

Sams Teach Yourself Android Game Programming in 24 Hours, 2012, 432 pages, Jonathan S. Harbour, 0133033791, 9780133033793, Sams Publishing, 2012

In just 24 sessions of one hour or less, Sams Teach Yourself Android Game Programming in 24 Hours will help you master mobile game development for Android 4. Using a straightforward, step-by-step approach, you'll gain hands-on expertise with the entire process: from getting access to the hardware via the Android SDK to finishing a complete example game. You'll learn to use the Android SDK and open source software to design and build fast, highly playable games for the newest Android smartphones and tablets. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Android game programming tasks. Quizzes and exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Jonathan Harbour is a writer and instructor whose love for computers and video games dates back to the Commodore PET and Atari 2600 era. He has a Master's in Information Systems Management. His portfolio site at <http://www.jharbour.com> includes a discussion forum. He also authored Sams Teach Yourself Windows Phone 7 Game Programming in 24 Hours. His love of science fiction led to the remake of a beloved classic video game with some friends, resulting in Starflight: The Lost Colony (<http://www.starflightgame.com>). Learn how to:

- Install and configure the free development tools, including the Android 4 SDK, Java Development Kit, and Eclipse (or NetBeans)
- Use the Android graphics system to bring your game characters to life
- Load and manage bitmaps, and use double buffering for better performance
- Incorporate timing and animation with threaded game loops
- Tap into the touch screen for user input
- Learn to use Android sensors such as the accelerometer, gyroscope, compass, light detector, and thermometer
- Integrate audio into your games using the media player
- Build your own game engine library to simplify gameplay code in your projects
- Animate games with sprites using atlas images and fast matrix transforms
- Employ object-oriented programming techniques using inheritance and data hiding
- Create an advanced animation system to add interesting behaviors to game objects
- Detect collisions and simulate realistic movement with trigonometry
- Experiment with an evolving engine coding technique that more naturally reflects how games are written

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Sams Teach Yourself Android Application Development in 24 Hours , Lauren Darcey, Shane Conder, Jun 10, 2010, Computers, 480 pages. > In just 24 sessions of one hour or less, learn how to build powerful applications for the world's first complete, open, and free mobile platform: Android. Using this book's.

Visual C# Game Programming for Teens , Jonathan S. Harbour, 2012, Computers, 464 pages. Learn how to create your own fully functioning role-playing game (RPG) with VISUAL C# GAME PROGRAMMING FOR TEENS! A true beginner's guide, the book covers each essential step.

Sams Teach Yourself Adobe(R) Air Programming In 24 Hours , Givens, 2008, , . .

Beginning Programming in 24 Hours, Sams Teach Yourself , Greg Perry, Dean Miller, Dec 2, 2013, Computers, 464 pages. If you want to learn computer programming but don't know which

language to start with, this is the book for you! In just 24 lessons of one hour or less, any beginner can get a.

Beginning Android Tablet Games Programming , Jeremy Kerfs, Nov 29, 2011, Computers, 196 pages. Android games programmers now have the power to write games for Android tablets. Beginning Android Tablet Games Programming explains how to enhance your Android games using the.

Beginning Java Game Programming , Jonathan S. Harbour, Jan 1, 2008, Computers, 368 pages. Are you serious about learning how to create real, Java-based games for fun and sharing? Do you have a basic understanding of the Java programming language? If you've answered.

Sams Teach Yourself Windows Phone 7 Game Programming in 24 Hours , Jonathan Harbour, 2012, Computers, 368 pages. In just 24 sessions of one hour or less, you'll learn how to build high performance games for Windows Phone 7 with Microsoft's free XNA 4.0 toolset. Using this book's.

Android Game Programming For Dummies , Derek James, Nov 26, 2012, Computers, 384 pages. Learn how to create great games for Android phones Android phones are rapidly gaining market share, nudging the iPhone out of the top spot. Games are the most frequently.

The Official Photodex Guide to ProShow 4 , Jonathan S. Harbour, 2010, Computers, 432 pages. Beginning Game Programming, Third Edition shows budding game developers how to take their game ideas from concept to reality. Requiring only a basic understanding of the C++.

Sams teach yourself networking in 24 hours , Matt Hayden, Dec 30, 2000, Computers, 459 pages. The networking tutorial offers a series of lessons ranging from design, customization and configuration to remote access, sharing resources, and security procedures..

Learning Android Canvas , Mir Nauman Tahir, Nov 25, 2013, Computers, 108 pages. This book is a fast-paced, practical, step-by-step tutorial guide full of examples that are easy to follow and implement. This book is a great resource for developers who have.

Beginning Programming in 24 Hours, Sams Teach Yourself , Greg Perry, Dean Miller, Dec 6, 2013, Computers, 437 pages. Explains programming fundamentals, describes the differences between programming languages, and offers suggestions for avoiding common mistakes and for debugging programs..

Video Game Programming for Kids , Jonathan S. Harbour, 2013, JUVENILE NONFICTION, 256 pages. Do you want to learn how to write your own cool and exciting video games? VIDEO GAME PROGRAMMING FOR KIDS teaches young video game enthusiasts how to program video games with.

Game Programming All in One , Jonathan S. Harbour, 2004, Computers, 712 pages. Create your own high-caliber games with some of the same tools used by professional game developers! If you have a working knowledge of C or C++, then "Game Programming All in.

Pocket PC Game Programming Using the Windows CE Game API, Jonathan S. Harbour, 2001, Computers, 724 pages. Pocket PC Game Programming will help you develop the tools and source code needed to write multiplayer games that can be played on wireless devices and the Internet.

You will.

Beginning Android Games , Mario Zechner, Apr 20, 2011, Computers, 685 pages. Provides information on creating a variety of game applications for the Android platform..

The Photographer's Guide to Using Snapseed , Rob Sylvan, Aug 3, 2012, Photography, 30 pages. Your go-to guide for getting up to speed in Snapseed! In The Photographer's™s Guide to Using Snapseed, author Rob Sylvan shows you the ins and outs of using Snapseed, the popular

Concerning Poetry, Volumes 10-12 , , 1977, American poetry The Tribe That Lost Its Head , Nicholas Monsarrat, Sep 18, 2000, Fiction, 638 pages. Five hundred miles off southwest Africa lies the island of Pharamaul. In dense jungle live the notorious Maula tribe, kept under surveillance by a solitary District Officer and download Sams Teach Yourself Android Game Programming in 24 Hours 2012 COMPARATIVE POLITICS: STRUCTURES AND CHOICES, offers a thematic framework that seamlessly connects concepts, theories, and country-specific information. In the Second Edition.

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Commercial Finance, Factoring, and Other Asset-based Lending , , 1985, Factoring (Finance)Hypertension in pregnancy proceedings of the Sixteenth Study Group of the Royal College of Obstetricians and Gynaecologists, Royal College of Obstetricians and Gynaecologists (Great Britain). Study Group, Frank Sharp, Boehringer Ingelheim, Ltd, 1987, Medical, 415 pages Management of Acute and Chronic Headache Pain, An Issue of Medical Clinics, , Steven D. Waldman, Mar 25, 2013, Medical, 416 pages. This issue of Medical Clinics covers the current best practices surrounding the management of patients with acute and chronic headache pain. Guest edited by Steven Waldman, MD

Pirate Pie , Marcia Vaughan, Jan 1, 1999, Children's stories, New Zealand, 32 pages. Peg Leg Lil is a true-blue pirate. Most of all, she wants to win the Pirates' Annual Blue-water Bake-off, but she can't cook  
Your Psychology Project The Essential Guide, Jennifer Evans, Sep 26, 2007, Psychology, 288 pages. 'This guide will serve well as a handbook for undergraduate psychology students working on senior projects or theses. Clear, concise, and well organized, the book instructs the

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Always Eat the Hard Crust of the Bread Recollections and Recipes from My Centenarian Mother, David Mazzearella, 2012, Biography & Autobiography, 194 pages. Benigna Preziosi Mazzearella led a life that seemed the epitome of ordinariness, except that it also embodied a perfect storm for longevity: amazing genes, adherence to aThe vegetarian way of life , Hans Holzer, 1973, Vegetarianism, 128 pages Peterson's College Guide for Performing Arts Majors, 2008 , Carole J. Everett, 2007, Performing Arts, 455 pages. Describes graduate programs in art, dance, music, and theater, and lists undergraduate programs download Sams Teach Yourself Android Game Programming in 24 Hours 2012 0133033791, 9780133033793 Provides an off-beat look at Christmas and the holiday season in a new version of Dickens' classic "A Christmas Carol". A captivating story about learning to forgive. For Eve Nicholls, walking up the driveway of her childhood home brings up many emotions, and not all good. The horses that she.

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