

1. Record Nr.	UNINA990006516090403321
Autore	Brons-Albert, Ruth
Titolo	Gesprochenes Standarddeutsch : Telefondialoge / Ruth Brons-Albert
Pubbl/distr/stampa	Tübingen : Gunter Narr, 1984
ISBN	3-87808-942-2
Descrizione fisica	196 p. ; 21 cm
Collana	Studien zur deutschen grammatik ; 18
Disciplina	435 438
Locazione	FSPBC FLFBC
Collocazione	XV TB 90 (18) 435 BRO 1
Lingua di pubblicazione	Tedesco
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr.	UNISALENTO991003226399707536
Autore	Ciampi, Sebastiano
Titolo	Osservazioni sopra l'opera del sig. Alessandro da Morrona che ha per titolo Pisa illustrata nelle arti del disegno
Pubbl/distr/stampa	Pisa, R. Prosperi, 1812
Descrizione fisica	[3], 73, [2] p. : iv tav. (pt. pieg.); 20 cm.
Soggetti	Da Morrona, Alessandro, 1741-1821.. Pisa illustrata nelle arti del disegno Da Morrona, Alessandro, 1741-1821.. Pisa illustrata nelle arti del disegno
Lingua di pubblicazione	Italiano
Formato	Microfilm
Livello bibliografico	Monografia
Note generali	Riproduzione in microfiche dell'originale conservato presso la Biblioteca Apostolica Vaticana

3. 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.

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