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**Robert Green, Mario Zechner**



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**Android Games** Robert Green,Mario Zechner,2013-01-26 Beginning Android Games Second Edition offers everything you need to join the ranks of successful Android game developers including Android tablet game app development considerations You ll start with game design fundamentals and programming basics and then progress toward creating your own basic game engine and playable game apps that work on Android and earlier version compliant smartphones and now tablets This will give you everything you need to branch out and write your own Android games The potential user base and the wide array of available high performance devices makes Android an attractive target for aspiring game developers Do you have an awesome idea for the next break through mobile gaming title Beginning Android Games will help you kick start your project This book will guide you through the process of making several example game apps using APIs available in new Android SDK and earlier SDK releases for Android smartphones and tablets The fundamentals of game development and design suitable for Android smartphones and tablets The Android platform basics to apply those fundamentals in the context of making a game including new File Manager system and better battery life management The design of 2D and 3D games and their successful implementation on the Android platform This book lets developers see and use some Android SDK Jelly Bean however this book is structured so that app developers can use earlier Android SDK releases This book is backward compatible like the Android SDK [Learn Java for Android Development](#) Jeff Friesen,2014-02-23 Learn Java for Android Development Third Edition is an update of a strong selling book that now includes a primer on Android app development in Chapter 1 and Appendix C which is distributed in the book s code archive This book teaches programmers the essential Java language skills necessary for effectively picking up and using the new Android SDK platform to build mobile embedded and even PC apps especially game apps Android development is hot and many programmers are interested in joining the fun However because this technology is based on Java you should first obtain a solid grasp of the Java language and its APIs in order to improve your chances of succeeding as an effective Android app developer This book helps you do that Each of the book s 16 chapters provides an exercise section that gives you the opportunity to reinforce your understanding of the chapter s material Answers to the book s more than 700 exercises are provided in an appendix A second appendix provides a significant game oriented Java application which you can convert into an Android app Once you complete this one of a kind

book written by Jeff Friesen an expert Java developer and JavaWorld com columnist you should be ready to begin your indie or professional Android app development journey What you ll learn The Java skills necessary for Android development The core Java language fundamentals Classes objects inheritance polymorphism and interfaces Advanced Java language features such as generics The basic Java APIs necessary for Android such as the String class and threading The Collections Framework for organizing objects The Concurrency Utilities for simplifying multithreading Classic and New I O Networking and database access Parsing creating and transforming XML documents Additional APIs for creating and accessing ZIP and JAR files and more Who this book is for This book is for any programmer including existing Java programmers and Objective C based iPhone and iPad programmers of any skill level who needs to obtain a solid understanding of the Java language and foundational Java APIs before jumping into Android app development Table of Contents 1 Getting Started with Java 2 Learning Language Fundamentals 3 Discovering Classes and Objects 4 Discovering Inheritance Polymorphism and Interfaces 5 Mastering Advanced Language Features Part 1 6 Mastering Advanced Language Features Part 2 7 Exploring the Basic APIs Part 1 8 Exploring the Basic APIs Part 2 9 Exploring the Collections Framework 10 Exploring the Concurrency Utilities 11 Performing Classic I O 12 Accessing Networks 13 Migrating to New I O 14 Accessing Databases 15 Parsing Creating and Transforming XML Documents 16 Focusing on Odds and Ends 17 Appendix A Solutions to Exercises 18 Appendix B Four of a Kind 19 Appendix C Getting Started with Android NOTE Appendix C is not included in the physical book Instead it s distributed as a PDF file that s bundled with the book s code

**Beginning Android Web Apps Development** Jon Westfall,Rocco Augusto,Grant Allen,2012-06-12 With Beginning Android Web Apps Development you ll learn how to apply HTML5 CSS3 JavaScript Ajax and other Web standards for use on the Android mobile platform by building a variety of fun and visually stimulating games and other web applications If you ve done some basic web development and you want to build your skills to create exceptional web apps you ll find everything you seek in the discussions and examples in this book Each application you ll build in Beginning Android Web Application Development will show you solutions that you can apply to many of your own projects Each example shares techniques and coding solutions that will inspire your own work You ll learn how to tie your Android apps into Twitter through two apps that you ll build Who s that Tweet a quiz game based on celebrity accounts and I Love Ham a coding investigation into search phrases and rhyming Your Android web app development skills will then proceed in another direction as you discover the power of HTML5 in two game apps Scavenger Hunt which introduces you to the HTML5 GPS location API and Spies a location based application that shows you how to use CSS3 Ajax and HTML5 within multi player environments You ll also create an Android web application which checks the arrival time of buses and light rails through the use of Portland Oregon s open Tri Met data API This app is a great template for other apps you may want to build in the future and showcases the important techniques for incorporating cloud based apps into web games After reading Beginning Android Web Apps Development you will have built real apps and developed along the way

the skills you ll need to create highly interactive professional web applications and your journey will be engaging and enjoyable

FUNDAMENTALS OF OPEN SOURCE SOFTWARE M. N. RAO,2014-09-16 Free Open Source Software have been growing enormously in the field of information technology Open Source Software OSS is a software whose source code is accessible for alteration or enrichment by other programmers This book gives a detailed analysis of open source software and their fundamentals and so is meant for the beginners who want to learn and write programs using Open Source Software It also educates on how to download and instal these open source free software in the system The topics covered in the book broadly aims to develop familiar Open Source Software OSS associated with database web portal and scientific application development Software platforms like Android MySQL PHP Python PERL Grid Computing and Open Source Cloud and their applications are explained through various examples and programs The platforms like OSS and Linux are also introduced in the book Recapitulation given at the end of each chapter enables the readers to take a quick revision of the topics Numerous examples in the form of programs are given to enable the students to understand the theoretical concepts and their applicative knowledge The book is an introductory textbook on Open Source Software OSS for the undergraduate students of Computer Science Engineering CSE and postgraduate students of Computer Application MCA Salient Features The procedure for installing software Linux Android PHP MySQL Perl and Python both in Linux and Windows operating systems are discussed in the book Numerous worked out example programs are introduced Inclusion of several questions drawn from previous question papers in chapter end exercises

Pro Android C++ with the NDK Onur Cinar,2013-02-02 Android is one of the major players in the mobile phone market Android is a mobile platform that is built on the top of Linux operating system The native code support on Android offers endless opportunities to application developers not limited the functionality that is provided by Android framework Pro Android C with the NDK is an advanced tutorial and professional reference for today s more sophisticated app developers now porting developing or employing C and other native code to integrate into the Android platform to run sophisticated native apps and better performing apps in general Using a game app case study this book explores tools for troubleshooting debugging analyzing memory issues unit testing unit test code coverage performance measurement on native applications as well as integrating the Android NDK toolchain into existing Autoconf Makefile CMake or JAM based build systems Pro Android C with the NDK also covers the following The Android platform and getting up to speed with the Android NDK and exploring the APIs that are provided in native space An overview of Java Native Interface JNI and auto generating JNI code through Simplified Wrapper and Interface Generator SWIG An introduction to Bionic API native networking native multithreading and the C Standard Template Library STL support Native graphics and sound using JNI Graphics OpenGL ES and OpenSL ES Debugging and troubleshooting native applications using Logging GNU Debugger GDB Eclipse Debugger Valgrind strace and other tools Profiling native code using GProf to identify performance bottlenecks and NEON SIMD optimization from an advanced perspective with tips and recommendations

**Android for Absolute Beginners** Grant Allen, 2021-05-31 Get started as a mobile app developer and learn the art and science of Android app development With no assumed knowledge about programming languages or Android required you will gain the key skills for constructing fully functional Android apps for smartphones tablets and other devices You will also build a solid foundation in the Java programming language and the business of creating and releasing software for Android Along the way you ll get comfortable with Android Studio the best way to write modern Android apps before diving into your first Android code The author spends plenty of time explaining how to build a robust UI with widgets menus layouts and the activity bar These components will be the basis of your Android apps and so are covered in depth Having grasped the basics you ll move onto what will make your app stand out sound music images and animations Taking these elements and combining them with sensors and device location will take your apps to the next level The final part of the book covers files and databases essential sources of information for users and your app In addition you ll see how to protect your users and their data with permissions and security What You Will Learn Get started with Android and build your first apps with it Install and use the Android Studio IDE Set up and manage the app development life cycle Master the basics of Java and XML required to create Android apps Discover the strengths and features of the Android APIs and device capabilities Who This Book Is For Total beginners who have little or no exposure to software development This book is also useful for developers who are completely new to Android Pro Android 5 Dave MacLean, Satya Komatineni, Grant Allen, 2015-06-15 Pro Android 5 shows you how to build real world and fun mobile apps using the Android 5 SDK This book updates the best selling Pro Android and covers everything from the fundamentals of building apps for smartphones tablets and embedded devices to advanced concepts such as custom components multi tasking sensors augmented reality better accessories support and much more Using the tutorials and expert advice you ll quickly be able to build cool mobile apps and run them on dozens of Android based smartphones You ll explore and use the Android APIs including those for media and sensors And you ll check out what s new in Android including the improved user interface across all Android platforms integration with services and more By reading this definitive tutorial and reference you ll gain the knowledge and experience to create stunning cutting edge Android apps that can make you money while keeping you agile enough to respond to changes in the future

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
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