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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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Sergey Kosarevsky, Viktor Latypov



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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 [Mastering Android NDK](#) Sergey Kosarevsky, Viktor Latypov, 2015-09-30 Master the skills you need to develop portable highly functional Android applications using NDK About This Book Develop portable games using Android NDK and debug them on your desktop Familiarise yourself with different popular C libraries on Android and use them in your games Write multi threaded code with graphics sound networking and resource storage Who This Book Is For If you want to leverage your C skills in mobile development and increase the performance of your Android applications then this is the book for you Knowledge of C or C++ is assumed including pointer manipulation multi threading object oriented programming concepts and the basics of C++ It would be an added advantage if you know how to develop applications without any IDE What You Will Learn What You Will Learn Explore popular C libraries and use them on Android Write portable multithreaded native networking code Create portable audio framework using OpenAL Implement portable rendering framework using OpenGL ES 3 Debug mobile applications on your desktop machine Access resources from APK archives Render text with FreeType In Detail Android NDK is used for multimedia applications that require direct access to system resources NDK is also the key for portability which in turn allows a reasonably comfortable development and debugging process using familiar tools such as GCC and Clang toolchains This is a hands on guide to extending your game development skills with Android NDK The book takes you through many clear step by step example applications to help you further explore the features of Android NDK and some popular C libraries and boost your productivity by debugging the development process Through the course of this book you will learn how to write portable multi threaded native code use HTTP networking in C play audio files use OpenGL ES 3 and render high quality text Each chapter aims to take you one step closer to building your application By the end of this book you will be able to create an engaging complete gaming application Style and approach This book adopts a step by step approach and each chapter is based on the material from the previous ones The book focuses on putting to your knowledge of C use while you develop Android applications of your own

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 **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 **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 *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

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 one the market Style and

approach The book follows a handbook approach focused on current and future game development trend from every possible aspect including monetization and sustainability in the market

Hands-On Machine Learning with C++ Kirill Kolodiazhnyi, 2025-01-24 Apply supervised and unsupervised machine learning algorithms using C libraries such as PyTorch C API Flashlight Blaze mpack and dlib using real world examples and datasets Free with your book DRM free PDF version access to Packt's next gen Reader Key Features Familiarize yourself with data processing performance measuring and model selection using various C libraries Implement practical machine learning and deep learning techniques to build smart models Deploy machine learning models to work on mobile and embedded devices Purchase of the print or Kindle book includes a free PDF eBook Book Description Written by a seasoned software engineer with several years of industry experience this book will teach you the basics of machine learning ML and show you how to use C libraries along with helping you create supervised and unsupervised ML models You'll gain hands on experience in tuning and optimizing a model for various use cases enabling you to efficiently select models and measure performance The chapters cover techniques such as product recommendations ensemble learning anomaly detection sentiment analysis and object recognition using modern C libraries You'll also learn how to overcome production and deployment challenges on mobile platforms and see how the ONNX model format can help you accomplish these tasks This edition is updated with key topics such as sentiment analysis implementation using transfer learning and transformer based models with tracking and visualizing ML experiments with MLflow An additional section shows how to use Optuna for hyperparameter selection The section on model deployment into mobile platform includes a detailed explanation of real time object detection for Android with C By the end of this C book you'll have real world machine learning and C knowledge as well as the skills to use C to build powerful ML systems Email sign up and proof of purchase required What you will learn Employ key machine learning algorithms using various C libraries Load and pre process different data types to suitable C data structures Find out how to identify the best parameters for a machine learning model Use anomaly detection for filtering user data Apply collaborative filtering to manage dynamic user preferences Utilize C libraries and APIs to manage model structures and parameters Implement C code for object detection using a modern neural network Who this book is for This book is for beginners looking to explore machine learning algorithms and techniques using C This book is also valuable for data analysts scientists and developers who want to implement machine learning models in production Working knowledge of C is needed to make the most of this book

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 Borrromeo, 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

Key Features Create impressive XR projects without the need to own expensive VR headsets Explore Unity XR features and techniques such as hand tracking and plane detection using the XR Interaction Toolkit and AR Foundation Bring your XR

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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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that run on Android and iOS Use machine learning toolkits such as Core ML TensorFlow Lite and more Learn how to use Google Mobile Vision in your mobile apps Build a spam message detection system using Linear SVM Using Core ML to implement a regression model for iOS devices Build image classification systems using TensorFlow Lite and Core ML Who this book is for If you are a mobile app developer or a machine learning enthusiast keen to use machine learning to build smart mobile applications this book is for you Some experience with mobile application development is all you need to get started with this book Prior experience with machine learning will be an added bonus [Cross-Platform Development with Qt 6 and Modern C++](#) Nibedit Dey, 2021-06-25 Enhance your cross platform programming abilities with the powerful features and capabilities of Qt 6 Key Features Leverage Qt and C capabilities to create modern cross platform applications that can run on a wide variety of software applications Explore what's new in Qt 6 and understand core concepts in depth Build professional customized GUI applications with the help of Qt Creator Book Description Qt is a cross platform application development framework widely used for developing applications that can run on a wide range of hardware platforms with little to no change in the underlying codebase If you have basic knowledge of C and want to build desktop or mobile applications with a modern graphical user interface GUI Qt is the right choice for you Cross Platform Development with Qt 6 and Modern C helps you understand why Qt is one of the favorite GUI frameworks adopted by industries worldwide covering the essentials of programming GUI apps across a multitude of platforms using the standard C 17 and Qt 6 features Starting with the fundamentals of the Qt framework including the features offered by Qt Creator this practical guide will show you how to create classic user interfaces using Qt Widgets and touch friendly user interfaces using Qt Quick As you advance you'll explore the Qt Creator IDE for developing applications for multiple desktops as well as for embedded and mobile platforms You will also learn advanced concepts about signals and slots Finally the book takes you through debugging and testing your app with Qt Creator IDE By the end of this book you'll be able to build cross platform applications with a modern GUI along with the speed and power of native apps What you will learn Write cross platform code using the Qt framework to create interactive applications Build a desktop application using Qt Widgets Create a touch friendly user interface with Qt Quick Develop a mobile application using Qt and deploy it on different platforms Get to grips with Model View programming with Qt Widgets and Qt Quick Discover Qt's graphics framework and add animations to your user interface Write test cases using the Qt Test framework and debug code Build a translation aware application Follow best practices in Qt to write high performance code Who this book is for This book is for application developers who want to use C and Qt to create modern responsive applications that can be deployed to multiple operating systems such as Microsoft Windows Apple macOS and Linux desktop platforms Although no prior knowledge of Qt is expected beginner level knowledge of the C programming language and object oriented programming system OOPs concepts will be helpful

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