

1. Record Nr.	UNINA9910452851503321
Autore	James Derek
Titolo	Android game programming for dummies [[electronic resource] /] / by Derek James
Pubbl/distr/stampa	Hoboken, New Jersey : , : John Wiley & Sons, , 2012 c2013
ISBN	1-118-22218-0
Descrizione fisica	1 online resource (387 p.)
Collana	--For dummies Android game programming for dummies
Disciplina	794.81526 794.815268
Soggetti	Computer games - Programming Androids Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Android Game Programming For Dummies; About the Author; Dedication; Author's Acknowledgments; Contents at a Glance; Table of Contents; Introduction; Why You Need This Book; Conventions Used in This Book; Technical Considerations; How This Book Is Organized; Icons Used in This Book; Where to Go from Here; Part I: Adopting the Android Gaming Mindset; Chapter 1: Getting to Know Android Gaming; Seeing the Potential of the Android Platform; What You Must Know about the Mobile Gaming Industry; How Android Is Suited to Mobile Gaming; Thinking Through Your Game Project; Knowing What Tools You Need Capitalizing on Your GameChapter 2: Designing Your Game; Deciding What Kind of Game to Make; Identifying Your Target Audience; Targeting Devices; Chapter 3: Setting Up Your Development Environment; Starting at the Beginning; Downloading and Installing Eclipse; Installing the Software; The Android Virtual Device (AVD) Manager; Creating an Android Project; Running an Android App; Part II: Starting to Program; Chapter 4: Dissecting an Android App; Creating a New Project; Taking the Bird's Eye View of a Project; Editing the Manifest; Organizing Resources; Organizing the Source Directory

Understanding ActivitiesUsing Views; Part III: Making Your First Game: Crazy Eights; Chapter 5: Creating a Simple Title Screen; Creating a Custom View; Loading the Title Graphic; Drawing the Title Graphic; Handling Screen Orientation; Controlling Screen Timeout; Making the Game Full-Screen; Adding buttons; Handling Button States; Launching the Play Screen; Chapter 6: Creating a Basic Play Screen; Displaying Cards; Taking Your Turn; Chapter 7: Finishing Your First Game; Ending Hands and Games; Wrapping Up the Game; Part IV: Moving On to Your Second Game: Whack-a-Mole

Chapter 8: Creating a Complex Title ScreenUsing SurfaceView; Adding an Options Menu; Toggling the Sound Option; Chapter 9: Creating an Animated Play Screen; Handling Images for the Play Screen; Making Simple Animations; Handling User Interaction; Loading and Playing Sounds; Handling End of Game; Chapter 10: Storing and Retrieving Game Information; Using Shared Preferences for Data Storage; Using XML for Data Storage; Using a SQLite Database for Data Storage; Part V: Managing Your Game in theMarket; Chapter 11: Making Money with Your Game; Knowing Your Competition; Monetization Models

Alternatives to Google PlayChapter 12: Publishing and Updating Your Game; Creating a developer account for Google Play; Generating a Key with Keytool; Exporting a Signed Application; Uploading Your Game to Google Play; Supporting and Updating Your Game After Publication; Part VI: The Part of Tens; Chapter 13: Ten Open-Source Game Projects; Lunar Lander; Replica Island; Alien Blood Bath; OpenSudoku; Lexic; Newton's Cradle; Vector Pinball; asquare; tiltmazes; GL ES Quake; Chapter 14: Ten Game Engines and Tools; libgdx; AndEngine; Unity; OpenFeint; Flurry; Audacity; sfxr; GIMP; Inkscape; AdWhirl

Chapter 15: Ten More Places to Distribute Your Game

Sommario/riassunto

Learn how to create great games for Android phones Android phones are rapidly gaining market share, nudging the iPhone out of the top spot. Games are the most frequently downloaded apps in the Android market, and users are willing to pay for them. Game programming can be challenging, but this step-by-step guide explains the process in easily understood terms. A companion Web site offers all the programming examples for download.Presents tricky game programming topics--animation, battery conservation, touch screen input, and adaptive interface issues--in the straightforward, ea

2. Record Nr.	UNINA9910166634803321
Autore	Pyrhonen Juha
Titolo	Electrical machine drives control : an introduction / / Juha Pyrhonen, Valeria Hrabovcova, R. Scott Semken
Pubbl/distr/stampa	Chichester, West Sussex, England : , : Wiley, , 2016 ©2016
ISBN	1-119-26040-X 1-119-26044-2 1-119-26047-7
Descrizione fisica	1 online resource (527 p.)
Disciplina	621.46
Soggetti	Electric driving Electric motors - Electronic control
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 at the end of each chapters and index.
Nota di contenuto	Electrical Machine Drives Control: An Introduction; Contents; Preface; Abbreviations and Symbols; 1: Introduction to electrical machine drives control; 1.1 What is an electrical machine drive?; 1.2 Controlled variable speed drives; 1.2.1 DC variable speed drives; 1.2.2 AC variable speed drives; 1.3 Electrical machine drive implementation; 1.4 Controlled electrical drives and energy efficiency; 1.5 The electrical drive as an element of a controlled industrial process; References; 2: Aspects common to all controlled electrical machine drive types 2.1 Pulse width modulation converter electrical motor drive 2.2 Converter interface to power source; 2.3 Fundamental mechanics; 2.4 Basic mechanical load types; 2.5 Proportional-integral-derivative controller in electrical drives; 2.6 The speed, torque, or position control of an electrical drive; 2.7 Control time rates and embedded system principles; 2.8 Per-unit values; 3: The fundamentals of electric machines; 3.1 Energy conversion in electric machines; 3.2 Industrial machine windings; 3.3 Effective winding turns and spatial harmonics; 3.4 Induction machine rotors; 3.5 The damper winding 3.6 AC winding systems 3.7 DC machine windings; 3.8 The brushless DC machine; 3.9 The magnetic circuit of an electric machine; 3.10

Motor voltage, flux linkage, flux, field weakening, and voltage reserve; 3.11 Motors in power-electronic electrical drives; References; 4: The fundamentals of space-vector theory; 4.1 Introduction to the space vector for current linkage; 4.1.1 Mathematical representation of the space vector; 4.1.2 Two-axis representation of the space vector; 4.1.3 Coordinate transformation of the space vector; 4.2 Space-vector equivalent circuits and the voltage-vector equations 4.3 Space-vector model in the general reference frame 4.4 The two-axis model; 4.5 Application of space-vector theory; References; 5: Torque and force production and power; 5.1 The Lorentz force; 5.2 The general equation for torque; 5.3 Power; 5.4 Reluctance torque and co-energy; 5.5 Reluctance torque and the cross-field principle in a rotating field machine; 5.6 Maxwell's stress tensor in the definition of torque; References; 6: Basic control principles for electric machines; 6.1 The control of a DC machine; 6.2 AC machine control basics; 6.3 Vector control of AC motors 6.4 Direct flux-linkage control and direct torque control 6.4.1 The basis of direct torque control; 6.4.2 DFLC implementation; 6.4.3 Shortcomings of direct flux-linkage control; 6.5 Improving DFLC to achieve DTC; 6.5.1 Current model correction; 6.5.2 Stator flux-linkage eccentricity correction; 6.6 Other control principles; References; 7: DC and AC power electronic topologies - modulation for the control of rotating-field motors; 7.1 The thyristor bridge as a power-electronic drive component; 7.2 The cycloconverter; 7.3 The load commutated inverter drive 7.4 Voltage source inverter power stages

3. Record Nr.	UNINA9910795903703321
Autore	Narvaez Lane <1951->
Titolo	Differentiation at work, K-5 : principles, lessons, and strategies / / Lane Narvaez, Kay Brimijoin ; foreword by Carol Ann Tomlinson
Pubbl/distr/stampa	Thousand Oaks, Calif. : , : Corwin, , 2010
ISBN	9781452282558 9781742395708 1452296154 1452282552
Descrizione fisica	1 online resource (xii, 224 pages) : illustrations
Collana	Gale eBooks
Disciplina	372.1394
Soggetti	Individualized instruction Education, Elementary
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	1. Making differentiation successful for students and teachers -- 2. Coaching: supporting expertise in differentiation -- 3. Designing curriculum and defining the KUD -- 4. The critical role of preassessment -- 5. Management in the differentiated classroom -- 6. Primary lessons incorporating tiered lesson and thinkDOTS strategies -- 7. Intermediate lessons incorporating tiered lesson and RAFT strategies -- 8. Conclusion and resources.
Sommario/riassunto	With information for administrators and authentic tools for teachers, this hands-on resource demonstrates how student achievement increases when an entire school focuses on making differentiation work.