Meteor Defense

SAMS
Teach Yourself

Game Programming

in 24 Hours

Michael Morrison

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   Sams Teach Yourself Game Programming in 24 Hours Michael Morrison,2003 A gentle introduction to game programming on the Windows platform for the complete beginner   Sams Teach Yourself XML in 24 Hours Michael Morrison,2002 This manual shows what can be done with XML while also teaching where the technology is headed It includes topics like displaying XML files in HTML files performing queries in XSL and building an online store   Teach Yourself Java 1.1 Programming in 24 Hours Rogers Cadenhead,1997   Tricks of the 3D Game Programming Gurus André LaMothe,2003 Today is the greatest time in history to be in the game business We now have the technology to create games that look real Sony s Playstation II XBOX and Game Cube are cool But all this technology isn t easy or trivial to understand it takes really hard work and lots of Red Bull The difficulty level of game programming has definitely been cranked up these days in relation to the skill set needed to make games Andre LaMothe s follow up book to Tricks of the Windows Game Programming Gurus is the one to read for the latest in 3D game programming When readers are finished with Tricks of the 3D Game Programming Gurus Advanced 3D Graphics and Rasterization they will be able to create a full 3D texture mapped lit video game for the PC with a software rasterizer they can write themselves Moreover they will understand the underlying principles of 3D graphics and be able to better understand and utilize 3D hardware today and in the future   Learning Java with Games Chong-wei Xu,2018-11-16 This innovative approach to teaching Java language and programming uses game design development as the method to applying concepts Instead of teaching game design using Java projects are designed to teach Java in a problem solving approach that is both a fun and effective Learning Java with Games introduces the concepts of Java and coding then uses a project to emphasize those ideas It does not treat the object oriented and procedure and loop parts of Java as two separate entities to be covered separately but interweaves the two concepts so the students get a better picture of what Java is After studying a rich set of projects the book turns to build up a Three layer Structure for Games as an architecture template and a guiding line for designing and developing video games The proposed three layer architecture not only merges essential Java object oriented features but also addresses loosely coupled software architecture   **Sams Teach Yourself DirectX 7 in 24 Hours** Robert Dunlop,1999 Guides the reader through the complicated DirectX APIs allowing the user to create their own DirectX powered applications featuring smooth 3D graphics and sound In addition to laying the COM based DirectX foundation the book covers animation DirectSound DirectMusic Direct3D control devices force feedback controls and multi user games   Bibliografija američkih knjiga prevedenih u Srbiji i Crnoj Gori od 2000. do 2005. godine Vesna Injac,Milorad Vučković,2006   **Computer Technology** Patrice Cassedy,2004 Discusses various positions available in the field of computer technology discussing qualifications training and job opportunities   **Head First JavaScript** Michael Morrison,2007-12-20 So you re ready to make the leap from writing HTML and CSS web pages to creating dynamic web applications You want to take your web skills to the next level And you re finally ready to add

programmer to the resume It sounds like you re ready to learn the Web s hottest programming language JavaScript Head First JavaScript is your ticket to going beyond copying and pasting the code from someone else s web site and writing your own interactive web pages With Head First JavaScript you learn The basics of programming from variables to types to looping How the web browser runs your code and how you can talk to the browser with your code Why you ll never have to worry about casting overloading or polymorphism when you re writing JavaScript code How to use the Document Object Model to change your web pages without making your users click buttons If you ve ever read a Head First book you know what to expect a visually rich format designed for the way your brain works Head First JavaScript is no exception It starts where HTML and CSS leave off and takes you through your first program into more complex programming concepts like working directly with the web browser s object model and writing code that works on all modern browsers Don t be intimidated if you ve never written a line of code before In typical Head First style Head First JavaScript doesn t skip steps and we re not interested in having you cut and paste code You ll learn JavaScript understand it and have a blast along the way So get ready dynamic and exciting web pages are just pages away **Sams Teach Yourself Windows Script Host in 21 Days** Thomas Fredell,Michael Morrison,1999 Learn to take maximum advantage of WSH to automate routine tasks create powerful macros how to manage user in remote locations This book not only teaches how to implement WSH successfully with either JScript or VB Script it also provides dozens of useful script examples that the reader will be able to apply immediately Sams Teach Yourself MFC in 24 Hours Michael Morrison,1999 Sams Teach Yourself MFC in 24 Hours provides an understanding of the fundamentals of MFC Twenty four sessions of one hour or less show you how to create and cutomize user interfaces develop complete applications for all versions of Windows and organize and work with data This straightforward step by step approach also covers drawing graphics managing and accessing databases implementing printing and creating DLLs and Custom Controls **Games programmeren in 24 uur** Michael Morrison,2003 **The British National Bibliography** Arthur James Wells,2004 Library Journal ,2002 **Book Review Index** ,2006 Every 3rd issue is a quarterly cumulation Java 1.1 Laura LEMAY,1997 **Java 1.1 in 21 Days** Laura Lemay,Charles L. Perkins,1996-07 This updated bestseller is the definitive guide to learning Java 1 1 Laura Lemay s second edition steps you through the fundamental concepts of the Java language as well as the basics of applet design and integration with Web presentations The CD ROM includes the JDK 1 1 for Windows 95 Windows NT and Solaris plus JDK 1 02 for Macintosh Sun s Beans Development Kit for Windows 95 NT and Solaris and all source code in the book **Bibliografija Srbije** ,2003 **Alchemical Libraries Almanack** ,2006 **American Book Publishing Record** ,2003

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