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Android NDK

Discover the native side of Android and inject the power of C/C++ in your applications

Beginner's Guide

Sylvain Ratabouil

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Android NDK Game Development Cookbook Sergey Kosarevsky, Viktor Latypov, 2013-11-25 A systematic guide consisting of over 70 recipes which focus on helping you build portable mobile games and aims to enhance your game development skills with clear instructions If you are a C developer who wants to jump into the world of Android game development and who wants to use the power of existing C libraries in your existing Android Java applications then this book is for you You need to have basic knowledge of C or C++ including pointer manipulation multithreading and object oriented

programming concepts as well as some experience developing applications without using an IDE **Unity Android Game Development by Example Beginner's Guide** Thomas Finnegan, 2013-12-20 Unity Android Game Development by Example Beginner's Guide consists of different game application examples No prior experience with programming Android or Unity is required You will learn everything from scratch and will have an organized flow of information specifically designed for complete beginners to Unity Great for developers new to Unity Android or both this book will walk you through everything you need to know about game development for the Android mobile platform No experience with programming Android or Unity is required Most of the assets used in each chapter project are provided with the book but it is assumed that you have some access to basic image and model creation software You will also need access to an Android powered device

Android Ndk Beginner's Guide - Second Edition Sylvain Ratabouil, 2015-05-04 Android NDK is all about injecting high performance into your apps This book will show you how to create C C enabled applications and integrate them with Java You will learn how to access native API and port libraries used in some of the most successful Android applications Using this practical step by step tutorial highlighted with comments and tricks discover how to run C C code embedded in a Java application or in a standalone application **Cocos2d-x by Example: Beginner's Guide - Second Edition** Roger Engelbert, 2015-03-26 If you are a game enthusiast who would like to develop and publish your own game ideas onto different app stores this is the book for you Some knowledge of C or Java is helpful but not necessary *Frontiers of Energy and Environmental Engineering* Wen-Pei Sung, Jimmy C.M. Kao, Ran Chen, 2012-11-23 Frontiers of Energy and Environmental Engineering brings together 192 peer reviewed papers presented at the 2012 International Conference on Frontiers of Energy and Environment Engineering held in Hong Kong December 11 13 2012 The aim of the conference was to provide a platform for researchers engineers and academics as well as industry professionals from all over the world to present their activities in the field of energy and environmental engineering as well as share research results This proceedings volume promotes the development of the field of energy and environmental engineering strengthening international academic cooperation and intercommunication and encouraging the fruitful exchange of research ideas and results The book provides a broad overview of the latest advances made in the field of energy and environmental engineering Topics covered include energy efficiency and energy management energy exploration and exploitation power generation technologies water pollution and protection air pollution and protection and environmental engineering and management among others This volume will be of interest to a global audience consisting of academic researchers industry professionals and policy makers active in the wide field of energy and environmental engineering *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

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Android Wearable Programming Steven F. Daniel, 2015-07-30 This

book will introduce you to the very popular Android Wear platform with hands on instructions for building Android Wear applications You will start with an introduction to the architecture of Android followed by an in depth look at the design of Android applications and user interfaces using Android Studio You will see how to create basic and custom notifications for your apps and synchronize data from the wearable device with the handheld mobile device More advanced topics such as intents the Gradle build configuration and the implementation of build variants and packaging and deploying from a single project code base are also covered By the end of this book you will have a good understanding of wearable programming and be confident enough to write programs for building Android applications that run on Android Wear

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