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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: Beginner's Guide - Second Edition Sylvain Ratabouil, 2015-04-28 Are you an Android Java programmer who needs more performance Are you a C C developer who doesn't want to bother with the complexity of Java and its out of control garbage collector Do you want to create fast intensive multimedia applications or games If you've answered yes to any of these questions then this book is for you With some general knowledge of C C development you will be able to dive headfirst into native Android development

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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++ including pointer manipulation multithreading and object oriented programming

concepts as well as some experience developing applications without using an IDE

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

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

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

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

Unity 5 for Android Essentials Valera Cogut,2015-08-05 A fast paced guide to building impressive games and applications for Android devices with Unity 5 About This Book Design beautiful effects animations physical behaviors and other different real world features for your Android games and applications Optimize your project and any other real world projects for Android devices Follows a tutorial based approach to learning the best practices for accessing Android functionality rendering high end graphics and expanding your project using Asset Bundles Who This Book Is For This book is perfect for competent Unity developers who want to learn how to develop optimize and publish games for Android devices in a quick and easy manner This book assumes basic knowledge of game design concepts and or some experience with other game technologies such as Unreal Engine 4 CryEngine or GameMaker What You Will Learn Discover tips and tricks to optimize Unity scripts Create Java and native C plugins for the Android platform Access Android features and sensors inside the Unity 5 engine Render high quality graphics and optimize Cg shaders Play Legacy and Mecanim animations in Unity 5 Download new assets and code behavior while your game is running on an Android device in order to expand your game in real time Debug your games and applications on Android devices using the Unity Profiler tool In Detail Unity is a very popular and effective technology for creating 2D and 3D games and applications The Unity rendering engine provides great real time rendering of high quality graphics without too much cost and effort It boasts industry leading multi platform support and world class monetization and retention services for mobile games making it the first choice for many game developers across the world Unity 5 is a great starting point for game developers looking to develop stunning and robust games Starting with a refresher on the basics of Unity 5 this book will take you all the way through to creating your first custom game By the end of the book you will understand how to work with all the aspects of Unity 5 You will quickly explore all the major key features of the Unity 5 engine and learn to implement real world Android game and application features in practice We begin by introducing how to set up the Android SDK on Windows and Mac OS X and configure Unity 5 settings for the Android platform As you progress through the chapters you will learn to implement innovative and user friendly features with the aid of real world examples You will explore how to render high quality graphics with physically based shaders and global illumination to enhance your project s performance Building on this you will then learn to transform your native C and JavaScript code into Unity scripts Best practices to improve your Android games will also be discussed to help you create games fast and efficiently Finally putting together all these concepts you will learn to create your own Android game from scratch This book will teach you how to harness the benefits of different tools to become proficient at game design and development processes Style and approach This book is a simple and fast paced guide that helps you through the process of creating real world Android games and applications with the Unity engine using step by step and practical examples that progressively build upon each other 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

The Android Game Developer's Handbook Avisekhar Roy, 2016-08-19 Discover an all in one handbook to developing immersive and cross platform Android games About This Book Practical tips and tricks to develop powerful Android games Learn to successfully implement microtransactions and monitor the performance of your game once it's out live Integrate Google's DIY VR tool and Google Cardboard into your games to join in on the VR revolution Who This Book Is For This book is ideal for any game developer with prior knowledge of developing games in Android A good understanding of game development and a basic knowledge on Android platform application development and JAVA C will be appreciated What You Will Learn Learn the prospects of Android in Game Development Understand the Android architecture and explore platform limitation and variations Explore the various approaches for Game Development using Android Learn about the common mistakes and possible solutions on Android Game Development Discover the top Cross Platform Game Engines and port games on different android platform Optimize memory and performance of your game Familiarize yourself with different ways to earn money from Android Games In Detail Gaming in android is an already established market and growing each day Previously games were made for specific platforms but this is the time of cross platform gaming with social connectivity It requires vision of polishing design and must follow user behavior This book would help developers to predict and create scopes of improvement according to user behavior You will begin with the guidelines and rules of game development on the Android platform followed by a brief description about the current variants of Android devices available Next you will walk through the various tools available to develop any Android games and learn how to choose the most appropriate tools for a specific purpose You will then learn JAVA game coding standard and style upon the Android SDK Later you would focus on creation maintenance of Game Loop using Android SDK common mistakes in game development and the solutions to avoid them to improve performance We will deep dive into Shaders and learn how to optimize memory and performance for an Android Game before moving on to another important topic testing and debugging Android Games followed by an overview about Virtual Reality and how to integrate them into Android games Want to program a different way Inside you'll also learn Android game Development using C and OpenGL Finally you would walk through the required tools to polish and finalize the game and possible integration of any third party tools or SDKs in order to monetize your game when it's on the market Style and

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Android Native Development Kit Cookbook Feipeng Liu, 2013-03-26 This book is written in a Cookbook style beginning with recipes which focus on helping developers make their software application available in Android Android developers who want to learn Android NDK programming or develop multimedia and games in Android NDK will benefit from this book

Hands-On Unity Game Development Nicolas Alejandro Borromeo, Juan Gabriel Gomila Salas, 2024-01-31 Unlock game development mastery with Unity 2023 This book takes you from conception to publication equipping you with the key tools

and techniques you need to bring your gaming vision to life

Key Features Learn the fundamentals of Unity 2023 and create your dream game Explore the world of augmented reality AR to create captivating mobile games Propel game performance and player experience to new heights with Data Oriented Technology Stack DOTS insights

Book Description Take your game development skills to the next level Dive into the world of game creation confidently by elevating your game development skills This book is your definitive and practical guide to unlocking the full potential of Unity 2023 Every chapter is designed to empower you to customize your own game not just replicate what's in the book This new edition includes immersive Augmented Reality AR experiences and performance optimization with Data Oriented Technology Stack DOTS From Scene Creation to seamless Asset Integration dive into C programming and Visual Scripting with step by step guidance for beginners Implement dynamic gameplay elements including movement spawning physics and health systems Delve deeper into the magic of Game AI through sensor driven decision making with Finite State Machines FSMs Elevate your visuals with materials shaders textures and particle systems Optimize performance with Profiler insights and debug your game for a polished final product Whether you're a beginner or a seasoned pro this book will equip you with the skills needed to bring your game ideas to life

What you will learn Build a game that includes gameplay player and non player characters assets animations and more Learn C and Visual Scripting to customize player movements the UI and game physics Implement Game AI to build a fully functional enemy capable of detecting and attacking Use Universal Render Pipeline URP to create high quality visuals with Unity Create win lose conditions using design patterns such as Singleton and Event Listeners Implement realistic and dynamic physics simulations with the new Physics System

Who this book is for Both game and non game developers looking to migrate or start building 3D games in Unity will find this Unity game development book useful While you can still follow along without prior programming experience knowing C fundamentals will help you make the most of this book

Augmented Reality for Android Application Development Jens Grubert, Dr. Raphael Grasset, 2013-11-25 A step by step tutorial based guide aimed at giving you hands on practical experience to develop AR applications for Android

Augmented Reality for Android Application Development is for Android mobile application developers who are familiar with Android Development Tools and deployment JMonkeyEngine and the Vuforia SDK

OpenCV for Secret Agents Joseph Howse, 2015-01-28 This book is for programmers who want to expand their skills by building fun smart and useful systems with OpenCV The projects are ideal in helping you to think creatively about the uses of computer vision natural user interfaces and ubiquitous computers in your home car and hand

XR Development with Unity Anna Braun, Raffael Rizzo, 2023-11-30 Create VR AR and MR experiences with the help of step by step tutorials on VR and AR simulators interactivity sound and visual effects along with advanced XR techniques such as multiplayer integration

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Book DescriptionThe drastic surge in the demand for XR development has led to an imminent need for comprehensive resources learning material and overall know how in this area This one stop resource will ensure that professionals venturing into XR development can access all XR related techniques to build appealing XR applications without relying on Google every step of the way This book is your guide to developing XR applications with Unity 2021 3 or later versions helping you to create VR AR and MR experiences of increasing complexity The chapters cover the entire XR application development process from setting up an interactive XR scene using the XR Interaction Toolkit or AR Foundation adding physics animations continuous movement teleportation sound effects and visual effects to testing and deploying to VR headsets simulators smartphones and tablets Additionally this XR book takes you on a journey from the basics of Unity and C to advanced techniques such as building multiplayer applications and incorporating hand and gaze tracking capabilities By the end of this book you ll be fully equipped to create cutting edge XR projects for engaging individual academic and industrial use cases that captivate your audience What you will learn Get started with Unity by building your own 3D project Explore the XR Interaction Toolkit and AR Foundation as well as test XR applications on your PC Find out how to deploy XR projects on different platforms Build interactive XR apps with increasing degrees of complexity by leveraging C scripting Create a fully immersive VR drum scene by using Unity s audio and particle systems Add advanced XR techniques such as hand tracking gaze tracking and multiplayer capabilities to your XR apps Who this book is for This book is for students developers researchers and professionals with a background in computer science Business analysts PMs and other management professionals and executives will also benefit from this book If you have basic knowledge of programming and are looking to gain expertise in creating virtual reality and augmented reality applications in Unity then this book is for you While having experience as a VR game player with basic programming knowledge can enhance your understanding of the content it is not a prerequisite

Deep Learning with TensorFlow Giancarlo Zaccone,Md. Rezaul Karim,Ahmed Menshawy,2017-04-24 Delve into neural networks implement deep learning algorithms and explore layers of data abstraction with the help of this comprehensive TensorFlow guide About This Book Learn how to implement advanced techniques in deep learning with Google s brainchild TensorFlow Explore deep neural networks and layers of data abstraction with the help of this comprehensive guide Real world contextualization through some deep learning problems concerning research and application Who This Book Is For The book is intended for a general audience of people interested in machine learning and machine intelligence A rudimentary level of programming in one language is assumed as is a basic familiarity with computer science techniques and technologies including a basic awareness of computer hardware and algorithms Some competence in mathematics is needed to the level of elementary linear algebra and calculus What You Will Learn Learn about machine learning landscapes along with the historical development and progress of deep learning Learn about deep machine

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Machine Learning for Mobile Revathi Gopalakrishnan, Avinash Venkateswarlu, 2018-12-31 Leverage the power of machine learning on mobiles and build intelligent mobile applications with ease Key Features Build smart mobile applications for Android and iOS devices Use popular machine learning toolkits such as Core ML and TensorFlow Lite Explore cloud services for machine learning that can be used in mobile apps Book Description Machine learning presents an entirely unique opportunity in software development It allows smartphones to produce an enormous amount of useful data that can be mined analyzed and used to make predictions This book will help you master machine learning for mobile devices with easy to follow practical examples You will begin with an introduction to machine learning on mobiles and grasp the fundamentals so you become well acquainted with the subject You will master supervised and unsupervised learning algorithms and then learn how to build a machine learning model using mobile based libraries such as Core ML TensorFlow Lite ML Kit and Fritz on Android and iOS platforms In doing so you will also tackle some common and not so common machine learning problems with regard to Computer Vision and other real world domains By the end of this book you will have explored machine learning in depth and implemented on device machine learning with ease thereby gaining a thorough understanding of how to run create and build real time machine learning applications on your mobile devices What you will learn Build intelligent machine learning models

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