

TV Interativa se faz com
Ginga



Programando para o Ginga-NCL



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Importação

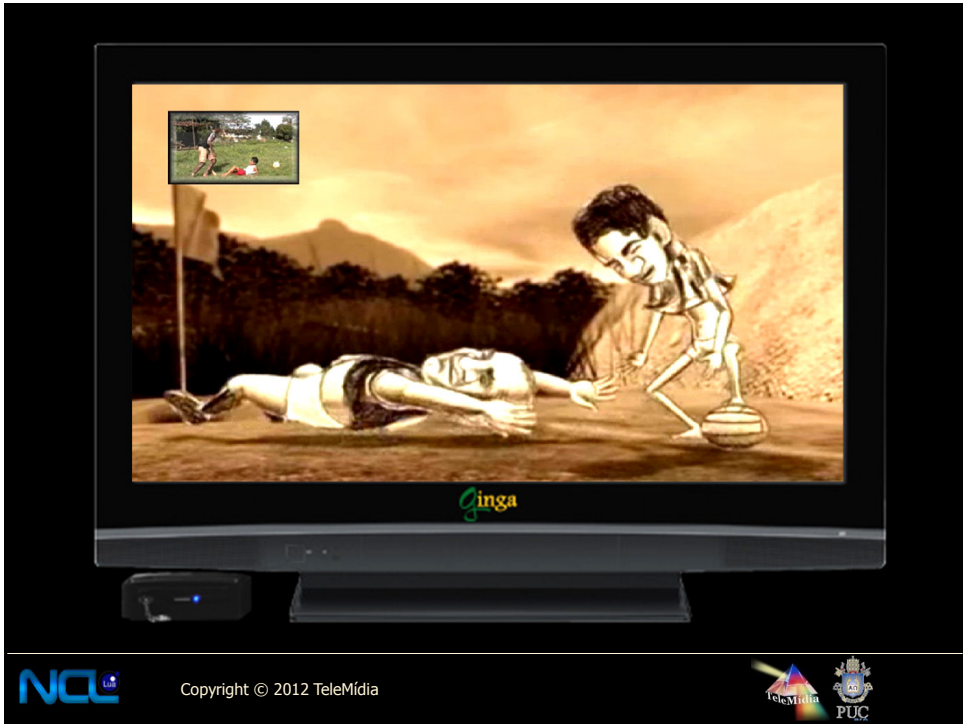


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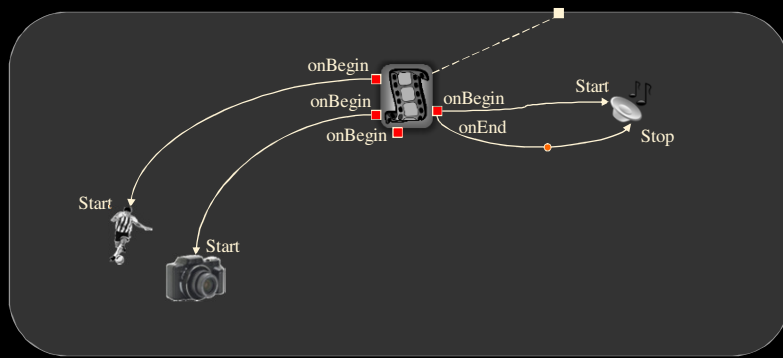
2



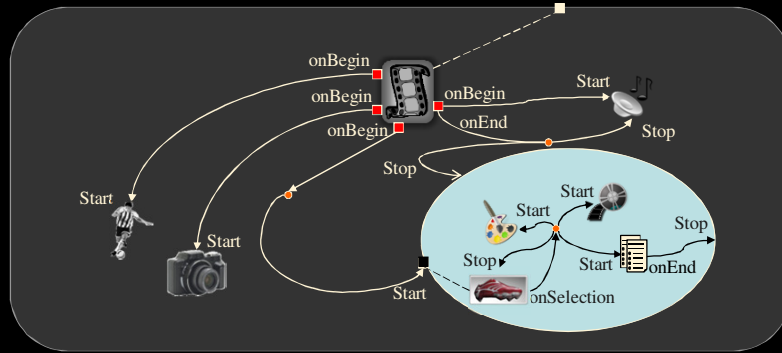




Exemplo 2



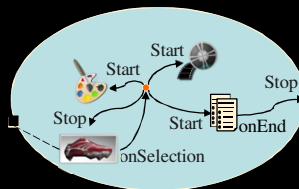
Exemplo 13 (contexto)



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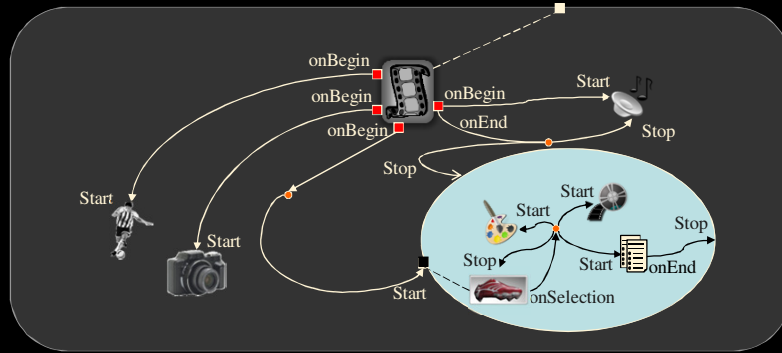
Exemplos 14, 15



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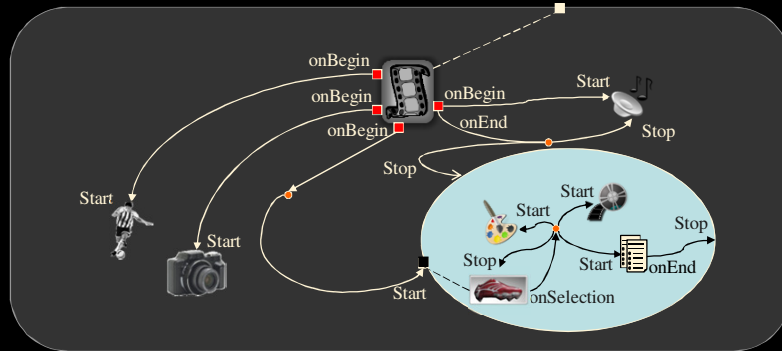


Exemplo 14 (importação)



Objeto de Mídia NCL Embutido

Exemplo 15 (embutido)



Interfaces

- `<area id="a1" label="porta interna do body">`
- `<property name="porta interna do body">`

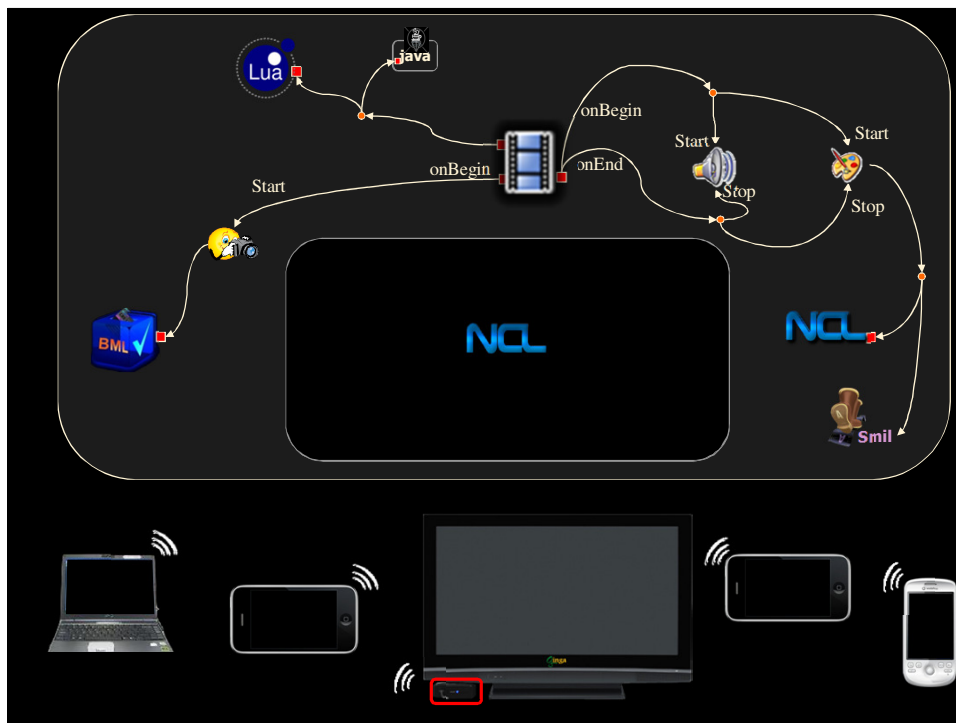
Múltiplos Dispositivos de Exibição



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Modelo Hirárquico de Controle



Aplicações NCL se referem a dispositivos por meio de classes



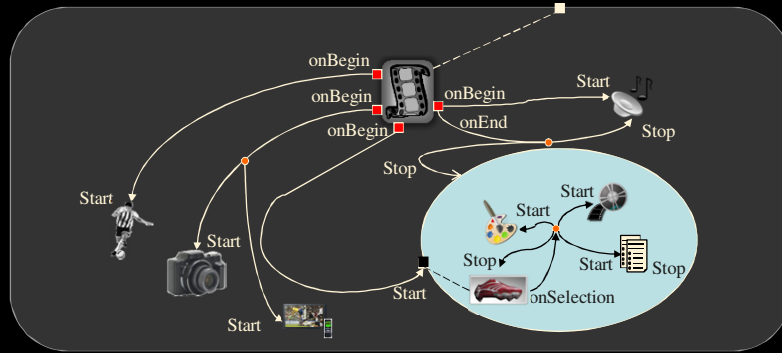
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Exemplo 16



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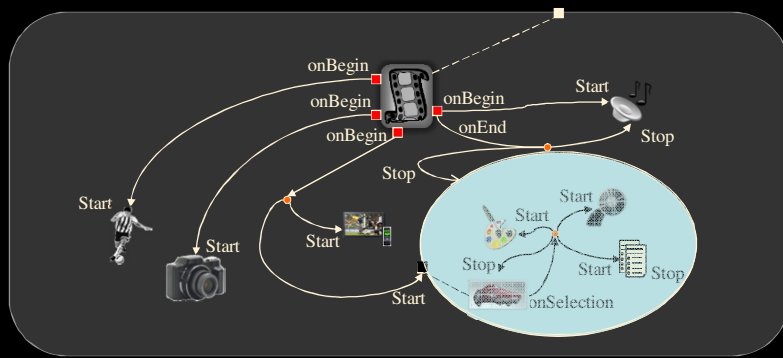


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Exemplo 17, 18





Exemplo 19, 20

