



## Learn VB .NET Through Game Programming

By Matthew Tagliaferri

Apress. Paperback. Condition: New. 400 pages. Dimensions: 9.1in. x 7.0in. x 0.9in. Beginning programmers often motivate themselves by creating a first project in a subject that they are interested in. Many young programmers are interested in game programming. Learn VB .NET Through Game Programming is a self-paced learning tutorial designed to help any developer master the basics of object-oriented programming (OOP) with Microsoft Visual Basic .NET. Unlike other books on OOP, this easy-to-understand book provides readers with peer-level language, while illustrating concepts with definitive and intuitive game programming examples. Teaches object-oriented programming quickly and easily Game examples make for fun learning Shows both the wrong way and the right way through an intuitive and innovative approach to learning Written in a peer-to-peer language, easily accessible to young coders Table of Contents Developing Your First Game Writing Your First Game, Again Understanding Object-Oriented Programming from the Start More OOPing Around Understanding Polymorphism Using Polymorphism via Interfaces Creating Multiplayer Games Using DirectX Learning Other Object-Oriented Programming Topics This item ships from multiple locations. Your book may arrive from Roseburg,OR, La Vergne,TN. Paperback.



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