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"This multiple-volume publication advances the emergent field of mobile computing offering research on approaches, observations and models pertaining to mobile devices and wireless communications from over 400 leading researchers"--Provided by publisher.

Beginning Android 4 Games Development offers everything you need to join the ranks of successful Android game developers. You'll start with game design fundamentals and programming basics, and then progress toward creating your own basic game engine and playable game that works on Android 4.0 and earlier devices. This will give you everything you need to branch out and write your own Android games. The potential user base and the wide array of available high-performance devices makes Android an attractive target for aspiring game developers. Do you have an awesome idea for the next break-through mobile gaming title? Beginning Android 4 Games Development will help you kick-start your project. The book will guide you through the process of making several example games for the Android platform, and involves a wide range of topics: The fundamentals of Android game development targeting Android 1.5-4.0+ devices The Android platform basics to apply those fundamentals in the context of making a game The design of 2D and 3D games and their successful implementation on the Android platform

The author presents a broad perspective on the psychological and sociological roots of aggression, illustrating his analysis with true-crime examples. Many of the examples show the relationship between neglect and abuse in early childhood and later violence.

"This reference book brings together various perspectives on the usage and application of mobile technologies and networks in global business"--Provided by publisher.

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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.

For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

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community of hackers, gadgeteers, and technicians XDA's Android Hacker's Toolkit is a simple, one-stop resource on hacking techniques for beginners.

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In recent years the LSI technology has witnessed a revolutionary development, and allowed substantial reductions in the size and cost of digital logic circuitry. Computer system building blocks have progressed from the level of discrete components to the level of complex ICs involving many logic circuits on a single "chip". The invention and wide applications of microprocessors have changed the philosophy of the signal processing, measurement and control engineering fields. The microprocessor-based digital signal processing systems and controllers have replaced the conventional ones based on standard analog and digital computing equipment. The first microprocessors and "on-chip" computers have appeared towards the end of 71 beginning 72. Their evolution since then and the number of applications, in which they have been utilized, have both been extremely spectacular. New system concepts and hardware/software tools are steadily under development to support the microprocessor in its multiple and complex tasks. The goal of this book is to provide a cohesive and well-balanced set of contributions dealing with important aspects and applications of microprocessors to signal processing, measurement and system control. The majority of contributions include sufficient review material and present rather complete treatments of the respective topics.

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