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Fully updated for Android Studio 4.2, the goal of this book is to teach the skills necessary to develop Android-based applications using the Java programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage, and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Other key features of Android Studio 4.2 and Android are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, the Android Studio Profiler, Gradle build configuration, and submitting apps to the Google Play Developer Console. Assuming you already have some

programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and ideas for some apps to develop, you are ready to get started. The goal of this book is to teach the skills necessary to develop Android based applications using the Eclipse Integrated Development Environment (IDE) and the Android 4.4 Software Development Kit (SDK). Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces. More advanced topics such as database management, content providers and intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers features introduced with Android 4.4 including printing, transitions and cloud-based file storage. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API and submitting apps to the Google Play Developer Console. Assuming you already have Java programming experience, are ready to download Eclipse and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started. Fully updated for Android Studio 4.2, the goal of this book is to teach the skills necessary to develop Android-based applications using the Java programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage, and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Other key features of Android Studio 4.2 and Android are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, the Android Studio Profiler, Gradle build configuration, and submitting apps to the Google Play Developer Console. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and ideas for some apps to develop, you are ready to get started. "Create game audio from the ground up with this comprehensive, multi-faceted resource designed to meet the needs of both beginners and industry professionals. Came Audio Development tackles the complex world of audio by addressing the three major game audio disciplines; music composition, sound effects creation, and dialogue recording. It begins by providing readers with a solid background and history of the discipline and then shows how to coordinate the associated equipment, techniques, and skills to produce effective audio that will enhance the game experience." --Book Jacket. Fully updated for Android Studio 4.0, Android 10 (Q), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Java programming language. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user

interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 4.0 and Android 10 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains, MotionLayout animation, barriers, direct reply notifications, view bindings and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started. Now updated with five new chapters dedicated to Xcode Storyboards, the aim of iPhone iOS 5 Development Essentials is to teach you the skills necessary to build your own applications for the iPhone. Beginning with the basics, this book provides an overview of the iPhone hardware and the architecture of iOS 5. An introduction to programming in Objective-C is provided followed by an in-depth look at the design of iPhone applications and user interfaces. More advanced topics such as user interface layout and resizing, file handling, database management, graphics drawing and animation are also covered, as are touch screen handling, gesture recognition, multitasking, iAds integration, location and map management, camera access and video playback support. New iOS 5 specific features are also covered in detail including page view controller implementation, the UIDocument class, iCloud based storage, Storyboard user interface design, automatic reference counting, Twitter integration and image filtering with Core Image. iPhone iOS 5 Development Essentials takes a modular approach to the subject of iPhone application development with each chapter covering a self contained topic area. This makes the book both an easy to follow learning aid and an excellent reference resource. GAME DEVELOPMENT ESSENTIALS: AN INTRODUCTION, 4E is an authoritative, industry-driven introduction to the world of game development, with updates that keep readers current and well-prepared for a successful career in the field. This book not only examines content creation and the concepts behind development, but it also give readers a background on the evolution of game development and how it has become what it is today. GAME DEVELOPMENT ESSENTIALS also includes chapters on project management, development team roles and responsibilities, development cycle, marketing, maintenance, and the future of game development. With the same engaging writing style and examples that made the first two editions so popular, this new edition features all the latest games and game technology. Coverage of new game-related technology, development techniques, and the latest research in the field make this an invaluable resource for anyone entering the exciting, competitive, ever-changing world of game development. Written in a practical and concise manner, this book is a crash-course in teaching you the fundamental concepts of Less with real-life examples and problems. If you use CSS(3) in your web development tasks and would love to learn how to create maintainable and reusable code with Less, this book is ideal for you. Although you need to have some experience in web development, even beginners will find that this book is useful. Create games on multiple platforms from a single codebase using Haxe and the HaxeFlixel engine About This Book Learn the modern, cross-platform language Haxe to build games without any

trouble Create engaging 2D games that are compatible with desktop, web, and mobile platforms Learn how to speed up your workflow with OpenFL and HaxeFlixel using this useful and compact guide Who This Book Is For This book is for game developers with some experience programming games on one or more platforms already. If you want to leverage your game development experience on one platform to develop for multiple platforms and to get up and running quickly, this book is for you. Having prior experience with a language similar to Haxe, such as ActionScript or JavaScript will help, but isn't required. What You Will Learn Understand the fundamentals of the Haxe programming language Set up a development environment that will work on Windows, Mac, and Linux Create fun 2D games using OpenFL and HaxeFlixel Understand how to implement a user interface Enhance the gameplay experience with cool animations Improve immersion by adding sound Make your game modular and easily expandable using configuration files Compile games that will work on desktop, web, and mobile platforms In Detail Haxe is a powerful and high-level multi-platform language that's incredibly easy to learn. Used by thousands of developers and many high-profile companies, Haxe is quickly emerging as a forerunner in the area of cross-platform programming. OpenFL builds on top of Haxe to make developing for multiple platforms quick and painless. HaxeFlixel provides you with the tools you need to build amazing 2D games easier than ever before. Cross-platform development has been supercharged using the Haxe programming language, making it increasingly easy and hassle-free to develop multi-platform games. If you've programmed games before and want to learn out how to deliver games across multiple platforms, or develop games faster, then Haxe Game Development Essentials is the book for you. It starts by showing you how to set up your development environment, then running you through some Haxe language fundamentals, and finally taking you through the process of programming a game from start to finish. You will learn how to create a side scrolling shooter game using HaxeFlixel. Next you will learn to enhance the game with new gameplay features, user interfaces, animations, sound, and configuration files to make your game expandable. Once your game is built and ready, you will learn how to deploy it to web, Android, iOS, and desktop systems. By the end of this book, you will be confident about creating multi-platform games using Haxe, OpenFL, and HaxeFlixel in a faster and easier way. Style and approach Since this book is aimed at people who have worked on games before, this book is written in a way that will get you quickly up to speed with a new set of tools, but will still be accessible for less experienced developers. Each chapter covers an essential milestone in building a game from start to finish. The chapters move in a logical fashion, starting with the basics of Haxe development and ending with preparing a game for deployment. With 75 in-depth chapters, over 800 pages and more than 47 example app projects (including the source code) this book provides everything you need to successfully develop and deploy Android apps using Android Studio. Fully updated for Android Studio 2.2 and Android 7, the goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE) and the Android 7 Software Development Kit (SDK). Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. More advanced topics such as database management, content providers and intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general

Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, in-app billing and submitting apps to the Google Play Developer Console. The key new features of Android Studio and Android 7 are also covered in detail including the new layout editor, the ConstraintLayout class, direct reply notifications, Firebase remote notifications and multi-window support. Chapters also cover advanced features of Android Studio such as Gradle build configuration and the implementation of build variants to target multiple Android device types from a single project code base. Assuming you already have some Java programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started. Fully updated for Android Studio 3.0 and Android 8, the goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE), the Android 8 Software Development Kit (SDK) and the Java programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. More advanced topics such as database management, content providers and intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3 and Android 8 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Instant Apps, the Android Studio Profiler and Gradle build configuration. Assuming you already have some Java programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started. Developing Android applications using Android Studio 4.2, Java, and Android Jetpack Key Features Design complex and responsive user interface layouts with the Android Studio 4.2 IDE Build view model-based apps using the Jetpack architecture and use the latest Material Design components to build modern user interface designs Integrate with SQLite databases and the Android Room Persistence Library Book Description Android Studio is an Integrated Development Environment based on the JetBrains IntelliJ IDEA. It provides developers with a unique platform to design and develop Android apps using various developer tools. The new Android Studio 4.2 has an upgraded IntelliJ platform and a variety of new features designed to improve the productivity of Android app developers. Fully updated for Android Studio 4.2, the objective of this book is to help you master the skills necessary to develop Android applications using Java as the programming language. This book begins by outlining the steps necessary to set up an Android development and testing environment and introducing programming in Java, describing data types, flow control, functions, lambdas, and object-oriented programming. It includes an overview of Android Studio, covering areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to Android architecture is followed by an in-depth explanation of the design of Android applications and user interfaces using the Android Studio environment. Early chapters detail Android Architecture components like

view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. Advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. You will also explore printing, transitions, cloud-based file storage, and foldable device support. Detailed descriptions of the concepts of material design are provided, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Some key features of Android Studio 4.2 and Android discussed in-depth include the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Later chapters cover advanced features of Android Studio such as App Links, Dynamic Delivery, the Android Studio Profiler, ... Fully updated for Android Studio 4.1, Android 11 (R), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Java programming language. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 4.1 and Android 11 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains, MotionLayout animation, barriers, direct reply notifications, view bindings and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started. Fully updated for Android Studio 3.3, Android 9, Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering

general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3.3 and Android 9 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Instant Apps, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started. Fully updated for Android Studio 3.4, Android 9, Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3.4 and Android 9 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started. Upgrade your Android Studio skills and confidently create, test, and upload Android applications using KotlinKey Features* Discover how to set up Android development and testing environments* Practice object-oriented programming (OOP) in Kotlin* Explore all the major elements of Android JetpackBook DescriptionKotlin as an Android-compatible programming language is becoming increasingly popular. Fully updated for Android Studio 4.0, this book will teach you the skills necessary to develop Android-based applications using Kotlin.Starting with the basics, this book outlines the steps necessary to set up Android development and testing environments, and goes on to introduce you to programming in Kotlin. You'll practice Java to Kotlin code conversion and explore data types, operators, expressions, loops, functions, as well as the basics of OOP in Kotlin. You'll then learn about Android architecture components and advanced topics, such as intents, touchscreen handling, gesture recognition, multi-window support integration, and biometric authentication. As you make progress, you'll explore Android Studio 4.0's key features, including layout editor, direct reply notifications, and dynamic delivery. You'll also delve into Android Jetpack and create a sample app project using ViewModel, the Android Jetpack component. Finally, you will upload

your app to Google Play Console and model the build process using Gradle.By the end of this Android book, you'll be fully prepared to develop applications using Android Studio 4.0 and Kotlin.What you will learn* Build Android apps by writing less error-prone code using Kotlin* Reduce the amount of code using Android Jetpack* Explore unique ways of handling single and multi-touch events* Trigger local and remote notifications on the device* Integrate biometric authentication into an Android app* Create, test, and upload an Android app bundle on Google Play StoreWho this book is forIf you are an application developer or programmer who wants to learn how to build reliable Android applications using Kotlin and Android Studio 4.0, then this book is for you. A basic understanding of programming languages and Android SDK is necessary. Written in a non-technical manner, Game Development Essentials: Game Industry Career Guide is a valuable asset for anyone looking for a job, not only in the game industry but also in any field requiring technical expertise and creative talent. Build fully functional, professional 3D games with realistic environments, sound, dynamic effects, and more! The goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio development environment and the Android 5.0 Software Development Kit (SDK). Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Designer tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. More advanced topics such as database management, content providers and intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers features such as printing, transitions and cloud-based file storage. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, in-app billing and submitting apps to the Google Play Developer Console. Chapters also cover advanced features of Android Studio such as Gradle build configuration and the implementation of build variants to target multiple Android device types from a single project code base. Assuming you already have some Java programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started. Explore Android Studio 4.0 and update your skills to build modern applications in JavaKey Features* Set up your Android development and testing environments* Create user interfaces with Android Studio Editor, XML, and Java* Explore the essential elements of Android JetpackBook DescriptionAndroid rolls out frequent updates to meet the demands of the dynamic mobile market and to enable its developer community to lead advancements in application development. This book focuses on the updated features of Android Studio (the fully integrated development environment launched by Google) to build reliable Android applications using Java.The book starts by outlining the steps necessary to set up an Android development and testing environment. You'll then learn how to create user interfaces with the help of Android Studio Layout Editor, XML files, and by writing the code in Java. The book introduces you to Android architecture components and advanced topics such as intents, touchscreen handling, gesture recognition, multi-window support integration, and biometric authentication, and lets you explore key features of Android Studio 4.0, including the layout editor, direct reply notifications, and dynamic delivery. You'll also cover Android Jetpack in detail and create a sample app project using the ViewModel component. Finally, you'll upload your app to the Google Play Console and handle the build process with Gradle.By the end of this book, you'll have gained the skills necessary to develop applications using Android Studio 4.0 and Java.What you will learn* Design impressive UI for Android application using Android Studio Editor and Java* Understand

how Android Jetpack can help you reduce the amount of code* Explore unique ways to handle single-touch and multi-touch events* Trigger local and remote notifications on the device* Integrate biometric authentication into an Android app* Create, test, and upload an Android app bundle on Google Play StoreWho this book is forThis book is for application developers and Java programmers who want to explore Android Studio 4.0 to create powerful Android applications. A basic understanding of Java and the Android SDK will be helpful. This book follows an informal, demystifying approach to the world of game development with the Unity game engine. With no prior knowledge of game development or 3D required, you will learn from scratch, taking each concept at a time working up to a full 3D mini-game. You'll learn scripting with C# or JavaScript and master the Unity development environment with easy-to-follow stepwise tasks. If you're a designer or animator who wishes to take their first steps into game development or prototyping, or if you've simply spent many hours sitting in front of video games, with ideas bubbling away in the back of your mind, Unity and this book should be your starting point. No prior knowledge of game production is required, inviting you to simply bring with you a passion for making great games. Written as a concise yet practical guide with an explicit focus on utilizing jQuery for game development, you'll learn how to create stunning games that look great without the hassle of learning about a complex game engine in the process.Knowledge of JavaScript and jQuery as well as basic experience with frontend development is all you need to start making games in a matter of hours with this essential guide. Whilst also suitable for those who simply want to start making games with jQuery, it's specifically targeted at web developers that want to experiment with and utilize their existing skills. GAME DEVELOPMENT ESSENTIALS: AN INTRODUCTION, International Edition is an authoritative, industry-driven introduction to the world of game development, with updates that keep readers current and well-prepared for a successful career in the field. This book not only examines content creation and the concepts behind development, but it also give readers a background on the evolution of game development and how it has become what it is today. GAME DEVELOPMENT ESSENTIALS also includes chapters on project management, development team roles and responsibilities, development cycle, marketing, maintenance, and the future of game development.With the same engaging writing style and examples that made the first two editions so popular, this new edition features all the latest games and game technology. Coverage of new game-related technology, development techniques, and the latest research in the field make this an invaluable resource for anyone entering the exciting, competitive, ever-changing world of game development. iOS 11 App Development Essentials, the latest edition of this popular book series, has now been fully updated for the iOS 11 SDK, Xcode 9 and the Swift 4 programming language. This publication is available for purchase in print and Kindle editions. The print edition consists of 100 chapters and includes a free download of the color PDF of the book with 16 additional chapters. The Kindle edition contains all 116 chapters. Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development environment. An introduction to the architecture of iOS 11 and programming in Swift 4 is provided, followed by an in-depth look at the design of iOS applications and user interfaces. More advanced topics such as file handling, database management, graphics drawing and animation are also covered, as are touch screen handling, gesture recognition, multitasking, location management, local notifications, camera access and video playback support. Other features are also covered including Auto Layout, local map search, user interface animation using UIKit dynamics, Siri integration, iMessage app development, CloudKit sharing, biometric authentication, SpriteKit games development and audio to text transcription. Additional features of iOS development using Xcode are also covered, including Swift playgrounds, universal user interface design using size classes, app extensions, Interface Builder Live Views, embedded frameworks, collection and stack layouts and CloudKit data storage. The

key new features of iOS 11 and Xcode 9 are also covered in detail, including Swift 4, drag and drop integration and the document browser. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 11. Assuming you are ready to download the iOS 11 SDK and Xcode 9, have an Intel-based Mac and ideas for some apps to develop, you are ready to get started. The goal of this book is to teach the skills necessary to develop Android based applications using the Eclipse Integrated Development Environment (IDE) and the Android 4.2 Software Development Kit (SDK). Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces. More advanced topics such as database management, content providers, services and intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as using the Google Play In-App Billing API, implementing maps using the Google Maps Android API and submitting apps to the Google Play Developer Console. Assuming you already have some Java programming experience, are ready to download Eclipse and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started. Provides managers with actionable insight into a select set of innovation constraints and how to best deal with them This PDMA Essentials Book, the third in this series, provides a framework of individual, organizational, and market and societal constraints that guides managers in identifying specific constraints related to their innovation activities and provides them with corresponding tools and practices to overcome and leverage those constraints. Written by a team of international innovation experts, Leveraging Constraints for Innovation: New Product Development Essentials from the PDMA is presented in three parts. The first part, Individual Constraints, provides insights into how to: simultaneously solve social and commercial needs for greater creativity; apply a multi-stage approach to overcome knowledge sharing in teams; and anticipate and account for psychographic differences among customers during product launch. In the second part, Organizational Constraints, insights emerge that provide guidance on how to: identify and solve for sources of innovation constraints within the company; implement and manage virtual NPD teams; and effectively organize new service development in professional services. The last part, Market Constraints, examines how to: adapt firm capabilities to overcome constraints preventing consumers in low-end and under-resourced markets from purchasing new products; implement inclusive innovation strategies to address markets constrained by underdeveloped infrastructures; develop solutions for women and other disadvantaged market traders in emerging markets. This book: Is a single comprehensive volume that covers the full spectrum of constraint-related strategies and techniques in a coherent, integrated fashion Provides a set of frameworks, techniques, and tools that can be immediately implemented by individuals across firms Offers how-to knowledge on specific tools and methods as applied to innovating products and services when facing constraints as well as for the development of new business models Integrates problem- and solution-based knowledge to enable companies to develop sustainable growth strategies by leveraging constraints and restrictions toward innovation strategies, processes and offerings Leveraging Constraints for Innovation: New Product Development Essentials from the PDMA is an ideal book for all product development professionals, including marketers, engineers, project managers, and business managers in both startups and well-established firms, and from a broad range of industries from heavy manufacturing to the service sector. "Game Development Essentials with Unity 4 LiveLessons demonstrates the power and versatility of the Unity 4 engine and helps you leverage this engine in your own game development endeavors. Each lesson in this series focuses on a particular aspect of the

Unity game engine, and by the end of the course, you should be able to begin making your own games. Geig covers the Unity interface, concepts of 2D and 3D game development, building terrain for your games, as well as developing game objects that interact through collision. You will also learn to work with scripts and manipulate objects through code. And for those of you who want to develop for mobile devices, you will find coverage here as well. Finally, the course ends with a lesson on how to construct your own game with the Unity 4 game engine."--Resource description page. "The aim of iPhone iOS 6 Development Essentials is to teach you the skills necessary to build your own applications for the iPhone. Beginning with the basics, this book provides an overview of the architecture of iOS 6. Introduction to Xcode and programming in Objective-C are provided followed by an in-depth look at the design of iPhone applications and user interfaces."--Page 4 of cover. Fully updated for Android Studio 4.0, Android 10 (Q), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas, coroutines and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 4.0 and the Android SDK are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout animation, constraint chains and barriers, view binding, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started. Revised edition of first part of: Android wireless application development / Shane Conder, Lauren Darcey. c2010. Fully updated for Android Studio 2.3 and Android 7, the goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE) and the Android 7 Software Development Kit (SDK). Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. More advanced topics such as database management, content providers and intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are

also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, in-app billing and submitting apps to the Google Play Developer Console. The key new features of Android Studio and Android 7 are also covered in detail including the new Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains, direct reply notifications, Firebase remote notifications and multi-window support. Chapters also cover advanced features of Android Studio such as Gradle build configuration and the implementation of build variants to target multiple Android device types from a single project code base. Assuming you already have some Java programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started. Master the basics of Unreal Engine 4 to build stunning video games About This Book Get to grips with the user interface of Unreal Engine 4 and find out more about its various robust features Create dream video games with the help of the different tools Unreal Engine 4 offers Create video-games and fully utilize the power of Unreal Engine 4 to bring games to life through this step-by-step guide Who This Book Is For If you have a basic understanding of working on a 3D environment and you are interested in video game development, then this book is for you. A solid knowledge of C++ will come in handy. What You Will Learn Download both the binary and source version of Unreal Engine 4 and get familiar with the UI Get to know more about the Material Editor and how it works Add a post process to the scene and alter it to get a unique look for your scene Acquaint yourself with the unique and exclusive feature of Unreal Engine 4—Blueprints Find out more about Static and Dynamic lighting and the difference between various lights Use Matinee to create cut scenes Create a health bar for the player with the use of Unreal Motion Graphics (UMG) Get familiar with Cascade Particle Editor In Detail Unreal Engine 4 is a complete suite of game development tools that gives you power to develop your game and seamlessly deploy it to iOS and Android devices. It can be used for the development of simple 2D games or even stunning high-end visuals. Unreal Engine features a high degree of portability and is a tool used by many game developers today. This book will introduce you to the most popular game development tool called Unreal Engine 4 with hands-on instructions for building stunning video games. You will begin by creating a new project or prototype by learning the essentials of Unreal Engine by getting familiar with the UI and Content Browser. Next, we'll import a sample asset from Autodesk 3ds max and learn more about Material Editor. After that we will learn more about Post Process. From there we will continue to learn more about Blueprints, Lights, UMG, C++ and more. Style and approach This step-by-step guide will help you gain practical knowledge about Unreal Engine through detailed descriptions of all the tools offered by Unreal Engine. The authors provide some excellent tools for teaching a venipuncture class though small, is complete in its coverage of topics related to phlebotomy. The unit on blood collection and venipuncture equipment is very thorough. . . Respiratory Care, review of the 1st Edition.Perfect for intensive one- or two-day phlebotomy courses! This user-friendly text concentrates on the crucial skills of blood specimen collection. . . making it a cost-effective, compact learning tool for cross training and continuing education. Fully updated for Android Studio 4.1, Android 11 (R), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas, coroutines and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows,

the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. Other key features of Android Studio 4.1 and the Android 11 SDK are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout animation, constraint chains and barriers, view binding, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started. iOS 12 App Development Essentials, the latest edition of this popular book series, has now been fully updated for the iOS 12 SDK, Xcode 10 and the Swift 4 programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development environment. An introduction to the architecture of iOS 12 and programming in Swift 4 is provided, followed by an in-depth look at the design of iOS applications and user interfaces. More advanced topics such as file handling, database management, graphics drawing and animation are also covered, as are touch screen handling, gesture recognition, multitasking, location management, local notifications, camera access and video playback support. Other features are also covered including Auto Layout, local map search, user interface animation using UIKit dynamics, Siri integration, iMessage app development, CloudKit sharing and biometric authentication. Additional features of iOS development using Xcode are also covered, including Swift playgrounds, universal user interface design using size classes, app extensions, Interface Builder Live Views, embedded frameworks, collection and stack layouts and CloudKit data storage in addition to drag and drop integration and the document browser. The key new features of iOS 12 and Xcode 10 are also covered in detail, including Siri shortcuts and the new iOS machine learning features. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 12. Assuming you are ready to download the iOS 12 SDK and Xcode 10, have an Intel-based Mac and ideas for some apps to develop, you are ready to get started.