

# SUGESTÕES DE LEITURA

BIBLIOTECA CAMPUS 3 (ESAD.CR)

JANEIRO 2018  
TEMA: INFORMÁTICA



## **The nature of code: simulating natural systems with processing**

Daniel Shiffman / Cota: 004.92-157

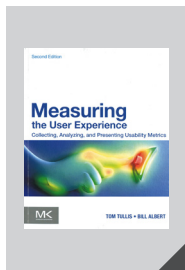
This book focuses on a range of programming strategies and techniques behind computer simulations of natural systems, from elementary concepts in mathematics and physics to more advanced algorithms that enable sophisticated visual results.



## **Making things talk: practical methods for connecting physical objects**

Tom Igoe / Cota: 004.42-133

With 33 easy-to-build projects, Making Things Talk shows you how to get your gadgets to communicate with you and your environment. It's perfect for people with little technical training but a lot of interest.



## **Measuring the user experience: collecting, analyzing, and presenting usability metrics** / William Albert, Thomas Tullis / Cota: 004.5-41

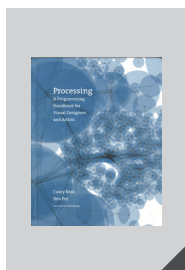
Measuring the User Experience was the first book that focused on how to quantify the user experience. Now in the second edition, the authors include new material on how recent technologies have made it easier and more effective to collect a broader range of data about the user experience.



## **Linguagens Web** / Carlos Poupa, Alexandre Pereira

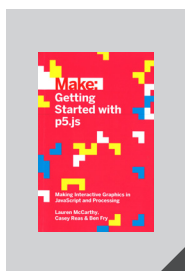
Cota: 004.43-90

Esta obra, agora em 5ª edição, revista e aumentada, inclui um capítulo novo sobre MySQL e uma secção de programação para telemóveis que utilizem o sistema operativo Android da Google.



## **Processing: a programming handbook for visual designers and artists** / Casey Reas, Ben Fry / Cota: 004.92-158

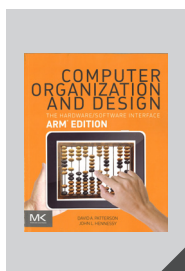
This book is an introduction to the concepts of computer programming within the context of the visual arts. It offers a comprehensive reference and text for Processing ([www.processing.org](http://www.processing.org)), an open-source programming language that can be used by students, artists, designers, architects, researchers, and anyone who wants to program images, animation, and interactivity.



## **Getting started with p5.js** / Lauren McCarthy, Casey Reas, Ben Fry

Cota: 004.43-92

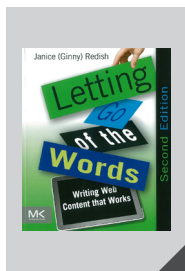
Learn programming the fun way--by sketching with interactive computer graphics! Getting Started with p5.js contains techniques that can be applied to creating games, animations, and interfaces.



## **Computer organization and design: the hardware/software interface**

David A. Patterson, John L. Hennessy / Cota: 004.43-93

The new ARM Edition of Computer Organization and Design features a subset of the ARMv8-A architecture, which is used to present the fundamentals of hardware technologies, assembly language, computer arithmetic, pipelining, memory hierarchies, and I/O.



## **Letting go of the words: writing web content that works**

Janice Redish / Cota: 004.92-155

Web site design and development continues to become more sophisticated. An important part of this maturity originates with well-laid-out and well-written content. Ginny Redish is a world-renowned expert on information design and how to produce clear writing in plain language for the web. All of the invaluable information that she shared in the first edition is included with numerous new examples.

Biblioteca Campus 3 (ESAD.CR)  
Rua Isidoro Inácio Alves de Carvalho, Apartado 823  
2504-917 Caldas da Rainha  
E-mail: [biblioteca.campus3@ipleiria.pt](mailto:biblioteca.campus3@ipleiria.pt)  
Telf.: + 351 262 830 912



Segunda a sexta-feira:  
9h00 - 20h00  
Em período de férias escolares:  
a definir atempadamente.

f /sdipl

t /sdipl

YouTube /peixedaprata

peixedaprata.blogspot.com

issuu.com/peixedaprata

