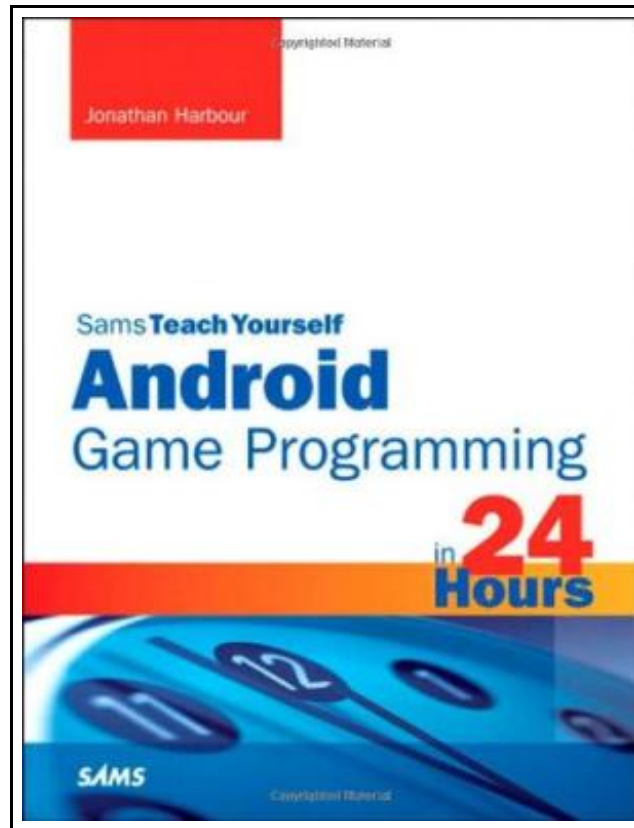


Sams Teach Yourself Android Game Programming in 24 Hours



Filesize: 9.08 MB

Reviews

Thorough information! Its such a good study. Sure, it is perform, still an amazing and interesting literature. Once you begin to read the book, it is extremely difficult to leave it before concluding.
(Evie Emmerich)

SAMS TEACH YOURSELF ANDROID GAME PROGRAMMING IN 24 HOURS



Pearson Education (US), United States, 2013. Paperback. Book Condition: New. 229 x 175 mm. Language: English . Brand New Book. 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 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 (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...



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