Mastering Android NDK

Master the skills you need to develop portable, highly-functional
Android applications using NDK

Sergey Kosarevsky   Viktor Latypov

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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 11 It would be an added advantage if you know how to develop applications without any IDE What You Will LearnWhat 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 *Mastering OpenCV Android Application Programming* Salil Kapur,Nisarg Thakkar,2015-07-29 OpenCV is a famous computer vision library used to analyze and transform copious amounts of image data even in real time and on a mobile device This book focuses on leveraging mobile platforms to build interactive and useful applications The book starts off with an introduction to OpenCV and Android and how they interact with each other using OpenCV s Java API You ll also discover basic image processing techniques such as erosion and dilation of images before walking through how to build more complex applications such as object detection image stitching and face detection As you progress you will be introduced to OpenCV s machine learning framework enabling you to make your applications smarter The book ends with a short chapter covering useful Android tips and tricks and some common errors and solutions that people might face while building an application By the end of the book readers will have gained more expertise in building their own OpenCV projects for the Android platform and integrating OpenCV application programming

into existing projects   [Mastering Android Game Development with Unity](#) Siddharth Shekar,Wajahat Karim,2017-05-25 Create enthralling Android games with Unity Faster Than Ever Before About This Book Develop complex Android games with the help of Unity s advanced features such as artificial intelligence high end physics and GUI transformations Create amazing Graphical User Interfaces GUIs with Unity s new uGUI system Unravel and deploy exciting games across Android devices Who This Book Is For If you are a Unity 5 developer and want to expand your knowledge of Unity 5 to create high end complex Android games then this book is for you Readers are expected to have a basic understanding of Unity 5 working with its environment and its basic concepts What You Will Learn Develop your own Jetpack Joyride clone game Explore the advanced features of Unity 5 by building your own Action Fighting game Develop remarkable Graphical User Interfaces GUIs with Unity s new uGUI system Enhance your game by adding stunning particle systems and complex animations Build pleasing virtual worlds with special effects lights sky cube maps and cameras Make your game more realistic by providing music and sound effects Debug and deploy your games on different Android devices In Detail Game engines such as Unity are the power tools behind the games we know and love Unity is one of the most widely used and best loved packages for game development and is used by everyone from hobbyists to large studios to create games and interactive experiences for the Web desktop mobile and console With Unity s intuitive easy to learn toolset and this book it s never been easier to become a game developer You will begin with the basic concepts of Android game development a brief history of Android games the building blocks of Android games in Unity 5 and the basic flow of games You will configure an empty project for the Jetpack Joyride Clone Game add an environment and characters and control them Next you will walk through topics such as particle systems camera management prefabs animations triggers colliders and basic GUI systems You will then cover the basic setup for 3D action fighting games importing models textures and controlling them with a virtual on screen joystick Later you will set up Scene for 3D Configuration create basic gameplays and manage input controls Next you will learn to create the interface for the main menu gameplay game over achievements and high score screens Finally you will polish your game with stats sounds and Social Networking followed by testing the game on Android devices and then publishing it on Google Play Amazon and OUYA Stores Style and approach A step by step and detailed guide to developing high end complex Android games utilizing the advanced concepts of Unity   **Mastering Android Studio 3** Kyle Mew,2017-08-31 Unleash the power of Android Studio 3 to develop mobile applications faster and efficiently About This Book Use Android Studio not just as an IDE but as a complete testing and build solution Produce customized APKs with Gradle to suit various versions of an app such as test versions and free versions of an otherwise paid app Explore all aspects of UI development and testing using working XML and Java examples Learn seamless migration from Eclipse and other development platforms to Android Studio Who This Book Is For This book targets developers with experience of developing for Android who are new to Android Studio or wish to migrate from another IDE such as Eclipse This book will show you how to get the utmost from this powerful tool

What You Will Learn Create styles themes and material designs Set up configure and run virtual devices using the AVD manager Improve the design of your application using support libraries Learn about GitHub libraries Use emulators to design layouts for a wide variety of devices including wearables Improve application performance in terms of memory speed and power usage In Detail Android Studio is an Integrated Development Environment IDE designed for developing Android apps As with most development processes Android keeps resources and logic nicely separated and so this book covers the management of imagery and other resources and the development and testing tools provided by the IDE After introducing the software the book moves straight into UI development using the sophisticated WYSIWYG layout editor and XML code to design and test complex interfaces for a wide variety of screen configurations With activity design covered the book continues to guide the reader through application logic development exploring the latest APIs provided by the SDK Each topic will be demonstrated by working code samples that can be run on a device or emulator One of Android Studio s greatest features is the large number of third party plugins available for it and throughout the book we will be exploring the most useful of these along with samples and libraries that can be found on GitHub The final module of the book deals with the final stages of development building and distribution The book concludes by taking the reader through the registration and publication processes required by Google By the time you have finished the book you will be able to build faster smoother and error free Android applications in less time and with fewer complications than you ever thought possible Style and approach This is a step by step guide with examples demonstrating how Android Studio can be used as a complete solution for developing testing and deploying apps from start to finish   Mastering Android Development with Kotlin Milos Vasic,2017-11-08 Master Android development using a variety of Kotlin features About This Book Leverage specific features of Kotlin to ease Android application development An illustrative guide that will help you write code based Kotlin language to build robust Android applications Filled with various practical examples build amazing Android project using Kotlin so you can easily apply your knowledge to real world scenarios Who This Book Is For The book is for developers who want to build amazing Android applications in an easy and effective way Basic knowledge of Kotlin is assumed but you do not need any familiarity with Android development What You Will Learn Understand the basics of Android development with Kotlin Get to know the key concepts in Android development See how to create modern mobile applications for the Android platform Adjust your application s look and feel Know how to persist and share application database Work with Services and other concurrency mechanisms Write effective tests Migrate an existing Java based project to Kotlin In Detail Kotlin is a programming language intended to be a better Java and it s designed to be usable and readable across large teams with different levels of knowledge As a language it helps developers build amazing Android applications in an easy and effective way This book begins by giving you a strong grasp of Kotlin s features in the context of Android development and its APIs Moving on you ll take steps toward building stunning applications for Android The book will show you how to set up the

environment and the difficulty level will grow steadily with the applications covered in the upcoming chapters Later on the book will introduce you to the Android Studio IDE which plays an integral role in Android development We ll use Kotlin s basic programming concepts such as functions lambdas properties object oriented code safety aspects type parameterization testing and concurrency which will guide you through writing Kotlin code into production We ll also show you how to integrate Kotlin into any existing Android project Style and approach In this book you ll master Android development using Kotlin through real application examples We ll introduce you to basic Android concepts and offer guidance from the first steps to the final project In each chapter we ll develop one important application functionality as a development milestone As we progress you ll become more experienced in Android and our application will progress toward a real world product Finally when we complete the application s development we ll write proper tests to ensure it s production ready

Mastering Android Ethical Hacking 2025 in Hinglish A. Khan, Mastering Android Ethical Hacking 2025 in Hinglish by A Khan ek advanced yet beginner friendly guide hai jisme aap Android mobile devices ki security testing aur vulnerability exploitation ethically seekhenge simple Hinglish Hindi English mix mein **Mastering OpenCV with Practical Computer Vision Projects** Daniel Lélis Baggio,2012-12-03 Each chapter in the book is an individual project and each project is constructed with step by step instructions clearly explained code and includes the necessary screenshots You should have basic OpenCV and C C programming experience before reading this book as it is aimed at Computer Science graduates researchers and computer vision experts widening their expertise **Mastering the Art of Android Programming: Unraveling the Secrets of Expert-Level Programming** Steve Jones,2025-02-21 Unlock the potential of your Android development skills with Mastering the Art of Android Programming Unraveling the Secrets of Expert Level Programming This authoritative guide crafted for experienced developers delves into the intricate world of Android applications with comprehensive coverage of advanced techniques and strategies Each chapter meticulously unpacks key components of cutting edge Android development from optimizing performance and memory management to integrating machine learning and ensuring security Our aim is to empower developers to create robust and efficient applications that stand out in today s competitive digital landscape Explore a wealth of knowledge across diverse topics including sophisticated UI enhancements advanced networking capabilities and seamless data handling Each section is filled with detailed explanations practical examples and industry best practices that translate theory into actionable skills The book s in depth focus on Android architecture components multimedia integration and graphics optimization ensures you can harness the full potential of the platform crafting applications that not only function flawlessly but are also a delight to use Mastering the Art of Android Programming serves not just as a learning tool but as a benchmark for excellence in mobile application development Whether you are refining your expertise in security to protect user data or expanding your skill set with performance testing techniques this book equips you with the resources needed to transform complex concepts into polished professional

applications Embrace the future of Android programming with confidence and skill and elevate your projects to new heights of innovation and quality   *Mastering AndEngine Game Development* Maya Posch,2015-09-28 Move beyond basic games and explore the limits of AndEngine About This Book Extend the basic AndEngine features without modifying any of AndEngine s code Understand advanced technologies and gain the skills to create the ultimate games in AndEngine Theory supported with practical examples to stimulate your imagination and creativity Who This Book Is For This book is aimed at developers who have gone through all the basic AndEngine tutorials and books and are looking for something more It s also very suitable for developers with knowledge of other game engines who are looking to develop with AndEngine Knowledge of Java C and Android development are a prerequisite for getting the most out of this book What You Will Learn Extend AndEngine to use and render 3D models Integrate and use various physics engines with AndEngine Advanced animations and their implementation in AndEngine Lighting theory and its application for both 2D and 3D objects Using skeletal animation with AndEngine Use GLSL shaders with AndEngine for effects and anti aliasing Add sounds and effects to AndEngine using both basic and 3D audio libraries Efficient network implementations with AndEngine for multi players In Detail AndEngine is a popular and easy to use game framework best suited for Android game development After learning the basics of creating an Android game using AndEngine it s time you move beyond the basics to explore further For this you need to understand the theory behind many of the technologies AndEngine uses This book aims to provide all the skills and tools you need to learn more about Android game development using AndEngine With this book you will get a quick overview of the basics of AndEngine and Android application development From there you will learn how to use 3D models in a 2D scene render a visual representation of a scene s objects and create interaction between these objects You will explore frame based animations and learn to use skeletal animations As the book progresses you will be guided through exploring all the relevant aspects of rendering graphics with OpenGL ES generating audio using OpenSL ES and OpenAL making the best use of Android s network API implementing anti aliasing algorithms shaders dynamic lighting and much more With all this you will be ready to enhance the look and feel of your game with its user interface sound effects and background music After an in depth study of 2D and 3D worlds and multi player implementations you will be a master in AndEngine and Android game development Style and approach This book takes an in depth tour of the many aspects of Android game development with the use of AndEngine Each topic is covered extensively to act both as a practical guide as well as a reference   **Mastering Xamarin UI Development** Steven F. Daniel,2018-08-31 Learn how to build stunning maintainable cross platform mobile application user interfaces using C 7 with the power of both the Xamarin and Xamarin Forms frameworks Key Features Build effective native and cross platform user interfaces using the Xamarin frameworks for iOS and Android as well as Xamarin Forms Maximize the testability flexibility and overall quality of your Xamarin mobile apps Step by Steps guide that is packed with real world scenarios and solutions to build professional grade mobile apps and games for the iOS and Android platforms

using C 7 Book Description This book will provide you with the knowledge and practical skills that are required to develop real world Xamarin and Xamarin Forms applications You ll learn how to create native Android app that will interact with the device camera and photo gallery and then create a native iOS sliding tiles game You will learn how to implement complex UI layouts and creating customizable control elements based on the platform using XAML and C 7 code to interact with control elements within your XAML ContentPages You ll learn how to add location based features by to your apps by creating a LocationService class and using the Xam Plugin Geolocator cross platform library that will be used to obtain the current device location Next you ll learn how to work with and implement animations and visual effects within your UI using the PlatformEffects API using C code At the end of this book you ll learn how to integrate Microsoft Azure App Services and use the Twitter APIs within your app You will work with the Razor Templating Engine to build a book library HTML5 solution that will use a SQLite net library to store update retrieve and delete information within a local SQLite database Finally you will learn how to write unit tests using the NUnit and UITest frameworks What you will learn Build native and cross platform apps for both iOS and Android using the Xamarin and Xamarin Forms platform using C 7 Implement and customize different user interface layouts and Animations within your application and use the PlatFormEffects API to change appearance of control elements Understand the MVVM architectural pattern and how to implement this with your apps Build a NavigationService class to enable navigation between your ViewModels as well as Implementing Data Binding to control elements within your XAML pages and ViewModels Work with the Razor Templating Engine to create Models and Razor Pages that communicate with an SQLite database Build a LocationService class to incorporate location based features within your cross platform apps to display the user s current location by creating a custom cross platform map control and handle location tracking updates Work with the Microsoft Azure App Services Platform and Implement Social networking features within your app using the Twitter API Unit Testing your Xamarin Forms apps using the NUnit and UITest Frameworks Who this book is for This book is intended for readers who have experience using at least the C 6 0 programming language and interested in learning how to create stunning native and cross platform user interfaces for the iOS and Android platforms using the Xamarin and Xamarin Forms frameworks using C 7 **Mastering PyTorch** Ashish Ranjan Jha,2024-05-31 Master advanced techniques and algorithms for machine learning with PyTorch using real world examples Updated for PyTorch 2 x including integration with Hugging Face mobile deployment diffusion models and graph neural networks Get With Your Book PDF Copy AI Assistant and Next Gen Reader Free Key Features Understand how to use PyTorch to build advanced neural network models Get the best from PyTorch by working with Hugging Face fastai PyTorch Lightning PyTorch Geometric Flask and Docker Unlock faster training with multiple GPUs and optimize model deployment using efficient inference frameworks Book DescriptionPyTorch is making it easier than ever before for anyone to build deep learning applications This PyTorch deep learning book will help you uncover expert techniques to get the most out of your data and build complex neural

network models You ll build convolutional neural networks for image classification and recurrent neural networks and transformers for sentiment analysis As you advance you ll apply deep learning across different domains such as music text and image generation using generative models including diffusion models You ll not only build and train your own deep reinforcement learning models in PyTorch but also learn to optimize model training using multiple CPUs GPUs and mixed precision training You ll deploy PyTorch models to production including mobile devices Finally you ll discover the PyTorch ecosystem and its rich set of libraries These libraries will add another set of tools to your deep learning toolbelt teaching you how to use fastai to prototype models and PyTorch Lightning to train models You ll discover libraries for AutoML and explainable AI XAI create recommendation systems and build language and vision transformers with Hugging Face By the end of this book you ll be able to perform complex deep learning tasks using PyTorch to build smart artificial intelligence models What you will learn Implement text vision and music generation models using PyTorch Build a deep Q network DQN model in PyTorch Deploy PyTorch models on mobile devices Android and iOS Become well versed in rapid prototyping using PyTorch with fastai Perform neural architecture search effectively using AutoML Easily interpret machine learning models using Captum Design ResNets LSTMs and graph neural networks GNNs Create language and vision transformer models using Hugging Face Who this book is for This deep learning with PyTorch book is for data scientists machine learning engineers machine learning researchers and deep learning practitioners looking to implement advanced deep learning models using PyTorch This book is ideal for those looking to switch from TensorFlow to PyTorch Working knowledge of deep learning with Python is required   *Mastering Python Forensics* Dr. Michael Spreitzenbarth,Dr. Johann Uhrmann,2015-10-30 Master the art of digital forensics and analysis with Python About This Book Learn to perform forensic analysis and investigations with the help of Python and gain an advanced understanding of the various Python libraries and frameworks Analyze Python scripts to extract metadata and investigate forensic artifacts The writers Dr Michael Spreitzenbarth and Dr Johann Uhrmann have used their experience to craft this hands on guide to using Python for forensic analysis and investigations Who This Book Is For If you are a network security professional or forensics analyst who wants to gain a deeper understanding of performing forensic analysis with Python then this book is for you Some Python experience would be helpful What You Will Learn Explore the forensic analysis of different platforms such as Windows Android and vSphere Semi automatically reconstruct major parts of the system activity and time line Leverage Python ctypes for protocol decoding Examine artifacts from mobile Skype and browsers Discover how to utilize Python to improve the focus of your analysis Investigate in volatile memory with the help of volatility on the Android and Linux platforms In Detail Digital forensic analysis is the process of examining and extracting data digitally and examining it Python has the combination of power expressiveness and ease of use that makes it an essential complementary tool to the traditional off the shelf digital forensic tools This book will teach you how to perform forensic analysis and investigations by exploring the capabilities of various

Python libraries The book starts by explaining the building blocks of the Python programming language especially ctypes in depth along with how to automate typical tasks in file system analysis common correlation tasks to discover anomalies as well as templates for investigations Next we ll show you cryptographic algorithms that can be used during forensic investigations to check for known files or to compare suspicious files with online services such as VirusTotal or Mobile Sandbox Moving on you ll learn how to sniff on the network generate and analyze network flows and perform log correlation with the help of Python scripts and tools You ll get to know about the concepts of virtualization and how virtualization influences IT forensics and you ll discover how to perform forensic analysis of a jailbroken rooted mobile device that is based on iOS or Android Finally the book teaches you how to analyze volatile memory and search for known malware samples based on YARA rules Style and approach This easy to follow guide will demonstrate forensic analysis techniques by showing you how to solve real word scenarios step by step   Mastering Redis Jeremy Nelson,2016-05-31 Take your knowledge of Redis to the next level to build enthralling applications with ease About This Book Detailed explanation on Data structure server with powerful strings lists sets sorted sets and hashes Learn to Scale your data with Redis Cluster s distributed setup This is a fast paced practical guide full of screenshots and real work examples to help you get to grips with Redis in no time Who This Book Is For If you are a software developer with some experience with Redis and would now like to elevate your Redis knowledge and skills even further then this book is for you What You Will Learn Choose the right Redis data structure for your problem Understand Redis event loop and implement your own custom C commands Solve complex workflows with Redis server side scripting with Lua Configure your Redis instance for optimal memory management Scale your data in a distributed manner with Redis Cluster Improve the stability of your Redis solution using Redis Sentinel Complement your existing database and NoSQL environment with Redis Exploit a wide range of features provided by Redis to become a DevOps expert In Detail Redis is the most popular open source key value data structure server that provides a wide range of capabilities on which multiple platforms can be be built Its fast and flexible data structures give your existing applications an edge in the development environment This book is a practical guide which aims to help you deep dive into the world of Redis data structure to exploit its excellent features We start our journey by understanding the need of Redis in brief followed by an explanation of Advanced key management Next you will learn about design patterns best practices for using Redis in DevOps environment and Docker containerization paradigm in detail After this you will understand the concept of scaling with Redis cluster and Redis Sentinel followed by a through explanation of incorporating Redis with NoSQL technologies such as Elasticsearch and MongoDB At the end of this section you will be able to develop competent applications using these technologies You will then explore the message queuing and task management features of Redis and will be able to implement them in your applications Finally you will learn how Redis can be used to build real time data analytic dashboards for different disparate data streams Style and approach This is a hands on guide full of easy to follow examples that illustrate

important concepts and techniques to solve complex problems with Redis   Mastering Android Game Development Raul Portales,2015-06-30 Gaming has historically been a strong driver of technology whether we re talking about hardware or software performance the variety of input methods or graphics support and the Android game platform is no different Android is a mature yet still growing platform that many game developers have embraced as it provides tools APIs and services to help bootstrap Android projects and ensure their success many of which are specially designed to help game developers This book is a progressive hands on guide to developing highly interactive and complex Android games from scratch You will learn all the aspects of developing a game using a space shooter game as the example that will evolve with you through the chapters You will learn all about frame by frame animations and resource animations You will also create beautiful and responsive menus and dialogs and explore the different options for playing sound effects and music in Android You will then learn the basics of creating a particle system and how to use the Leonids library Finally we will configure and use Google Play Services on the developer console and port our game to the big screen   Mastering Qt 5 Guillaume Lazar,Robin Penea,2016-12-15 Master application development by writing succinct robust and reusable code with Qt 5 About This Book Unleash the power of Qt 5 with C 14 Integrate useful third party libraries such as OpenCV Package and deploy your application on multiple platforms Who This Book Is For This book will appeal to developers and programmers who would like to build GUI based applications Knowledge of C is necessary and the basics of Qt would be helpful What You Will Learn Create stunning UIs with Qt Widget and Qt Quick Develop powerful cross platform applications with the Qt framework Design GUIs with the Qt Designer and build a library in it for UI preview Handle user interaction with the Qt signal slot mechanism in C Prepare a cross platform project to host a third party library Build a Qt application using the OpenCV API Use the Qt Animation framework to display stunning effects Deploy mobile apps with Qt and embedded platforms In Detail Qt 5 7 is an application development framework that provides a great user experience and develops full capability applications with Qt Widgets QML and even Qt 3D This book will address challenges in successfully developing cross platform applications with the Qt framework Cross platform development needs a well organized project Using this book you will have a better understanding of the Qt framework and the tools to resolve serious issues such as linking debugging and multithreading Your journey will start with the new Qt 5 features Then you will explore different platforms and learn to tame them Every chapter along the way is a logical step that you must take to master Qt The journey will end in an application that has been tested and is ready to be shipped Style and approach This is an easy to follow yet comprehensive guide to building applications in Qt Each chapter covers increasingly advanced topics with subjects grouped according to their complexity as well as their usefulness Packed with practical examples and explanations Mastering Qt contains everything you need to take your applications to the next level   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 Unity 5.x** Alan Thorn,2017-01-27 Create amazing games with solid gameplay features using a professional grade workflow inside the Unity engine About This Book Become a Unity master by creating a practical in depth game development project with Unity Use advanced C scripting to unlock the complete potential of Unity 5 Use Version Control to Effectively Manage and Scale your workflow Who This Book Is For If you are a Unity developer who now wants to develop and deploy interesting games by leveraging the new features of Unity 5 x then this is the book for you Basic knowledge of C programming is assumed What You Will Learn Explore hands on tasks and real world scenarios to make a Unity horror adventure game Create enemy characters that act intelligently and make reasoned decisions Use data files to save and restore game data in a way that is platform agnostic Get started with VR development Use Navigation Meshes Occlusion Culling and the Profiler tools Work confidently with GameObjects Rotations and Transformations Understand specific gameplay features such as AI enemies inventory systems and level design In Detail Do you want to take the leap from being an everyday Unity developer to being a pro game developer Then look no further This book is your one stop solution to creating mesmerizing games with lifelike features and amazing gameplay This book takes an in depth focus on a practical project with Unity building a first person game with many features You ll dive deep into the architecture of a Unity game creating expansive worlds interesting render effects and other features to make your games special You will create individual game components use efficient animation techniques and implement collision and physics effectively Specifically we ll explore optimal techniques for importing game assets such as meshes and textures tips and tricks for effective level design how to animate and script NPCs how to configure and deploy to mobile devices how to prepare for VR development and how to work with version control and more By the end of this book you ll have developed sufficient competency in Unity development to produce fun games with confidence Style and approach This book takes a step by step practical tutorial approach You will create an advanced level Unity game with an emphasis on leveraging the advanced Unity 5 features You will make the most of the Unity 5 advanced features while you develop the game in its entirety *Mastering Unity 2D Game Development* Ashley Godbold,Simon Jackson,2016-10-21 Master everything you need to build a 2D game using Unity 5 by developing a complete RPG game framework About This Book Explore the new features of Unity 5 and recognize obsolete code and elements Develop and build a complete 2D retro RPG with a conversation system inventory random map battles full game menus and sound This book demonstrates how to use the new Unity UI system effectively through detailed C scripts with full explanations Who This Book Is For This book is for anyone looking to get started developing 2D games with Unity 5 If you re already accomplished in Unity 2D and wish to expand or supplement your current Unity knowledge or are working in 2D in Unity 4 and looking to upgrade Unity 5 this

book is for you A basic understanding of programming logic is needed to begin learning with this book but intermediate and advanced programming topic are explained thoroughly so that coders of any level can follow along Previous programming experience in C is not required What You Will Learn Create a 2D game in Unity 5 by developing a complete retro 2D RPG framework Effectively manipulate and utilize 2D sprites Create 2D sprite animations and trigger them effectively with code Write beginning to advanced level C code using MonoDevelop Implement the new UI system effectively and beautifully Use state machines to trigger events within your game In Detail The Unity engine has revolutionized the gaming industry by making it easier than ever for indie game developers to create quality games on a budget Hobbyists and students can use this powerful engine to build 2D and 3D games to play distribute and even sell for free This book will help you master the 2D features available in Unity 5 by walking you through the development of a 2D RPG framework With fully explained and detailed C scripts this book will show you how to create and program animations a NPC conversation system an inventory system random RPG map battles and full game menus After your core game is complete you ll learn how to add finishing touches like sound and music monetization strategies and splash screens You ll then be guided through the process of publishing and sharing your game on multiple platforms After completing this book you will have the necessary knowledge to develop build and deploy 2D games of any genre Style and approach This book takes a step by step practical tutorial style approach The steps are accompanied by examples and all the intermediate steps will be clearly explained The focus of this book will obviously be on the advanced topics so that the game looks and performs efficiently **Mastering Unity 2017 Game Development with C#** Alan Thorn,2017-10-30 Master realistic animations and graphics particle systems game AI and physics sprites and VR development with Unity 2017 About This Book Create professional grade games with realistic animation and graphics particle systems and game physics with Unity 2017 Unleash the power of C scripting to create intelligent game AI and professional grade game workflows Create immersive VR games using the latest Unity 2017 VR SDK Who This Book Is For If you are a Unity developer who now wants to develop and deploy interesting games by leveraging the new features of Unity 2017 then this is the book for you Basic knowledge of C programming is assumed What You Will Learn Explore hands on tasks and real world scenarios to make a Unity horror adventure game Create enemy characters that act intelligently and make reasoned decisions Use data files to save and restore game data in a way that is platform agnostic Get started with VR development Use navigation meshes occlusion culling and Profiler tools Work confidently with GameObjects rotations and transformations Understand specific gameplay features such as AI enemies inventory systems and level design In Detail Do you want to make the leap from being an everyday Unity developer to being a pro game developer Then look no further This book is your one stop solution to creating mesmerizing games with lifelike features and amazing gameplay This book focuses in some detail on a practical project with Unity building a first person game with many features You ll delve into the architecture of a Unity game creating expansive worlds interesting render effects and other features to make your games

special You will create individual game components use efficient animation techniques and implement collision and physics effectively Specifically we ll explore optimal techniques for importing game assets such as meshes and textures tips and tricks for effective level design how to animate and script NPCs how to configure and deploy to mobile devices how to prepare for VR development how to work with version control and more By the end of this book you ll have developed sufficient competency in Unity development to produce fun games with confidence Style and approach This book takes an easy to follow step by step tutorial approach You will create an advanced level Unity game with an emphasis on leveraging advanced Unity 2017 features while developing the game in its entirety **Building Android UIs with Custom Views** Raimon Rafols Montane,2017-10-27 Create engaging user experiences and awesome user interfaces using this guide About This Book Move beyond default UI templates create and customize amazing UIs with Android Custom View Enable smooth data flow and create futuristic UIs by creating flexible custom views Scale your apps with responsive and data intensive views Who This Book Is For This book is for Android developers who want to create great user interfaces and move beyond the basics of the standard UI elements They must have basic Android development knowledge along with basic Java programming What You Will Learn Extend the standard UI widget framework by creating Custom views Add complex rendering animations and interactions to your views Optimize performance and decrease battery usage Implement custom views to share between multiple projects or share it publicly Create 3D custom views using OpenGL ES In Detail To build great user interfaces for your Android apps that go beyond the standard UI elements you need to use custom Android views With these you can give your app a distinctive look and ensure that it functions properly across multiple devices This book will help you construct a great UI for your apps by teaching you how to create custom Android views You will start by creating your first Android custom view and go through the design considerations You will then see how the right choices will enable your custom view to perform seamlessly across multiple platforms and Android versions You will create custom styleable attributes that work with Android XML layouts learn to process touch events define custom attributes and add properties and events to them By the end of this book you will be able to create apps with custom views that are responsive and adaptable to make your app distinctive and an instant hit with its users Style and approach The approach will be that of a step by step practical tutorial The book will take you through a complete journey right from creating your first Android view to customizing it to enable it to support any complex app

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By searching the title, publisher, or authors of guide you essentially want, you can discover them rapidly. In the house, workplace, or perhaps in your method can be every best area within net connections. If you aspiration to download and install the Mastering Android Ndk, it is unquestionably easy then, past currently we extend the member to purchase and create bargains to download and install Mastering Android Ndk so simple!

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Table of Contents Mastering Android Ndk

1. Understanding the eBook Mastering Android Ndk
    - The Rise of Digital Reading Mastering Android Ndk
    - Advantages of eBooks Over Traditional Books
2. Identifying Mastering Android Ndk
    - Exploring Different Genres
    - Considering Fiction vs. Non-Fiction
    - Determining Your Reading Goals
3. Choosing the Right eBook Platform
    - Popular eBook Platforms
    - Features to Look for in an Mastering Android Ndk
    - User-Friendly Interface
4. Exploring eBook Recommendations from Mastering Android Ndk
    - Personalized Recommendations
    - Mastering Android Ndk User Reviews and Ratings
    - Mastering Android Ndk and Bestseller Lists

Mastering Android Ndk Introduction

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