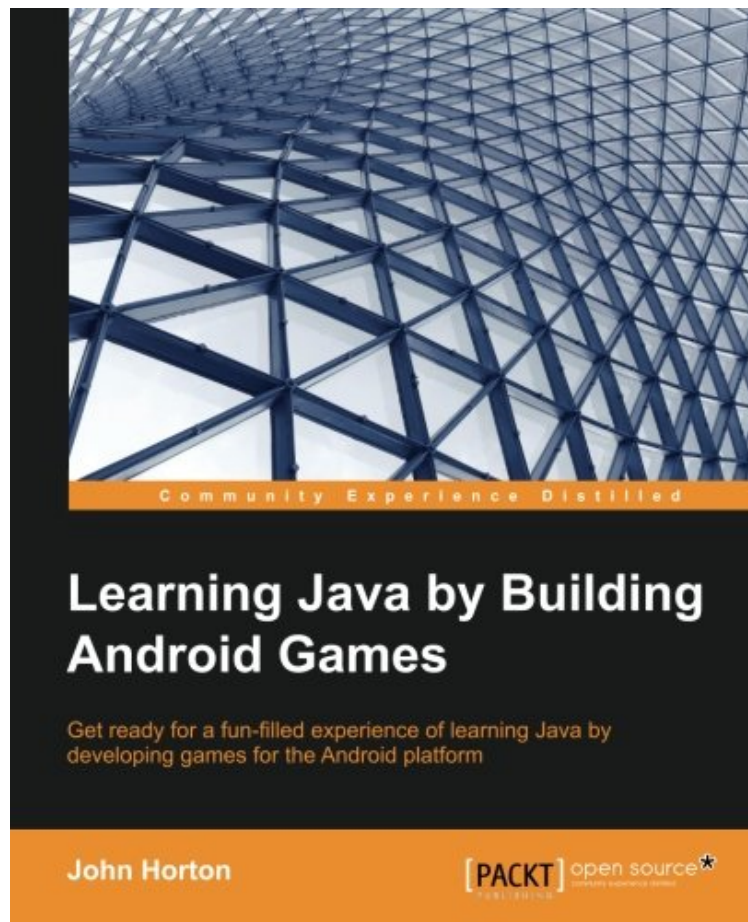


Learning Java by Building Android Games - Explore Java Through Mobile Game Development

John Horton

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John Horton : Learning Java by Building Android Games - Explore Java Through Mobile Game Development before purchasing it in order to gauge whether or not it would be worth my time, and all praised Learning Java by Building Android Games - Explore Java Through Mobile Game Development:

2 of 3 people found the following review helpful. Excellent book! I have this one and John's follow ...By A. Durchanek Excellent book! I have this one and John's follow up book, Android Game Programming By Example. This book assumes little, if any, experience in java and android studio. (With that being said, the more you know about programming the better off you will be obviously.) Ultimately, using both books and gamecodeschool.com (which is his website he runs), I was able to create exactly the type of game I wanted. He also provides support and answers questions if you get stuck which is EXTREMELY helpful because honestly there is no way around it: you will get stuck (Not because of the book obviously, but because programming is challenging!). It is definitely an added bonus

when you know he is there to help you out. This book fills a special niche in the game programming world and while there are a few other books out there that might be similar, they are either outdated, lack support or has some other problem that make this series the best. You will not be disappointed! 35 of 36 people found the following review helpful. Meet Java itself and learn to Speak Java for Android By mrGottI got this book through other site and have couple of things to say about it. I've been a PHP developer for last 7 years and I wanted to bring something new to my world of programming. I decided to play around with Java. I did some researches and found that Java has been #1 most popular and requested programming language for years now and looking at forecasts the future is bright for Java and the developers themselves. There are quite a lot of books, tutorials and tons of articles about Java programming. I started from Java: A Beginner's Guide. But soon I got bored with it. There's too much theory and knowing the process of learning by yourself (like I had with PHP/HTML/CSS/jQuery) you need to develop some application that you can test, play around, maybe dig a little bit more on the web and add some cool features on your own. And that makes you feel the level of accomplishment. Java: A Beginner's Guide is a great book but it's more like a dictionary, something that stays on your shelf and you need it when you need to find definitions and explanations of something very Java specific. It's more like official documentation of Java. After digging through tons of books and their contents I discovered Learning Java by Building Android Games. It was a great discovery, yeah I mean it. The title is self-explanatory, clear and very intriguing. How can you build an application and a game without knowing the programming language itself? The key is - the book is very well organized. First it starts with giving an overall look at the Java and Android worlds. Then you set up the environment where you'll be working and the author, John Horton uses Android Studio and this is one more plus to this book. Android Studio is cross platform, neat design and enhanced with all tools and UI elements that you need for your Android application, the way like Xcode is organized for iOS development. When you are building an application it is crucial to have the visual and design parts to be ready for the use so you can directly start thinking of your project and not how to make a table view item? How to make a button? In addition Android Studio has built in SDK of Android and Android emulator so you don't have to install manually as if in case you would work with NetBeans or Eclipse. Personally I love NetBeans and I use it on a daily basis when working with PHP/HTML/CSS/JS, but I wouldn't use it if I was building Android apps. Next you meet Java itself and learn to Speak Java. Everything is very well organized, and when reading more and more you get more involved into this book. The apps you build will feature sound FX, graphics, and animations. You will learn everything from using the standard Android User Interface (UI) designer. After each chapter you feel that your knowledge is not just theory but it is a practical stuff that you know about Java language and real programming. By the end of the book you'll be able to say that you have finished products/applications/games (call them whatever you want) and you can now build your own apps based on examples for the book, or just go and publish them. When I finished reading this book I had the feeling of achievement. Now I know a lot about Java programming and can build applications and games for Android with ease. Learning Java by Building Android Games by John Horton should be a discovery for everyone, novice or experienced developer to dive into the Android world with Java. This book falls into my Top 10 list of books, for sure. 0 of 0 people found the following review helpful. Five Stars By Customer Everything is perfect except that the delivery is too slow.

Key Features Acquaint yourself with Java and object-oriented programming, from zero previous experience Build four cool games for your phone and tablet, from retro arcade-style games to memory and education games, and gain the knowledge to design and create your own games too Walk through the fundamentals of building games and use that experience as a springboard to study advanced game development or just have fun **Book Description** Android is the fastest growing operating system (OS) with one of the largest installed bases of any mobile OS. Android uses one of the most popular programming languages, Java, as the primary language for building apps of all types. So, you should first obtain a solid grasp of the Java language and its foundation APIs to improve the chances of succeeding as an Android app developer. This book will show you how to get your Android development environment set up and you will soon have your first working game. The difficulty level grows steadily with the introduction of key Java topics such as loops, methods, and OOP. You'll then use them in the development of games. You will learn how to build a math test game, a Simon-like memory game, a retro pong-style game, and for the grand finale, a Snake-style, retro arcade game with real Google Play leaderboards and achievements. The book has a hands-on approach and is packed with screenshots. **What You Will Learn** Set up an efficient, professional game development environment in Android Studio Build your very own Android UI using easy-to-use tools in Android Studio Add real-time interaction with Java threads and implement locking/handling screen rotation, pixel graphics, clicks, animation, sound FX, and many other features in your games Explore object-oriented programming (OOP) and design scalable, reliable, and well-written Java games or apps on almost any Android device Build and deploy a graphical pong-style game using advanced OOP concepts Explore APIs and implement advanced features such as online leaderboards and achievements using Google game services Make your game compelling to be the next big hit on Google Play market with a content update strategy and in-game marketing **About the Author** John Horton is a technology enthusiast based in UK. When he is not writing apps, books, or blog articles for Game Code School, he can usually be found playing computer games or indulging in a

Nerf war. Table of Contents Why Java, Android, and Games? Getting Started with Android Speaking Java Your First Game Discovering Loops and Methods Gaming and Java Essentials OOP Using Other People's Hard Work Retro Squash Game The Snake Game Making Your Game the next Big Thing

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