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	Titolo	Learn C++ for Game Development / / by Bruce Sutherland
	Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2014
	ISBN	9781430264583
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	Edizione	[1st ed. 2014.]
	Descrizione fisica	1 online resource (296 p.)
	Collana	Expert's voice in game development
	Disciplina	794.8151
	Soggetti	Programming languages (Electronic computers)
		Software engineering
		Programming Languages, Compilers, Interpreters
		Software Engineering/Programming and Operating Systems
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Contents at a Glance; Introduction; Chapter 1: Beginning C++; Compilers; Programming Paradigms; Procedural Programming; Object-Oriented Programming; Generic Programming; C++ Game Programming; Our First C++ Program; Summary; Part 1: Procedural Programming; Chapter 2: Writing a Guessing Game with C++ Types; Dynamic Versus Static Typed Languages; Declaring Variables; Defining Variables; Integers; Unsigned Integers; Two's Complement; Floating Point Numbers; Boolean Values; Enums; Switching from One Type to Another; static_cast; A Simple Guessing Game; Summary
		Chapter 3: Creating Calculators with OperatorsThe Assignment Operator; Arithmetic Operators; The Addition Operator; The Subtraction Operator; The Multiplication and Division Operators; The Modulo Operator; A Simple Arithmetic Calculator; Relational Operators; Equality Operators; Greater-Than Operators; Less-Than Operators; Simple Comparison Calculators; Bitwise Operators; Hexadecimal Number Representation; The Binary & (AND) Operator; The Binary | (OR) Operator; The Binary ^ (Exclusive OR) Operator; The Left Shift (>) Operator; Logical Operators
		The && OperatorThe || Operator; Unary Operators; Arithmetic Unary Operators; Unary Negative Operator; Unary Plus Operator; The

Sommario/riassunto	If you're new to C++ but understand some basic programming, then Learn C++ for Game Development lays the foundation for the C++ language and API that you'll need to build game apps and applications. Learn C++ for Game Development will show you how to: Master C++ features such as variables, pointers, flow controls, functions, I/O, classes, exceptions, templates, and the Standard Template Library (STL) Use design patterns to simplify your coding and make more powerful games Manage memory efficiently to get the most out of your creativity Load and save games using file I/O, so that your users are never disappointed Most of today's popular console and PC game platforms use C++ in their SDKs. Even the Android NDK and now the iOS SDK allow for C++; so C++ is growing in use for today's mobile game apps. Game apps using C++ become much more robust, better looking, more dynamic, and better performing. After reading this book, you'll have the skills to become a successful and profitable game app or applications developer in today's increasingly competitive indie game marketplace. The next stage is to take the foundation from this book and explore SDKs such as Android/Ouya, PlayStation, Wii, Nintendo DS, DirectX, Unity3D, and GameMaker Studio to make your career really take off.