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The Beginner's Guide to Android Game Development 2014 android game development made easy if you've always wanted to make android games but didn't know where to start this book is for you whether you are an absolute beginner with no programming experience or an experienced java developer wanting to get started with game development this comprehensive book will help you accomplish your goals and teach you how to build your own games from scratch no game engines needed in this beginner friendly guide you will find focused step by step approaches designed to help you learn and practice one fundamental concept at a time you will study java and write object oriented applications you will experiment with the building blocks of android and create fun interactive 2d games with touch controls you will even learn how to integrate social features such as a global leaderboard and publish your game to be shared with the billion android users across the world this book provides access to an extensive library of sample java and android game projects via its companion website so that you can continue learning on your own and grow as a game programmer with this up to date guide in your hand you will be able to successfully navigate common pitfalls and get up and running with your own projects in no time tested on android lollipop all the code in the book has been tested on the android lollipop sdk 5.0 and is available under the open source mit license at the book's companion site table of contents unit 1 java basics chapter 1 the fundamentals of programming chapter 2 beginning java chapter 3 designing better objects unit 2 java game development chapter 4 laying the foundations chapter 5 keeping it simple chapter 6 the next level unit 3 android game development chapter 7 beginning android development chapter 8 the android game framework chapter 9 building the game unit 4 finishing touches chapter 10 releasing your game chapter 11 continuing the journey

The Ultimate Beginners Guide for App Programming and Development 2015-07-13 your ultimate 101 app development guide made easy do you have an idea that you want to make an app have you always wanted what was needed to make an app are you looking for a simple guide to help get your idea into the hands of customers when you download the ultimate beginners guide for app programming and development you will see your dreams start to come into fruition you will discover everything you need to know about making an amazing app what you will learn in this book within this book's pages you'll find the answers to these questions and more just some of the questions and topics covered include an overview of mobile app development what do you need how much does it cost to make an app building your very first app app platforms and much much more

Monkey Game Development 2012-01-01 the first two chapters will provide you with grounding in monkey in each subsequent chapter you will create a complete game deployable to either ios android html5 flash osx windows and xna the last chapter will show you how to monetize the games so you can be commercially successful in the app development world do you want to quickly create games deployable to all the major desktop and mobile platforms if so look no further you will learn how to utilize the highly versatile monkey compiler to create 2d games deployable almost anywhere no game development or programming experience is required

Unity iOS Game Development Beginners Guide 2012 this step by step book guides you through the process of using unity to create monetized ios games it will get you through all the major learning points in a smooth logical order you will also learn how to avoid some common pitfalls this book is for developers and designers who want to learn the process of building commercial game applications using unity it is intended for novices through to intermediate developers of all types regardless of their skill level with unity this book is packed with clear instructions and careful explanations for creating a powerful social networking site using drupal 7 with each chapter you add new features and content until your social network is ready to be released to the internet where it can grow by the end of this book you will have a powerful social network which you can either choose to model on the case study or create to your own unique design this book is aimed at anyone looking to create their own social networking website including businesses building a social network around a product or service can improve your company profile and increase customer loyalty while an internal social network gives you employees a place to keep resources discuss ideas raise concerns and keep up to date on company policies hobbyists create a community around your hobbies and interests create a local or distributed user group organizations and charities raise your profile promote your events services and fundraisers and get help from the community in organizing them families for large families based across the country or across the globe keep up to date with everyone and let everyone know what you are up to you don't need any experience of drupal or php to use this book if you are a drupal user you will find this book a great way to rapidly tailor an existing installation into a socially orientated website

Unreal Development Kit Game Programming with UnrealScript 2011-12-15 this is a practical hands on book with clear instructions and lot of code examples it takes a simple approach guiding you through different architectural topics using realistic sample projects

Beginner's Guide to Android App Development 2017-06-30 this book covers android app design fundamentals in android studio using java programming language the author assumes you have no experience in app development the book starts with the installation of the required development environment and setting up the emulators then the simplest hello world app is developed step by step in the next chapter basics of the java programming language are given with practical examples screenshots and code snippets are clearly given in the book to guide the reader after the java lecture 7 complete android apps are developed again by step by step instructions each code line is explained as the reader follows the development of the example apps he/she will learn designing user interfaces connecting interface objects to code developing efficient java code and testing the app on emulators and real devices the last chapter explains the installation of the unity game engine developing a simple 2d platform game in unity setting up touch controls for android environment and exporting the game as a standalone apk file ready to be installed on android devices sample apps developed in this book are as follows 1 headlight app learn the basics of app development and use buttons in your code 2 body mass index bmi calculator app using input boxes performing calculations and displaying the results on the screen 3 simple dice roller app using random number generator functions including images in your project displaying images on the screen and changing the displayed image programmatically 4 the compass app accessing the magnetic field sensor setting required permissions extracting the direction angle and animating a compass figure 5 show my location app creating a map project setting required permissions accessing gps device and showing real time location on the

map 6 s o s sender app adding sms functionality setting required permissions and sending real time location using sms 7 development of a 2d platform game installing unity game engine developing the visual part of the game implementing the game logic in the code setting up touch controls and exporting the game as a standalone apk file this book includes 237 figures and 130 code snippets that are used to explain app development concepts clearly full resolution colour figures and complete project files can be downloaded from the book s companion website yamaclis com android

Appcelerator Titanium Application Development by Example Beginner's Guide 2013-04-24 appcelerator titanium application development by example beginner s guide is an example driven tour of the language that guides you through all the stages of app design the style is relaxed and friendly whilst remaining concise and structured if you are new to this technology or curious about the possibilities of appcelerator titanium then this book is for you if you are a web developer who is looking for a way to craft cross platform apps then this book and the titanium language is the choice for you

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HTML5 Game Development by Example: Beginner's Guide 2015-06-26 html5 is a markup language used to structure and present content for the world wide and is a core technology of the internet it is supported across different platforms and is also supported by various browsers its innovative features such as canvas audio and video elements make it an excellent game building tool html5 game development by example beginner s guide second edition is a step by step tutorial that will help you create several games from scratch with useful examples starting with an introduction to html5 the chapters of this book help you gain a better understanding of the various concepts and features of html5 by the end of the book you ll have the knowledge skills and level of understanding you need to efficiently develop games over the network using html5

Unity 4.x Game Development by Example Beginner's Guide 2013-12-26 this is a practical and light hearted guide to get to grips with creating your first games with easy to follow step by step tutorials using the award winning unity engine if you ve ever wanted to enter the world of independent game development but have no prior knowledge of programming or game development then this is the book for you game developers transitioning from other tools like gamemaker and flash will find this a useful tool to get them up to speed on the unity engine as will anyone who has never handled the unity engine before

Build a Website Now 2019-07-08 who this book is for this book is written for those who need to build a website but do not know where to start whether it is for a school project a business or helping friends and family this book can help you to get started by the end of this book you will be able to create a website that not only looks good but also works well when viewed on both computers and mobile devices you do not need any prior knowledge in programming to be able to follow the lessons in this book it is written with the assumption that this is your first foray into web development however it does require that you know how to use a computer and how to use a text editor for basic editing such as copying and pasting text what you can expect from this book aimed at absolute beginners you can expect the lessons to be delivered in a step by step fashion with a lot of examples and illustrations the book will avoid technical terms whenever possible to keep things simple and easy to understand the lessons will cover html css and bootstrap 4 all of the programming code used in the examples will be provided to you to get the code all you need to do is a simple copy and paste if the examples use images the image files will be provided as well every chapter is geared towards creating the building blocks that you will need to build your websites such as navigation menu buttons forms and more after all the lessons you will be able to put together enough building blocks to create a decent website

Unity Android Game Development by Example Beginner's Guide 2013-12-20 unity android game development by example beginner s guide consists of different game application examples no prior experience with programming android or unity is required you will learn everything from scratch and will have an organized flow of information specifically designed for complete beginners to unity great for developers new to unity android or both this book will walk you through everything you need to know about game development for the android mobile platform no experience with programming android or unity is required most of the assets used in each chapter project are provided with the book but it is assumed that you have some access to basic image and model creation software you will also need access to an android powered device

Construct Game Development Beginners Guide 2012 this is a beginner s guide with plenty of screenshots and step by step instructions through three sample games the reader will learn about practically creating games with construct if you have thought of making a game of your own this book is for you all you need to know is that you can and how to operate a computer

Frontend Development 101 2024 2024-04-09 embark on a journey through the ever evolving realm of frontend web development with frontend development 101 2024 javascript typescript and react 18 written by rishi gujadhur this comprehensive guide is tailored to both seasoned developers and newcomers alike dive into the foundational elements of the internet from dns mechanics to hosting environments before mastering essential technologies like html css and javascript along the way explore cutting edge tools such as typescript and react 18 gaining insights into asynchronous javascript and crafting elegant user interfaces in this dynamic universe of frontend development adaptability and continuous learning are key let this book be your compass guiding you through the currents of change with practical skills and a mindset of exploration whether you re embarking on personal projects professional endeavors or intergalactic adventures let frontend development 101 2024 lead you to new horizons and boundless possibilities bon voyage fellow explorer rishi gujadhur

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developers the book covers most questions related to software development

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Corona SDK Mobile Game Development 2012-01-01 you will learn by doing first a brief crash course in lua and corona once this is done you will be thrown straight into creating fully functional complete games chapter by chapter certain chapters are reserved for adding advanced features such as multiple device integration social networking and monetization this book is for anyone who wants to have a go at creating commercially successfully games for android and ios you don t need game development or programming experience

A Beginners Guide to Software Development 2018-10-13 software development address the process of creating software including development tools and methodologies such as agile development programming languages and software architecture and testing grow your software development skills and reap the benefits for the rest of your career learn the fundamentals of software programming software security and object oriented design software development is to take you beyond programming to engineering softwarewhat is software development it is a complex process to develop modern and professional software today this document tries to give a short overview of software development software development is the process of developing software through successive phases in an orderly way this process includes not only the actual writing of code but also the preparation of requirements and objectives the design of what is to be coded and confirmation that what is developed has met objectives and learn how software development works in ten easy way from design testing planning coding implementation required analysis etcthis book tries to focus on a practical approach regarding software

Unity 3d Game Development by Example Beginner's Guide 2011-04-15 the book is suitable for anybody who wants to create games in unity you don t need a programming background if you love playing games and want to try your hand at creating them this book is the place to start

Ultimate Beginners Guide to Software Testing 2018-09-18 software testing can be stated as the process of verifying and validating that a software or application is bug free meets the technical requirements as guided by it

Corona SDK Mobile Game Development: Beginner's Guide - Second Edition 2015-03-31 this book is for anyone who wants to have a go at creating commercially successfully games for android and ios you don t need game development or programming experience

Unity 2d Game Development 2020-06-27 if you don t know anything about programming in general writing code writing scripts or have no idea where to even begin then this book is perfect for you if you want to make games and need to learn how to write c scripts or code then this book is ideal for youunity has become one of the most popular game engines for developers from the amateur hobbyist to the professional working in a large studio unity used to be considered a 3d tool but with the release of unity 4 3 it now has dedicated 2d tools this will expand unity s use even more developers love its object oriented drag and drop user interface which makes creating a game or interactive product so easy despite the visual ease of working in unity there is a need to understand some basic programming to be able to write scripts for gameobjects for game developers that have any programming knowledge learning how to write scripts is quite easy for the the artist coming to unity creating the visual aspects of a game is a breeze but writing scripts may appear to be a giant roadblock this book is for those with no concept of

programming i introduce the building blocks that is basic concepts of programming using everyday examples you are familiar with also my approach to teaching is not what you will find in the typical programming book in the end you will learn the basics of c but i will spoon feed you the details as they are needed i will take you through the steps needed to create a simple game with the focus not being the game itself but on how the many separate sections of code come together to make a working game i will also introduce the concept of a state machine to organize code into simple game controlling blocks at the end you will be saying wow i can t believe how easy that was

Mac Application Development by Example 2012-01-01 this book is a beginners guide that teaches the topic using a learn by example method this book is for people who are programming beginners and have a great idea for a mac os x app and need to get started

Html5 Web Application Development by Example Beginner's Guide 2013-01-01 the best way to learn anything is by doing the author uses a friendly tone and fun examples to ensure that you learn the basics of application development once you have read this book you should have the necessary skills to build your own applications if you have no experience but want to learn how to create applications in html5 this book is the only help you ll need using practical examples html5 application development by example will develop your knowledge and confidence in application development

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C++ Programming: The Ultimate Beginners Guide to Effectively Design, Develop, and Implement a Robust Program Step-by-step 2020-04-05 do you need to design and implement a program using c are you going to need lots of professional assistance to help achieve your aims this book is the perfect place to start c programming is a system that offers usable techniques with which they can successfully implement a program that is tough enough to stand the test of time with pertinent design and development information you can quickly grasp the concepts of c and begin to develop your own program that is fit for whatever purpose you require with this book c programming the ultimate beginners guide to effectively design develop and implement a robust program step by step you have clear and concise information that will provide advantages such as get started right at the beginning and build a platform for success right away understand the basic concepts of c programming work across multiple devices provide an efficient general purpose language be part of a much larger community of users compatibility with other c languages and lots more the c language is one of the most viable general purpose programming languages available and can perform as well on a variety of platforms as anything else that is on the market c programming provides the user with clear and unambiguous instructions that will set you up for a lifetime of use scroll up and click add to cart for your copy now

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Ruby and MongoDB Web Development: Beginner's Guide 2012 this book is packed with step by step instructions and practical examples along with accompanying screenshots and code for an easy learning curve the needs of a beginner are totally satisfied by the book this book assumes that you are experienced in ruby development skills ruby html css having knowledge of using nosql will help you get through the concepts quicker but it is not mandatory no prior knowledge of mongodb required

Unity 3D Game Development by Example 2010 this book is for web designers who have a basic knowledge of nanoemulsion a method to improve the solubility of

html css and javascript and want to create canvas or dom based games that run on browsers

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Drupal 8 Development: Beginner's Guide - Second Edition 2016-06-30 do you need to design and implement a program using c are you going to need lots of professional assistance to help achieve your aims this book is the perfect place to start c programming is a system that offers usable techniques with which they can successfully implement a program that is tough enough to stand the test of time with pertinent design and development information you can quickly grasp the concepts of c and begin to develop your own program that is fit for whatever purpose you require with this book c programming the ultimate beginners guide to effectively design develop and implement a robust program step by step you have clear and concise information that will provide advantages such as get started right at the beginning and build a platform for success right away understand the basic concepts of c programming work across multiple devices provide an efficient general purpose language be part of a much larger community of users compatibility with other c languages and lots more the c language is one of the most viable general purpose programming languages available and can perform as well on a variety of platforms as anything else that is on the market c programming provides the user with clear and unambiguous instructions that will set you up for a lifetime of use scroll up and click add to cart for your copy now

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HTML / CSS QuickStart Guide 2021-01-25 this book is a step by step guide with ready to run codes to guide you in developing applications with gnome if you have programming skill either in linux or other operating systems and want to have gnome 3 as one of your deployment targets then this book is for you this book is also for commercial software developers or an open source software hacker the reader needs to be familiar with vala and javascript

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