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Soggetti	Computer games—Programming Programming languages (Electronic computers) Computer programming Game Development Programming Languages, Compilers, Interpreters Programming Techniques
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Note generali	"The expert's voice in Java"--Cover. Includes index.
Nota di contenuto	<p>""Contents at a Glance""; ""Contents""; ""About the Author""; ""About the Technical Reviewer""; ""Acknowledgments""; ""Introduction""; ""Chapter 1: Setting Up a Java 8 Game Development Environment""; ""Prepare a Workstation for Java 8 Game Development""; ""Downloading Java JDK 8 and NetBeans 8.0""; ""Installing the Java 8 Software Development Environment""; ""Installing NetBeans IDE 8.0""; ""Installing New Media Content Production Software""; ""Downloading and Installing Inkscape""; ""Downloading and Installing GIMP""; ""Downloading and Installing Audacity""</p> <p>""Downloading and Installing EditShare Lightworks""""Downloading and Installing Blender""; ""Other Open-Source Software Packages of Interest""; ""Organizing Quick Launch Icons in Your Taskbar Area""; ""Summary""; ""Chapter 2: Setting Up Your Java 8 IDE: An Introduction to NetBeans 8. 0""; ""Primary Attributes of NetBeans 8.0: An Intelligent</p>

IDE""; ""NetBeans 8.0 Is Smart: Put Your Code Editing into Hyperdrive"";
 ""NetBeans 8.0 Is Extensible: Code Editing with Many Languages"";
 ""NetBeans 8.0 Is Efficient: Organized Project Management Tools""
 ""NetBeans 8.0 Is User Interface Design Friendly: UI Design Tools""
 NetBeans 8.0 Is not Bug Friendly: Squash Bugs with a Debugger"";
 ""NetBeans 8.0 Is a Speed Freak: Optimize the Code with a Profiler"";
 ""Creating Your Java 8 Game Project: The InvinciBagel""; ""Compiling
 Your Java 8 Game Project in NetBeans 8.0""; ""Running Your Java 8
 Game Project in NetBeans 8.0""; ""Profiling Your Java 8 Game Project in
 NetBeans 8.0""; ""Profiling Your Java 8 Game Application CPU Usage"";
 ""Unblocking the Java 8 Platform Binary via the Windows Firewall""
 ""Analyzing the NetBeans IDE 8.0 Game Project CPU Profiling Tool
 Results""""Profiling Your Java 8 Game Application Memory Usage"";
 ""Summary""; ""Chapter 3: A Java 8 Primer: An Introduction to Java 8
 Concepts and Principles""; ""The Syntax of Java: Comments and Code
 Delimiters""; ""Java APIs: Using Packages to Organize by Function"";
 ""Java Classes: Logical Java Constructs to Build On""; ""Nested Classes:
 Java Classes Living Inside Other Classes""; ""Inner Classes: Different
 Types of Nonstatic Nested Classes""; ""Java Methods: Core Java Function
 Code Constructs""
 ""Creating a Java Object: Invoking a Classa€s Constructor Method""
 Creating a Constructor Method: Coding an Objecta€s Structure""; ""Java
 Variables and Constants: Values in Data Fields""; ""Fixing Data Values in
 Memory: Defining a Data Constant in Java""; ""Java Modifier Keywords:
 Access Control and More""; ""Access Control Modifiers: Public,
 Protected, Private, Package Private""; ""Javaa€s Public Modifier:
 Allowing Access by the Public to Java Program Constructs""; ""Javaa€s
 Protected Modifier: Variables and Methods Allow Access by Subclass""
 ""Javaa€s Private Modifier: Variables, Methods, and Classes Get Local
 Access Only""

Sommario/riassunto

Beginning Java 8 Games Development, written by Java expert and
 author Wallace Jackson, teaches you the fundamentals of building a
 highly illustrative game using the Java 8 programming language. In this
 book, you'll employ open source software as tools to help you quickly
 and efficiently build your Java game applications. You'll learn how to
 utilize vector and bit-wise graphics; create sprites and sprite
 animations; handle events; process inputs; create and insert
 multimedia and audio files; and more. Furthermore, you'll learn about
 JavaFX 8, now integrated into Java 8 and which gives you additional
 APIs that will make your game application more fun and dynamic as
 well as give it a smaller foot-print; so, your game application can run
 on your PC, mobile and embedded devices. After reading and using this
 tutorial, you'll come away with a cool Java-based 2D game application
 template that you can re-use and apply to your own game making
 ambitions or for fun.
