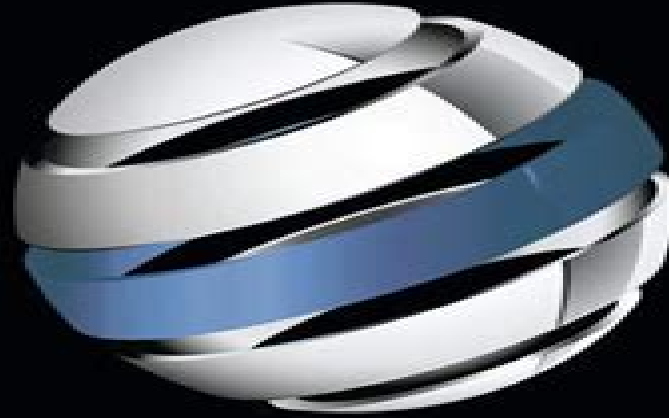


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Beginning Windows 8 Application Development István Novák, Zoltan Arvai, David Fulop, 2012-10-02 Learn to use exciting new development tools and create applications for Windows 8 If you're a beginning developer there's no better place to get up to speed on the Windows 8 SDK than this Wrox guide A team of Microsoft experts provides a complete course in Windows 8 programming helping you take full advantage of the innovative new SDK Written in an easy to read style this book is packed with reusable examples that showcase the endless possibilities of the Windows SDK and also introduces the new Windows 8 app store It explains how to set up the development environment and covers user interface design using special effects and graphics working with C and C++ and

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Beginning Android 3D Game Development Robert Chin, 2014-03-11. Beginning Android 3D Game Development is a unique book for today's Android and game app developers who want to learn how to build 3D game apps that run on the latest Android KitKat platform using Java and OpenGL ES. A Drone Grid game case study is included.

Beginning Android Tablet Programming Robbie Matthews, 2012-02-01. Beginning Android Tablet Programming starts off by showing how to get your system ready for Android tablet programming. You won't need any previous Android experience because you'll learn all about the basic structure of an Android program and how the Android operating system works and then you'll learn how to write your first Android tablet application from scratch. Beginning Android Tablet Programming then equips you to build a set of interesting and fully working Android tablet applications. These projects will give you the inspiration and insights to build your own Android programs in the future. You'll be introduced to 2D programming and you'll see what you can do with a touch screen interface and the Honeycomb SDK. Of course 3D programming is even more alluring for many programmers. If that includes you you'll learn about how Honeycomb has changed the game for Android graphics programming and get your first taste of 3D programming on an Android tablet. Lights, camera, action! You'll learn along the way how Android Honeycomb gives you access through your programming to all those interesting sensors that tablet computers are equipped with today beyond the touch screen itself. You'll learn for example how you to use a tablet GPS sensor to locate your car. You'll also discover how you can access files on your tablet or on the web through programming and then build on that insight to create your own file browser application. This Android project contains many useful coding techniques appropriate for many situations you might encounter in your future programming.

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Beginning Android Application Development pares down the most essential steps you need to know so you can start creating Android applications today. **Android Programming with Kotlin for Beginners** John Horton, 2019-04-30. Build smart-looking Kotlin apps with UI and functionality for the Android platform. Key Features: Start your Android programming career or just have fun publishing apps on Google Play marketplace. The first principle introduction to Kotlin through Android to start building easy-to-use apps. Learn by example and build four real-world apps and dozens of mini-apps. Book Description: Android is the most popular mobile operating system in the world, and Kotlin has been declared by Google as a first-class programming language to build Android apps. With the imminent arrival of the most anticipated Android update, Android 10 Q, this book gets you started building apps compatible with the latest version of Android. It adopts a project-style approach where we focus on teaching the fundamentals of Android app development and the essentials of Kotlin by building three real-world apps and more than a dozen mini-apps. The book begins by giving you a strong grasp of how Kotlin and Android work together before gradually moving onto exploring the various Android APIs for building stunning apps for Android with ease. You will learn to make your apps more presentable using different layouts. You will dive deep into Kotlin programming concepts such as variables, functions, data structures, Object-Oriented code, and how to connect your Kotlin code to the UI. You will learn to add multilingual text so that your app is accessible to millions of more potential users. You will learn how animation, graphics, and sound effects work and are implemented in your Android app. By the end of the book, you will have sound knowledge about significant Kotlin programming concepts and start building your own fully featured Android apps. What you will learn: Learn how Kotlin and Android work together. Build a graphical drawing app using Object-Oriented Programming (OOP) principles. Build beautiful practical layouts using `ScrollView`, `RecyclerView`.

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