacce e l'esperienza di navigazione, come impostare il routing, i widget e le gesture, e quindi come gestire dati, utenti e sessioni. Infine si passa al build dell'applicazione che precede il rilascio su App Store e Google Play Store. Una guida ideale per chi vuole imparare ad affrontare in sicurezza tutte le fasi dello sviluppo mobile cross platform, dalla progettazione alla realizzazione di un'app.

Web Development with Django Ben Shaw 2021-02-25 Django is a popular Python-based framework for web application development. Like Python, Django is easy for beginners to learn and enables constant progress. This book will help aspiring web developers gain the skills to use Django to develop robust web apps.

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.

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.

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!

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#.

Learning React Alex Banks 2020-06-12

If you want to learn how to build efficient React applications, this is your book. Ideal for web developers and software engineers who understand how JavaScript, CSS, and HTML work in the browser, this updated edition provides best practices and patterns for writing modern React code. No prior knowledge of React or functional JavaScript is necessary. With their learning road map, authors Alex Banks and Eve Porcello show you how to create UIs that can deftly display changes without page reloads on large-scale, data-driven websites. You'll also discover how to work with functional programming and the latest ECMAScript features. Once you learn how to build React components with this hands-on guide, you'll understand just how useful React can be in your organization. Understand key functional programming concepts with JavaScript

Look under the hood to learn how React runs in the browser

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