## The Android game programming from scratch (with CD-ROM)(Chinese Edition)



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## Reviews

This book is really gripping and fascinating. Of course, it is actually play, nonetheless an interesting and amazing literature. You will not feel monotony at anytime of the time (that's what catalogs are for about if you request me).

(Delbert Gleason)

## THE ANDROID GAME PROGRAMMING FROM SCRATCH (WITH CD-ROM)(CHINESE EDITION)



paperback. Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment. Pages Number: 392 Publisher: Tsinghua University. Pub. Date: 2011-10-01 version 1. Fred edited the Android programming of the game from scratch to explain the major systems of the Android game development. from the most basic part of the beginning. so that zero Android-based beginner can quickly learn and master the Android game development. Android programming of the game from scratch. a total of eight chapters. including introduction and the environment to build the Android platform. Hello. Android! Project analysis. commonly used in game development system components. game development based on actual game development. game development to improve articles. Box2d physics engine. real physical game. CD with the book includes 65 projects source code book. Android game development book for beginners. but also for the training materials as Android games and college teachers and students of the game of professional reference books. Contents: Chapter 1 introduces the Android platform to build 1.1 Android platform and the environment About 21.1.1Android advantage of operating system platforms and trends 21.1.2Android SDK and Android NDK21.2 Android development environment to build 31.2.1 with the preparatory work before the environment 31.2. 2 Setup and Configuration Environment 61.2.3SDK updated version of section 111.3 of this chapter 13 Chapter 2. Hello. Android! The first project to create an Android 2.1 152.2 162.3 AndroidManifest.xml analysis Android Project structure and application of functional components 202.3.1AndroidManifest xml syntax level 202.3.2 - Activity (activities) 212.3.3-Intent (intent) and oacast Receiver (radio reception) 212.3.4-service 222.3.5-Content Provider (content providers) 222.4 run Android project (start Android emulator) Detailed first Android 232.5 252.6 Activity source project life cycle 282.6.1 282.6.2 the life cycle of a single Activity Multiple Act

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