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Core HTML5 2D Game Programming David Geary, 2015 Core HTML5 Game Programming walks the reader step-by-step through building an HTML5 arcade-style game entirely from scratch, with no third-party frameworks, showing how to implement each key component of a game from the ground up. Packed with code examples, this full-colour tutorial gives the in-depth understanding needed to design and build any kind of HTML5 game, with or without a framework.

Angular for Enterprise Applications Doguhan Uluca, 2024-01-31 Harness the full power of Angular 17 with up-to-date tools and enterprise-level best practices Purchase of the print or Kindle book includes a free PDF eBook Key Features Dive straight into the most relevant topics that will help you build large, complex, and high-performance web applications Find updated examples, projects, and an overview of the latest tools and updates – including Jest, Cypress, NgRx workspace, Apollo GraphQL, and Angular Dev Tools Get to grips with reactive code and learn how to resolve potential issues before they crop up Book DescriptionIf you're looking to upskill and build sophisticated, minimalist web applications suited for enterprise use, Angular for Enterprise Applications is your guide to the next level of engineering mastery. In its third edition, this Angular book distils hard-earned lessons into a lucid roadmap for success. Adopting a pragmatic approach founded on a robust technical base, you'll utilize both JavaScript and TypeScript fundamentals. You'll also embrace agile engineering coding principles and learn to architect optimally sized enterprise solutions employing the freshest concepts in Angular. You'll gradually build upon this foundation through insightful recipes, sample apps, and crystal-clear explanations. You'll master authentication and authorization and achieve optimal performance through reactive programming and lazy loading, build complex yet flexible UIs with Router-first principles, and then integrate with backend systems using REST and GraphQL APIs. You'll cover modern tools like RxAngular, Qwik, and Signals. You'll construct master/detail views using data tables and NgRx for state management. You'll explore DevOps using Docker and build CI/CD pipelines necessary for high-performance teams. By the end of this book, you'll be proficient in leveraging Angular in enterprise and design robust systems that scale effortlessly. What you will learn Best practices for architecting and leading enterprise projects Minimalist, value-first approach to delivering web apps How standalone components, services, providers, modules, lazy loading, and directives work in Angular Manage your app's data reactivity using Signals or RxJS State management for your Angular apps with NgRx Angular ecosystem to build and deliver enterprise applications Automated testing and CI/CD to deliver high quality apps Authentication and authorization Building role-based access control with REST and GraphQL Who this book is for This book is for mid-to-senior developers looking to gain mastery by learning how to write, test, and deploy Angular in an enterprise environment. Working experience with JavaScript is a prerequisite, and a familiarity with TypeScript and RESTful APIs will help you understand the topics covered in this book more effectively

Beginning Windows Store Application Development: HTML and JavaScript Edition Scott Isaacs, Kyle Burns, 2013-09-28 Beginning Windows Store Application Development – HTML and JavaScript Edition introduces you to the Windows 8 modern app design paradigm and the new Windows 8 programming model developed around this paradigm. You'll learn to build rich, immersive applications designed to run on the many devices powered by Windows 8. The authors draw on their extensive practical experience to provide not only a comprehensive introduction to the model and its features, but guidance on best practices and a real-world sample application that you develop over the course of the book. Beginning Windows Store Application Development – HTML and JavaScript Edition also emphasizes how devices will be used and applications will be built in a world that has become far more connected. The book takes you beyond the syntax of any development language and examines factors such as application design, user experience, social integration, and maintaining data and settings across multiple devices.

Android Tablet Application Development For Dummies Donn Felker, 2011-11-11 Get up to speed on the hottest opportunity in the application development arena App development for tablets is a booming business. Android tablets, including the popular Motorola Xoom, are gaining market share at breakneck speed, and this book can have even novice programmers creating great Android apps specifically for tablets quickly and easily. A little Java knowledge is helpful but not essential to get started creating apps. Android expert Donn Felker helps you get the Android environment up and running, use XML to create application menus, create an icon for your app, and submit your app to the Android Market. You'll also learn to create an SQLite database to run behind your app and how to allow users to tailor your app to their needs. Tablet application development is booming, and Android tablets, including the Samsung Galaxy Tab and Motorola Xoom, are rapidly gaining market share This easy-to-follow guide helps new and veteran programmers set up the Android tablet environment, work with Google's notification system, and design apps that take advantage of larger tablet screens Covers using XML to create application menus, creating an icon for your app, and submitting your app to the Android Market Demonstrates notifications, how to create an SQLite database to run behind an application, and how to set up your app so users can choose options that tailor the app to their individual needs If you want to break into the growing Android tablet application development market, look no further than Android Tablet Application Development For Dummies!

HTML5 Games Jacob Seidelin, 2014-03-10 HTML5 Games shows you how to combine HTML5, CSS3 and JavaScript to make games for the web

and mobiles - games that were previously only possible with plugin technologies like Flash. Using the latest open web technologies, you are guided through the process of creating a game from scratch using Canvas, HTML5 Audio, WebGL and WebSockets. Inside, Jacob Seidelin shows you how features available in HTML5 can be used to create games. First, you will build a framework on which you will create your HTML5 game. Then each chapter covers a new aspect of the game including user input, sound, multiplayer functionality, 2D and 3D graphics and more. By the end of the book, you will have created a fully functional game that can be played in any compatible browser, or on any mobile device that supports HTML5. Topics include: Dealing with backwards compatibility Generating level data Making iOS and Android web apps Taking your game offline Using Web Workers Persistent Game Data Drawing with Canvas Capturing player input Creating 3D graphics with WebGL Textures and lighting Sound with HTML5 Audio And more...

Rhomobile Beginner's Guide Abhishek Nalwaya,2011-07-26 Part of Packt's Beginner's Guide series, this book is packed full of practical examples and screenshots to make building your application straightforward and fun. Whether you have prior experience of developing mobile applications or this is your first venture, all newcomers to Rhomobile will be able to quickly develop their own mobile application. This book is accessible for people who are completely new to Ruby, though having prior knowledge of it would be a huge advantage.

More Jumping JavaScript Janice Winsor, Brian Freeman, Bill Anderson, 1999 A sequel to Jumping Javascript this book focuses on new and sophisticated Javascript 1.2 features.

Programming Windows Store Apps with HTML, CSS, and JavaScript Kraig Brockschmidt, 2014-07-15 Microsoft Press is pleased to offer the second edition of Kraig Brockschmidt's in-depth ebook on writing Windows Store apps using HTML, CSS3, and JavaScript on the Windows 8.1 platform. The ebook includes 20 chapters and 4 appendices. Download the PDF (30.1 MB) <http://aka.ms/611111pdf> Download the EPUB file (71.2 MB) <http://aka.ms/611111epub> Download the Mobi for Kindle file (113 MB) <http://aka.ms/611111mobi> Download Companion Files (132 MB) <http://aka.ms/611111files>

Pro HTML5 Games Aditya Ravi Shankar, 2017-10-05 Build your next game on a bigger scale with Pro HTML5 Games. This essential book teaches you to master advanced game programming in HTML5. You'll learn techniques that you can transfer to any area of HTML5 game development to make your own professional HTML5 games. Led by an expert game programmer, you'll build two complete games in HTML5: a strategy puzzle game based on the Box2d physics engine and in the style of Angry Birds and a real-time strategy (RTS) game complete with units, buildings, path-finding, artificial intelligence, and multiplayer support. This new and fully updated second edition now includes chapters on mobile game development and an essential game developer's toolkit. Understand how to develop complex, bolder games and become an HTML5 games pro using Pro HTML5 Games today. What You'll Learn Create realistic physics in your game by incorporating the Box2d physics engine Design large worlds with lots of characters and let users interact with them Use sprite sheets, panning, parallax scrolling, and sound effects to build a more polished game Incorporate pathfinding and steering to help characters navigate through your world Create challenging levels with intelligent enemies by using decision trees, state machines, and scripted events Add multiplayer in your games using Node.js and the WebSocket API

Responsive & Fast Guy Podjarny, 2014-08 Is Responsive Web Design (RWD) slowing your site down? It doesn't have to. With this concise book, you'll learn practical techniques for improving performance with RWD, including a default set of guidelines you can use as an easy starting point. Web performance researcher and evangelist Guy Podjarny walks you through several existing solutions for dealing with RWD performance problems, and offers advice for choosing optimizations that will be most useful for your needs. RWD performance problems stem from excessive downloads of resources, including images, JavaScript and CSS, and HTML—downloads designed to let your web application adapt to different screen sizes. Podjarny presents a series of increasingly larger-scope solutions to each issue, including client-side techniques and RESS (Responsive + Server Side Components). Address performance issues by starting with Podjarny's default guidelines Use a JavaScript image loader and an image transcoding service to create Responsive Images Reduce JavaScript and CSS downloads with asynchronous scripts, conditional loading, and multi-viewport CSS Prioritize resources to avoid excess content in RWD and defer the load of any content that's not critical Explore server-side Adaptive Delivery and RESS solutions as an alternative to "pure" RWD Guy Podjarny, or Guypo for short, is the Chief Technology Officer (CTO) of Akamai's Web Experience business unit.

Mastering Front-End Web Development (HTML, Bootstrap, CSS, SEO, Cordova, SVG, ECMAScript, JavaScript, WebGL, Web Design and many more.) Chong Lip Phang, 2020-11-20 As opposed to back-end web development which deals with servers, front-end web development focuses on the end users' interactions with a website on a browser. A skillful front-end web developer knows more than just the basics of HTML, CSS and JavaScript. Going beyond the major web-based languages, this book represents an attempt to compile all the knowledge needed to become a professional front-end web developer. The reader will be introduced to more than 200 web extensions, frameworks, tools, and libraries, along with a complete illustration of all Web APIs known to the world today. Overview: Chapter 1: Development Environments Chapter 2: HTML 5.2 Chapter 3: Bootstrap 5 Chapter 4: CSS 3

Chapter 5: SEO Chapter 6: Cordova Chapter 7: SVG Chapter 8: ECMAScript 2020 / ES11 Chapter 9: HTML DOM Chapter 10: Advanced Web APIs Chapter 11: jQuery 3.5 Chapter 12: Extensions and Tools Chapter 13: Canvas Chapter 14: WebGL ** special note: this book partially overlaps with two books by the same author: 1) Web Coding Bible (18 Books in 1) 2) An Effective Guide to Modern JavaScript (ECMAScript 2017 / ES8)

Advanced ASP.NET AJAX Server Controls For .NET Framework 3.5 Adam Calderon,Joel Rurerman,2008-06-26 ASP.NET AJAX server controls can encapsulate even the most powerful AJAX functionality, helping you build more elegant, maintainable, and scalable applications. This is the first comprehensive, code-rich guide to custom ASP.NET AJAX server controls for experienced ASP.NET developers. Unlike other books on ASP.NET AJAX, this book focuses solely on server control development and reflects the significant improvements in ASP.NET 3.5 AJAX and the latest Visual Studio 2008 features for streamlining AJAX development Adam Calderon and Joel Rurerman first review the core Microsoft AJAX Library and JavaScript techniques needed to support a rich client-side experience. Next, they build upon these techniques showing how to create distributable AJAX-enabled controls that include rich browser-independent JavaScript client-side functionality. The authors thoroughly explain both the JavaScript and .NET aspects of control development and how these two distinct environments come together to provide a foundation for building a rich user experience using ASP.NET AJAX. Create object-oriented cross-browser JavaScript that supports .NET style classes, interfaces, inheritance, and method overloading Work with components, behaviors, and controls, and learn how they relate to DOM elements Learn Sys.Application and the part it plays in object creation, initialization, and events in the Microsoft AJAX Library Build Extender and Script controls that provide integrated script generation for their corresponding client-side counterparts Localize ASP.NET AJAX controls including client script Discover ASP.NET AJAX client and server communication architecture and the new support for Windows Communication Foundation (WCF) Understand ASP.NET AJAX Application Services Create custom Application Services Design controls for a partial postback environment Understand the AJAX Control Toolkit architecture and the many features it provides Develop highly interactive controls using the AJAX Control Toolkit Understand AJAX Control Toolkit architecture and build controls that utilize the toolkit

Building a 3D Game with LibGDX Sebastian Di Giuseppe,Andreas Kruhlmann,Elmar van Rijnsouw,2016-08-29 Learn how to build an exciting 3D game with LibGDX from scratch About This Book Implement an exhaustive list of features that LibGDX unleashes to build your 3D game. Write, test, and debug your application on your desktop and deploy them on multiple platforms. Gain a clear understanding of the physics behind LibGDX and libraries like OpenGL and WebGL that make up LibGDX. Who This Book Is For If you are a game developer or enthusiasts who want to build 3D games with LibGDX, then this book is for you. A basic knowledge of LibGDX and Java programming is appreciated. What You Will Learn Learn the potential of LibGDX in game development Understand the LibGDX architecture and explore platform limitation and variations Explore the various approaches for game development using LibGDX Learn about the common mistakes and possible solutions of development Discover the 3D workflow with Blender and how it works with LibGDX Implement 3D models along with textures and animations into your games Familiarize yourself with Scene2D and its potential to boost your game's design In Detail LibGDX is a hugely popular open source, cross-platform, Java-based game development framework built for the demands of cross-platform game development. This book will teach readers how the LibGDX framework uses its 3D rendering API with the OpenGL wrapper, in combination with Bullet Physics, 3D Particles, and Shaders to develop and deploy a game application to different platforms You will start off with the basic IntelliJ environment, workflow and set up a LibGDX project with necessary APIs for 3D development. You will then go through LibGDX's 3D rendering API main features and talk about the camera used for 3D. Our next step is to put everything together to build a basic 3D game with Shapes, including basic gameplay mechanics and basic UI. Next you will go through modeling, rigging, and animation in Blender. We will then talk about refining mechanics, new input implementations, implementing enemy 3D models, mechanics, and gameplay balancing. The later part of this title will help you to manage secondary resources like audio, music and add 3D particles in the game to make the game more realistic. You will finally test and deploy the app on a multitude of different platforms, ready to start developing your own titles how you want! Style and approach A step by step guide on building a 3D game with LibGDX and implementing an exhaustive list of features that you would wish to incorporate into your 3D game

RUDIMENTS OF MODERN COMPUTER APPLICATION JOYRUP BHATTACHARYA,2016-01-01

The Java Tutorial Raymond Gallardo,Scott Hommel,Sowmya Kannan,Joni Gordon,Sharon Biocca Zakhour,2014-12-03 The Java® Tutorial, Sixth Edition, is based on the Java Platform, Standard Edition (Java SE) 8. This revised and updated edition introduces the new features added to the platform, including lambda expressions, default methods, aggregate operations, and more. An accessible and practical guide for programmers of any level, this book focuses on how to use the rich environment provided by Java to build applications, applets, and components. Expanded coverage includes a chapter on the Date-Time API and a new chapter on annotations, with sections on type annotations and pluggable type systems as well as repeating annotations. In addition, the updated sections “Security in Rich Internet Applications” and “Guidelines for Securing Rich Internet Applications” address key security topics. The latest deployment best practices are described in the chapter “Deployment in Depth.” If you plan to take one of the Java SE 8 certification exams, this book can help. A special appendix, “Preparing for Java Programming Language Certification,” details the items covered on the available exams. Check online for updates. All of the material has been thoroughly reviewed by members of Oracle Java engineering to

ensure that the information is accurate and up to date. This book is based on the online tutorial hosted on Oracle Corporation's website at <http://docs.oracle.com/javase/tutorial>.

Get Coding!: Learn HTML, CSS & JavaScript & Build a Website, App & Game Young Rewired State,2017-08 An introduction to computer programming explains how to build websites, applications, and games using HTML, CSS, and JavaScript. -- provided by publisher.

Building iPhone Apps with HTML, CSS, and JavaScript Jonathan Stark,2010-01-08 What people are saying about Building iPhone Apps w/ HTML, CSS, and JavaScript The future of mobile development is clearly web technologies like CSS, HTML and JavaScript. Jonathan Stark shows you how to leverage your existing web development skills to build native iPhone applications using these technologies. --John Allsopp, author and founder of Web Directions Jonathan's book is the most comprehensive documentation available for developing web applications for mobile Safari. Not just great tech coverage, this book is an easy read of purely fascinating mobile tidbits in a fun colloquial style. Must have for all PhoneGap developers. -- Brian LeRoux, Nitobi Software It's a fact: if you know HTML, CSS, and JavaScript, you already have the tools you need to develop your own iPhone apps. With this book, you'll learn how to use these open source web technologies to design and build apps for the iPhone and iPod Touch on the platform of your choice-without using Objective-C or Cocoa. Device-agnostic mobile apps are the wave of the future, and this book shows you how to create one product for several platforms. You'll find guidelines for converting your product into a native iPhone app using the free PhoneGap framework. And you'll learn why releasing your product as a web app first helps you find, fix, and test bugs much faster than if you went straight to the App Store with a product built with Apple's tools. Build iPhone apps with tools you already know how to use Learn how to make an existing website look and behave like an iPhone app Add native-looking animations to your web app using jQTouch Take advantage of client-side data storage with apps that run even when the iPhone is offline Hook into advanced iPhone features -- including the accelerometer, geolocation, and vibration -- with JavaScript Submit your applications to the App Store with Xcode This book received valuable community input through O'Reilly's Open Feedback Publishing System (OFPS).

JavaScript Programmer's Reference Thomas Valentine,Jonathan Reid,2013-06-26 JavaScript Programmer's Reference is an invaluable resource that won't stray far from your desktop (or your tablet!). It contains detailed information on every JavaScript object and command, and combines that reference with practical examples showcasing how you can use those commands in the real world. Whether you're just checking the syntax of a method or you're starting out on the road to JavaScript mastery, the JavaScript Programmer's Reference will be an essential aid. With a detailed and informative tutorial section giving you the ins and outs of programming with JavaScript and the DOM followed by a command-by-command reference, your next project will pop with interactivity and keep your audience coming back for more. JavaScript Programmer's Reference is your one-stop source for everything you'll need to know to become a cutting edge web developer using the latest tools and techniques available today. In depth explanations and activities to explain not just the command in question, but why it is used in that way Progressive learning curve to not overwhelm and confuse you Handy and extremely informative quick-reference of every command within the JavaScript & DOM specifications

Core Swing Kim Topley,2000 At the heart of Java 2 are the Java Foundation Classes and at the heart of these is the Swing toolkit. This book offers an advanced collection of Swing techniques for Java application programmers.

Programming Windows Store Apps with HTML, CSS, and JavaScript Kraig Brockschmidt,2014-07-18 Microsoft Press is pleased to offer the second edition of Kraig Brockschmidt's in-depth ebook on writing Windows Store apps using HTML, CSS3, and JavaScript on the Windows 8.1 platform. The ebook includes 20 chapters and 4 appendices. Download the PDF (30.1 MB) <http://aka.ms/611111pdf> Download the EPUB file (71.2 MB) <http://aka.ms/611111epub> Download the Mobi for Kindle file (113 MB) <http://aka.ms/611111mobi> Download Companion Files (132 MB) <http://aka.ms/611111files>

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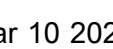
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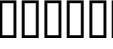



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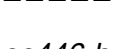
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