

1. Record Nr.	UNISA996200334003316
Titolo	Advances in chemical physics . Volume 72 [[electronic resource] /] / edited by I. Prigogine and Stuart A. Rice
Pubbl/distr/stampa	New York, : Interscience Publishers, 1988
ISBN	1-282-34677-6 9786612346774 0-470-14121-2 0-470-14182-4
Descrizione fisica	1 online resource (360 p.)
Collana	Advances in chemical physics ; ; 72
Altri autori (Persone)	PrigogineI (Ilya) RiceStuart Alan <1932->
Disciplina	541.3 541.305 541/.08
Soggetti	Chemistry, Physical and theoretical Chemistry
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Advances in CHEMICAL PHYSICS; CONTENTS; SOME SYSTEMATICS OF AUTOIONIZATION FEATURES IN ATOMS; SYMMETRY AND ANGULAR MOMENTUM IN COLLISIONS WITH LASER-EXCITED POLARIZED ATOMS; GRAPHS IN CHEMICAL PHYSICS OF POLYMERS; AUTHOR INDEX; SUBJECT INDEX
Sommario/riassunto	The Advances in Chemical Physics series provides the chemical physics and physical chemistry fields with a forum for critical, authoritative evaluations of advances in every area of the discipline. Filled with cutting-edge research reported in a cohesive manner not found elsewhere in the literature, each volume of the Advances in Chemical Physics series serves as the perfect supplement to any advanced graduate class devoted to the study of chemical physics.

2. Record Nr.	UNINA9910154845003321
Autore	Zechner Mario
Titolo	Beginning Android Games // by Mario Zechner, J. F. DiMarzio, Robert Green
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2016
ISBN	9781484204726 1484204727
Edizione	[3rd ed. 2016.]
Descrizione fisica	1 online resource (XXVI, 605 p. 188 illus.)
Disciplina	794.8
Soggetti	Computer games—Programming Computer programming Game Development Programming Techniques
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	1. AN ANDROID IN EVERY HOME -- 2. FIRST STEPS WITH THE ANDROID SDK -- 3. GAME DEVELOPMENT 101 -- 4. ANDROID FOR GAME DEVELOPERS -- 5. AN ANDROID GAME DEVELOPMENT FRAMEWORK -- 6. MR. NOM INVADES ANDROID -- 7. OPENGL ES: A GENTLE INTRODUCTION -- 8. 2D GAME PROGRAMMING TRICKS -- 9. SUPER JUMPER: A 2D OPENGL ES GAME -- 10. OPENGL ES: GOING 3D -- 11. 3D PROGRAMMING TRICKS -- 12. ANDROID INVADERS: THE GRANDE FINALE -- 13. GOING NATIVE WITH THE NDK -- 14. MARKETING AND MONETIZING -- 15. PUBLISHING YOUR GAME.
Sommario/riassunto	Learn all of the basics needed to join the ranks of successful Android game developers. You'll start with game design fundamentals and Android programming basics, and then progress toward creating your own basic game engine and playable game apps that work on Android smartphones and tablets. Beginning Android Games, Third Edition gives you everything you need to branch out and write your own Android games for a variety of hardware. Do you have an awesome idea for the next break-through mobile gaming title? Beginning Android Games will help you kick-start your project. This book will guide you through the process of making several example game apps using APIs available in

Android. What You'll Learn Gain the fundamentals of game programming in the context of the Android platform Use Android's APIs for graphics, audio, and user input to reflect those fundamentals Develop two 2D games from scratch, based on Canvas API and OpenGL ES Create a full-featured 3D game Publish your games, get crash reports, and support your users Complete your own playable 2D OpenGL games Who This Book Is For People with a basic knowledge of Java who want to write games on the Android platform. It also offers information for experienced game developers about the pitfalls and peculiarities of the platform.
