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**in 24**  
**Hours**

Michael Morrison

# Sams Teach Yourself Game Programming In 24 Hours

## Michael Morrison

**Hussin A.Rothana**



## **Sams Teach Yourself Game Programming In 24 Hours Michael Morrison:**

**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

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**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 customize 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

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