

# Learning Java By Building Android Games

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the gnu autotools make it easy for developers to create software that is portable across many unix like operating systems although

the autotools are used by thousands of open source software packages they have a notoriously steep learning curve and good luck to the beginner who wants to find anything beyond a basic reference work online autotools is the first book to offer programmers a tutorial based guide to the gnu build system author john calcote begins with an overview of high level concepts and a quick hands on tour of the philosophy and design of the autotools he then tackles more advanced details like using the m4 macro processor with autoconf extending the framework provided by automake and building java and c sources he concludes the book with detailed solutions to the most frequent problems encountered by first time autotools users you ll learn how to master the autotools build system to maximize your software s portability generate autoconf configuration scripts to simplify the compilation process produce portable makefiles with automake build cross platform software libraries with libtool write your own autoconf macros autotools focuses on two projects jupiter a simple hello world program and flaim an existing complex open source effort containing four separate but interdependent subprojects follow along as the author takes jupiter s build system from a basic makefile to a full fledged autotools project and then as he converts the flaim projects from complex hand coded makefiles to the powerful and flexible gnu build system

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configuration master the scripting api built into the java language understand static versus dynamic implementation of code who this book is for this book is for anyone who wants to learn the java programming language no programming experience required if you have prior experience it will help you through the book more easily

the long awaited update to the practitioner s guide to gnu autoconf automake and libtool the gnu autotools make it easy for developers to create software that is portable across many unix like operating systems and even windows although the autotools are used by thousands of open source software packages they have a notoriously steep learning curve autotools is the first book to offer programmers a tutorial based guide to the gnu build system author john calcote begins with an overview of high level concepts and a hands on tour of the philosophy and design of the autotools he then tackles more advanced details like using the m4 macro processor with autoconf extending the framework provided by automake and building java and c sources he concludes with solutions to frequent problems encountered by autotools users this thoroughly revised second edition has been updated to cover the latest versions of the autotools it includes five new chapters on topics like pkg config unit and integration testing with autotest internationalizing with gnu tools the portability of gnulib and using the autotools with windows as with the first edition you ll focus on two projects jupiter a simple hello world program and flaim an existing complex open source effort containing four separate but interdependent projects follow along as the author takes jupiter s build system from a basic makefile to a full fledged autotools project and then as he converts the flaim projects from complex hand coded makefiles to the powerful and flexible gnu build system learn how to master the autotools build system to maximize your software s portability generate autoconf configuration scripts to simplify the compilation process produce portable makefiles with automake build cross platform software libraries with libtool write your own autoconf macros this detailed introduction to the gnu autotools is indispensable for developers and programmers looking to gain a deeper understanding of this complex suite of tools stop fighting against the system and make sense of it all with the second edition of autotools

get ready to learn java the fun way by developing games for the android platform with this new and updated third edition key features learn java android and object oriented programming from scratch find out how to build games including sub hunter retro pong bullet hell classic snake and scrolling shooters create and design your own games by learning all the concepts that a game developer must know book descriptionandroid is one of the most popular mobile operating systems today it uses the most popular

programming language java as one of the primary languages for building apps of all types unlike most other android books this book doesn't assume that you have any prior knowledge of java programming instead helps you get started with building android games as a beginner this new improved and updated third edition of learning java by building android games helps you to build android games from scratch once you've got to grips with the fundamentals the difficulty level increases steadily as you explore key java topics such as variables loops methods object oriented programming oop and design patterns while working with up to date code and supporting examples at each stage you'll be able to test your understanding by implementing the concepts that you've learned to develop a game toward the end you'll build games such as sub hunter retro pong bullet hell classic snake and scrolling shooter by the end of this java book you'll not only have a solid understanding of java and android basics but will also have developed five cool games for the android platform what you will learn set up a game development environment in android studio respond to a player's touch and program intelligent enemies who can challenge the player in different ways explore collision detection sprite sheets animation simple tracking and following ai parallax backgrounds and particle explosions animate objects at 60 fps and manage multiple independent objects using oop work with design patterns such as oop singleton strategy and entity component work with the android api the soundpool api paint canvas bitmap classes and detect version numbers who this book is for learning java by building android games is for anyone who is new to java android or game programming and wants to develop android games the book will also serve as a refresher for those who already have experience using java on android or any other platform but are new to game development

get ready for a fun filled experience of learning java by developing games for the android platform key features learn java android and object oriented programming from scratch build games including sub hunter retro pong bullet hell classic snake and a 2d scrolling shooter create and design your own games such as an open world platform game book description android is one of the most popular mobile operating systems presently it uses the most popular programming language java as the primary language for building apps of all types however this book is unlike other android books in that it doesn't assume that you already have java proficiency this new and expanded second edition of learning java by building android games shows you how to start building android games from scratch the difficulty level will grow steadily as you explore key java topics such as variables loops methods object oriented programming and design patterns including code and examples that are written for java 9 and android p at each stage you will put what you've learned into practice by developing a game you will build games such as minesweeper retro pong

bullet hell and classic snake and scrolling shooter games in the later chapters you will create a time trial open world platform game by the end of the book you will not only have grasped java and android but will also have developed six cool games for the android platform what you will learn set up a game development environment in android studio implement screen locking screen rotation pixel graphics and play sound effects respond to a player s touch and program intelligent enemies who challenge the player in different ways learn game development concepts such as collision detection animating sprite sheets simple tracking and following ai parallax backgrounds and particle explosions animate objects at 60 frames per second fps and manage multiple independent objects using object oriented programming oop understand the essentials of game programming such as design patterns object oriented programming singleton strategy and entity component patterns learn how to use the android api including activity lifecycle detecting version number soundpool api paint canvas and bitmap classes build a side scrolling shooter and an open world 2d platformer using advanced oop concepts and programming patterns who this book is for learning java by building android games is for you if you are completely new to java android or game programming and want to make android games this book also acts as a refresher for those who already have experience of using java on android or any other platform without game development experience

if you are completely new to either java android or game programming and are aiming to publish android games then this book is for you this book also acts as a refresher for those who already have experience in java on another platforms or other object oriented languages

learn how to use spark to process big data at speed and scale for sharper analytics put the principles into practice for faster slicker big data projects key features a quick way to get started with spark and reap the rewards from analytics to engineering your big data architecture we ve got it covered bring your scala and java knowledge and put it to work on new and exciting problems book description when people want a way to process big data at speed spark is invariably the solution with its ease of development in comparison to the relative complexity of hadoop it s unsurprising that it s becoming popular with data analysts and engineers everywhere beginning with the fundamentals we ll show you how to get set up with spark with minimum fuss you ll then get to grips with some simple apis before investigating machine learning and graph processing throughout we ll make sure you know exactly how to apply your knowledge you will also learn how to use the spark shell how to load data before finding out how to build

and run your own spark applications discover how to manipulate your rdd and get stuck into a range of dataframe apis as if that s not enough you ll also learn some useful machine learning algorithms with the help of spark mllib and integrating spark with r we ll also make sure you re confident and prepared for graph processing as you learn more about the graphx api what you will learn install and set up spark in your cluster prototype distributed applications with spark s interactive shell perform data wrangling using the new dataframe apis get to know the different ways to interact with spark s distributed representation of data rdds query spark with a sql like query syntax see how spark works with big data implement machine learning systems with highly scalable algorithms use r the popular statistical language to work with spark apply interesting graph algorithms and graph processing with graphx who this book is for this book is for developers with little to no knowledge of spark but with a background in scala java programming it s recommended that you have experience in dealing and working with big data and a strong interest in data science

this ibm redbooks publication provides an example approach of an agile it team that implements development and operations devops capabilities into an ibm cics application several tools are used to show how teams can achieve transparency traceability and automation in their application lifecycle with the assistance of all the stakeholders to deliver high quality application changes that meet the requirements the application changes that are built highlight the composable and dynamic nature of using cics the liberty jvm runtime server and ibm urbancodetm deploy which allows developers to get their applications running quickly by using only the programming model features that are required for their applications the target audience for this publication is it developers managers and architects and project managers test managers and developers and operations managers and developers

this book brings together all the information and trialware readers need to get powerful results with visualage for java 2 0 it is a complete tutorial and reference for writing java applications and porting them to databases and the with up to the minute coverage of jfc javabeans servlets and more the cd rom includes trial versions of visualage for java 2 0 and db2 universal server

this book represents a thorough and extensive treatment of the software build process including the choices benefits and challenges of a well designed build process i recommend it not only to all software build engineers but to all software developers since a well designed build process is key to an effective software development process kevin bodie director software development pitney bowes inc an excellent and detailed explanation of build systems an important but often overlooked part of software development projects the discussion of productivity as related to build systems is alone well worth the time spent reading this

book john m pantone objectech corporation vp it educator and course developer peter smith provides an interesting and accessible look into the world of software build systems distilling years of experience and covering virtually every type of tool in the build engineer s toolbox well organized well written and very thorough i would recommend this book to anyone with a build system under their responsibility jeff overbey project co lead photran software build systems teaches how to think about building software it surveys the tools and techniques for building software products and the ways things go wrong this book will appeal to those new to build systems as well as experienced build system engineers monte davidoff software development consultant alluvial software inc inadequate build systems can dramatically impact developer productivity bad dependencies false compile errors failed software images slow compilation and time wasting manual processes are just some of the byproducts of a subpar build system in software build systems software productivity expert peter smith shows you how to implement build systems that overcome all these problems so you can deliver reliable software more rapidly at lower cost smith explains the core principles underlying highly efficient build systems surveying both system features and usage scenarios next he encapsulates years of experience in creating and maintaining diverse build systems helping you make well informed choices about tools and practices and avoid common traps and pitfalls throughout he shares a wide range of practical examples and lessons from multiple environments including java c c and c coverage includes mastering build system concepts including source trees build tools and compilation tools comparing five leading build tools gnu make ant scons cmake and the eclipse ide s integrated build features ensuring accurate dependency checking and efficient incremental compilation using metadata to assist debugging profiling and source code documentation packaging software for installation on your target machine best practices for managing complex version control systems build machines and compilation tools if you re a developer this book will illuminate the issues involved in building and maintaining the build system that s best for your team if you re a manager you ll discover how to evaluate your team s build system and improve its effectiveness and if you re a build guru you ll learn how to optimize the performance and scalability of your build system no matter how demanding your requirements are

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