

In just 24 sessions of one hour or less, Sams Teach Yourself Android Game Programming in 24 Hours will help you master mobile game development for Android 4. Using a straightforward, step-by-step approach, you'll gain hands-on expertise with the entire process: from getting access to the hardware via the Android SDK to finishing a complete example game. You'll learn to use the Android SDK and open source software to design and build fast, highly playable games for the newest Android smartphones and tablets. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Android game programming tasks. Quizzes and exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Jonathan Harbour is a writer and instructor whose love for computers and video games dates back to the Commodore PET and Atari 2600 era. He has a Master's in Information Systems Management. His portfolio site at <http://www.jharbour.com> includes a discussion forum. He also authored Sams Teach Yourself Windows Phone 7 Game Programming in 24 Hours. His love of science fiction led to the remake of a beloved classic video game with some friends, resulting in Starflight—The Lost Colony (<http://www.starflightgame.com>). Learn how to... Install and configure the free development tools, including the Android 4 SDK, Java Development Kit, and Eclipse (or NetBeans) Use the Android graphics system to bring your game characters to life Load and manage bitmaps, and use double buffering for better performance Incorporate timing and animation with threaded game loops Tap into the touch screen for user input Learn to use Android sensors such as the accelerometer, gyroscope, compass, light detector, and thermometer Integrate audio into your games using the media player Build your own game engine library to simplify gameplay code in your projects Animate games with sprites using atlas images and fast matrix transforms Employ object-oriented programming techniques using inheritance and data hiding Create an advanced animation system to add interesting behaviors to game objects Detect collisions and simulate realistic movement with trigonometry Experiment with an evolving engine coding technique that more naturally reflects how games are written

In just 24 sessions of one hour or less, Sams Teach Yourself Maya® in 24 Hours will help you master Autodesk Maya 2014 and use it to create outstanding 3D graphics and animations. Using this book's straightforward, step-by-step approach, you'll master powerful Maya 2014 tools for modeling, texturing, rigging, animating, lighting, rendering, and more. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Maya tasks. Quizzes and exercises test your knowledge of key Maya 2014 tools at the end of each hour. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Learn how to... Get comfortable with Autodesk Maya 2014's complex interface Quickly access the Maya 2014 tools you need for any task Efficiently manage your assets and files Model with polygonal geometry and NURBS curves/surfaces Unfold UVs and apply textures Create node networks in the hypershade Model highly realistic characters Utilize relationships and make nodes work together Rig your objects and characters for animation Add animated movement to your scenes Create and adjust cameras Build diverse shapes with BlendShapes Animate using dynamics and simulations Script and automate common tasks Improve realism with particles, hair/cloth effects, and more Correctly light your scenes Render your final imagery Work effectively with film Manage your projects and scene workflows more efficiently On the DVD: The accompanying DVD contains how-to videos for dozens of key Maya 2014 tasks, extensive sample art and models, and additional bonus content.

Demonstrates the UML syntax, diagrams, and development process in a tutorial consisting of twenty-four one-hour lessons

Covers UML syntax and diagrams, object-oriented design, links, associations, inheritance, the development process, and modeling systems

NoSQL database usage is growing at a stunning 50% per year, as organizations discover NoSQL's potential to address even the most challenging Big Data and real-time database problems. Every NoSQL database is different, but one is the most popular by far: MongoDB. Now, in just 24 lessons of one hour or less, you can learn how to leverage MongoDB's immense power. Each short, easy lesson builds on all that's come before, teaching NoSQL concepts and MongoDB techniques from the ground up. Sams Teach Yourself NoSQL with MongoDB in 24 Hours covers all this, and much more: Learning how NoSQL is different, when to use it, and when to use traditional RDBMSes instead Designing and implementing MongoDB databases of diverse types and sizes Storing and interacting with data via Java, PHP, Python, and Node.js/Mongoose Choosing the right NoSQL distribution model for your application Installing and configuring MongoDB Designing MongoDB data models, including collections, indexes, and GridFS Balancing consistency, performance, and durability Leveraging the immense power of Map-Reduce Administering, monitoring, securing, backing up, and repairing MongoDB databases Mastering advanced techniques such as sharding and replication Optimizing performance

3.5 Hours of Video Instruction Overview A quick hands-on video introduction to the MEAN web programming stack MongoDB, Express, AngularJS, and Node.js Description Recorded live at a workshop training session, MEAN Web Development Workshop allows you to sit in as expert trainer Marc Wandschneider covers the fundamentals of the MEAN stack MongoDB, Express, AngularJS, and Node.js while walking the workshop participants through the process of creating real-world web applications. The first section covers using Node.js to build the backend web server components, the next section covers using MongoDB as the data store for the Node.js backend components, and the final section covers using AngularJS as the client-side framework for the web application. Code files for the author's examples are available on GitHub at <https://github.com/marcwan/MeanWorkshop> About the Instructor Marc Wandschneider has worked extensively with open source and web development platforms. He travels the globe, consulting as a lead manager for software projects and teams. He is the author of the book Learning Node.js (Addison-Wesley) and the video courses Learning AngularJS and Learning Node.js LiveLessons . A graduate of the McGill University School of Computer Science, he spent five years working for Microsoft, where he developed and managed developers on the Visual Basic, Visual J++, and .NET Windows Forms teams. Skill Level Beginner Intermediate What You Will Learn Ability to Create High Performance Web Applications Understanding of the AngularJS Framework Ability to Create and Maintain MongoDB Databases Understanding of Node.js Development Ability to Build Web Service in Node.js Who Should Take This Course Web developers and instructors who want to quickly get up to speed with the fundamentals of the MEAN stack Course Requirements Basic Understanding of JavaScript and web development About LiveLessons Video Training The LiveLessons Video Training series publishes hundreds of hands-on, expert-led video tutorials covering a wide selection of technology topics designed to teach you the skills you need to succeed. This professional and personal technology video series features world-

leading author instructors published by your trusted technology brands: Addison-Wesley, Cisco Press, IBM Press, Pearson IT Certification, Prentice Hall, Sams, and Que. Topics include: IT Certification, Programming, Web Development, Mobile Development, Home and Office Technologies, Business and M...

Written with clarity and a down-to-earth approach, Sams Teach Yourself SQL Server 2005 Express in 24 Hours covers the basics of Microsoft's latest version of SQL Server. Expert author Alison Balter takes you from basic concepts to an intermediate level in 24 one-hour lessons. You will learn all of the basic tasks necessary for the administration of SQL Server 2005. You will also learn how to write and fully utilize: SQL Server stored procedures Functions Triggers using T-SQL, VB.NET, and C# You will also learn how to output SQL Server data to reports and the Internet. Sams Teach Yourself SQL Server 2005 Express in 24 Hours is a well-organized, authoritative introduction that will quickly have you up and running with SQL Server 2005.

Learn jQuery and JavaScript in 24 one-hour lessons Sams Teach Yourself jQuery and JavaScript in 24 Hours helps you build dynamic single-page web apps that deliver the rich experiences your users want. This book's straightforward, step-by-step approach shows you how to create effects, animations, lists, complex forms, and more. In just a few hours, you'll be building great user interfaces for any device, even the newest smartphones and tablets. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common jQuery and JavaScript development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills Notes and tips point out shortcuts and solutions Learn how to... Quickly start building web pages with jQuery and JavaScript Master jQuery syntax, logic, functions, and objects Efficiently access, manipulate, and navigate DOM elements Build highly interactive web pages with events and event handlers Implement cookies, pop-up windows, and timers Create animations, special effects, and image galleries Construct, interact with, and validate forms Use advanced elements, such as table filters, custom dialogs, and dynamic sparklines Access server-side data via AJAX Work with data using JSON, XML, queues, and binding Build superior user interfaces more quickly with jQuery UI Add richer page interactions with jQuery UI Widgets Create mobile-friendly pages with jQuery Mobile Customize your mobile pages with jQuery Mobile ThemeRoller Contents at a Glance PART I: Introduction to jQuery and JavaScript Development HOUR 1: Intro to Dynamic Web Programming HOUR 2: Debugging jQuery and JavaScript Web Pages HOUR 3: Understanding Dynamic Web Page Anatomy HOUR 4: Adding CSS/CSS3 Styles to Allow Dynamic Design and Layout HOUR 5: Jumping into jQuery and JavaScript Syntax HOUR 6: Understanding and Using JavaScript Objects PART II: Implementing jQuery and JavaScript in Web Pages HOUR 7: Accessing DOM Elements Using JavaScript and jQuery Objects HOUR 8: Navigating and Manipulating jQuery Objects and DOM Elements with jQuery HOUR 9: Applying Events for Richly Interactive Web Pages HOUR 10: Dynamically Accessing and Manipulating Web Pages HOUR 11: Accessing Data Outside the Web Page PART III: Building Richly Interactive Web Pages HOUR 12: Enhancing User Interaction Through Animation and Other Special Effects HOUR 13: Interacting with Web Forms HOUR 14: Creating Advanced Web Page Elements PART IV: Advanced Concepts HOUR 15: Accessing Server-Side Data via AJAX HOUR 16: Interacting with External Services, Facebook, Google, Twitter, and Flickr PART V: jQuery UI HOUR 17: Introducing jQuery UI HOUR 18: Using jQuery UI Effects HOUR 19: Advanced Interactions Using jQuery UI Interaction Widgets HOUR 20: Using jQuery UI Widgets to Add Rich Interactions to Web Pages PART VI: jQuery Mobile HOUR 21: Introducing Mobile Website Development HOUR 22: Implementing Mobile Web Pages HOUR 23: Formatting Content in Mobile Pages HOUR 24: Implementing Mobile Form Elements and Controls

In just 24 sessions of one hour or less, Sams Teach Yourself Node.js in 24 Hours will help you master the Node.js platform and use it to build server-side applications with extraordinary speed and scalability. Using this text's straightforward, step-by-step approach, you'll move from basic installation, configuration, and programming all the way through real-time messaging between browser and server, testing and deployment. Every lesson and case-study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Node.js development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present valuable additional information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... · Create end-to-end applications entirely in JavaScript · Master essential Node.js concepts like callbacks and quickly create your first program · Create basic sites with the HTTP module and Express web framework · Manage data persistence with Node.js and MongoDB · Debug and test Node.js applications · Deploy Node.js applications to thirdparty services, such as Heroku and Nodester · Build powerful real-time solutions, from chat servers to Twitter clients · Create JSON APIs using JavaScript on the server · Use core components of the Node.js API, including processes, child processes, events, buffers, and streams · Create and publish a Node.js module

Offers instruction in the fundamentals of Java while profiling the new and advanced features of JBuilder 2

In just 24 lessons of one hour or less, Sams Teach Yourself JavaScript in 24 Hours helps you learn the fundamentals of programming using the JavaScript language. Designed for beginners with no previous programming experience, this book's straightforward, step-by-step approach shows you how to use JavaScript to add a wide array of interactive features and effects to your web pages. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common JavaScript programming tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions. Learn how to: Use JavaScript to build dynamic, interactive web pages Debug scripts Create scripts that work in all browsers Write clear, reliable, and reusable code Use object-oriented programming techniques Script with the DOM Access JSON data Work with HTML5 and CSS3 Leverage the popular jQuery library Control CSS with simple JavaScripts Read and write cookies Use some of the new ECMAScript 6 features today Get started with frameworks such as AngularJS Build browser add-ons and extensions Who This Book Is For: Those who have at least a basic understanding of HTML and web page design in general and want to move on to adding some extra interactivity to your pages. Those who currently code in another programming language and want to see what additional capabilities JavaScript can add to your armory Someone who has never done any computer programming. Browse through an HTML primer before using this book. You don't need to be an HTML expert to use JavaScript but should have a basic understanding. Contents at a Glance: Part I: First Steps with JavaScript 1 Introducing JavaScript 2 Writing Simple Scripts 3 Using Functions 4 DOM Objects and Built-in Objects Part II: Cooking with Code 5 Numbers and Strings 6 Arrays 7 Program Control Part III: Objects 8 Object-Oriented Programming 9 Scripting with the DOM 10 Meet JSON Part IV: HTML5 and CSS3 11 JavaScript and HTML5 12

applications. Understand how AngularJS is organized and learn best practices for designing AngularJS applications Find out how to define modules and utilize dependency injection Quickly build AngularJS templates with built-in directives that enhance the user experience Bind UI elements to your data model, so changes to your model and UI occur automatically in tandem Define custom AngularJS directives that extend HTML Implement zoomable images, expandable lists, and other rich UI components Implement client-side services that interact with web servers Build dynamic browser views to provide even richer user interaction Create custom services you can easily reuse Design unit and end-to-end tests for AngularJS applications Contents at a Glance 1 Jumping Into JavaScript Setting Up a JavaScript Development Environment Using Node.js Defining Variables Understanding JavaScript Data Types Using Operators Implementing Looping Creating Functions Understanding Variable Scope Using JavaScript Objects Manipulating Strings Working with Arrays Adding Error Handling 2 Getting Started with AngularJS Why AngularJS? Understanding AngularJS An Overview of the AngularJS Life Cycle Separation of Responsibilities Integrating AngularJS with Existing JavaScript and jQuery Adding AngularJS to Your Environment Bootstrapping AngularJS in an HTML Document Using the Global APIs Creating a Basic AngularJS Application Using jQuery or jQuery Lite in AngularJS Applications 3 Understanding AngularJS Application Dynamics Looking at Modules and Dependency Injection Defining an AngularJS Module Object Creating Providers in AngularJS Modules Implementing Providers and Dependency Injection Applying Configuration and Run Blocks to Modules 4 Implementing the Scope as a Data Model Understanding Scopes Implementing Scope Hierarchy 5 Using AngularJS Templates to Create Views Understanding Templates Using Expressions Using Filters Creating Custom Filters 6 Implementing Directives in AngularJS Views Understanding Directives Using Built-in Directives 7 Creating Your Own Custom Directives to Extend HTML Understanding Custom Directive Definitions Implementing Custom Directives 8 Using Events to Interact with Data in the Model Browser Events User Interaction Events Adding \$watches to Track Scope Change Events Emitting and Broadcasting Custom Events 9 Implementing AngularJS Services in Web Applications Understanding AngularJS Services Using the Built-in Services Using the \$q Service to Provide Deferred Responses 10 Creating Your Own Custom AngularJS Services Understanding Custom AngularJS Services Integrating Custom Services into Your AngularJS Applications 11 Creating Rich Web Application Components the AngularJS Way Building a Tabbed View Implementing Draggable and Droppable Elements 204 Adding a Zoom View Field to Images Implementing Expandable and Collapsible Elements Adding Star Ratings to Elements A Testing AngularJS Applications Deciding on a Testing Platform Understanding AngularJS Unit Tests Understanding AngularJS End-to-End Testing

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Sams Teach Yourself Windows Networking in 24 Hours is the only introductory networking book on the market to focus on connectivity issues regarding all releases of Windows-95, 98, and NT. The book requires no previous knowledge of networking. In just 24 one-hour lessons, learn to understand network interface cards and drivers; the strengths and limitations of various cabling schemes; the intricacies of TCP/IP addressing, sub-netting and routing; the choices available in transport protocols, their strengths and weaknesses; and how and where to implement security measures to protect the network and its data

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Provides review information, practice exercises, and a sample test for Microsoft certification

In just 24 lessons of one hour or less, Sams Teach Yourself Swift in 24 Hours helps you build next-generation OS X and iOS apps with Apple's new Swift programming language. This book's straightforward, step-by-step approach helps you quickly master Swift's core concepts, structure, and syntax and use Swift to write safe, powerful, modern code. In just a few hours you'll be applying advanced features such as extensions, closures, protocols, and generics. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common Swift development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions. Learn how to... Set up your Swift development environment Master Swift's fundamental data types and operators Make the most of arrays and dictionaries Control program flow, modify execution paths, and iterate code Perform complex actions with functions Work with higher-order functions and closures Harness the power of structs, enums, classes, and class inheritance Customize initializers of classes, structs, and enums Implement instance methods, type methods, and advanced type functionality Take full advantage of Swift's advanced memory allocation Extend type functionality with protocols and extensions Leverage the power of generics, chaining, and other advanced features Interoperate with Objective-C code Interact with user interfaces Take advantage of Swift's Standard Library features and functions Who Should Read this Book Beginner-intermediate level programmers Advanced programmers who are not yet familiar with Swift can benefit

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