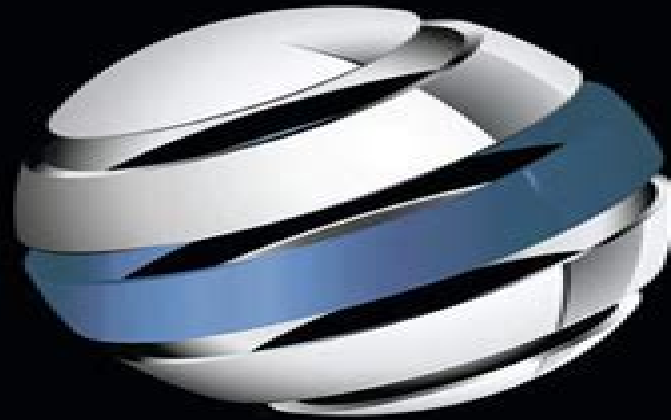


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use some Android SDK Jelly Bean however this book is structured so that app developers can use earlier Android SDK releases This book is backward compatible like the Android SDK

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code and run Android Programming for Beginners is a hands on guide to learning Android and Java Each example application demonstrates a different aspect of Android programming Alongside these mini apps we push your abilities by building three larger applications to demonstrate Android application development in context

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The Beginner's Guide to Android Game Development James S. Cho,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

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Beginning Android C++ Game Development Bruce Sutherland, 2014-01-09 Beginning Android C Game Development introduces general and Android game developers like you to Android s powerful Native Development Kit NDK The Android NDK platform allows you to build the most sophisticated complex and best performing game apps that leverage C In short you learn to build professional looking and performing game apps like the book s case study Droid Runner In this book you ll learn all the major aspects of game design and programming using the Android NDK and be ready to submit your first professional video game app to Google Play and Amazon Appstore for today s Android smartphones and tablet users to download and play The techniques contained in this book include building a game engine writing a renderer and building a full game app with entities game levels and collisions As part of the tutorial you ll also learn about inserting perspectives using cameras and including audio in your game app

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 much more Provides a complete introduction to the Windows SDK and Windows 8 starting with setting up the development

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working with the Android API All examples use the up to date API classes and are created from within Android Studio the official Android development environment that helps supercharge your application development process After this crash course we ll dive deeper into Android programming and you ll learn how to create applications with a professional standard UI through fragments and store your user s data with SQLite In addition you ll see how to make your apps multilingual draw to the screen with a finger and work with graphics sound and animations too By the end of this book you ll be ready to start building your own custom applications in Android and Java What you will learn Master the fundamentals of coding Java for Android Pie Install and set up your Android development environment Build functional user interfaces with the Android Studio visual designer Add user interaction data captures sound and animation to your apps Manage your apps data using the built in Android SQLite database Find out about the design patterns used by professionals to make top grade applications Build deploy and publish real Android applications to the Google Play marketplace Who this book is for This book is for you if you are completely new to Java Android or programming and want to make Android applications This book also acts as a refresher for those who already have experience of using Java on Android to advance their knowledge and make fast progress through the early projects

Beginning Android 3D Game Development Robert Chin,2014-03-11 Beginning Android3D 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 Android tablet applications you ll be glad to have them under your belt So do you want to write programs that can receive

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