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観光名所案内アプリ オリジナルwebブラウザ お手軽twitterクライアント core dataを使ったtodo管理アプリ 音楽再生機能付きスライドショー p2p通信を使った対戦ゲーム モーションセンサを使ったアクションゲーム 充実のサンプルアプリケーション チュートリアル iphone sdkによるやさしいアプリケーション開発入門 センサープログラムでsfの世界を実現する 豊富なサンプルプログラム kinect ultra あのスーパーヒーローに変身 仮想試着 衣服の画像を人体映像に自動合成 apiリファレンスも充実 この商品はタブレットなど大きいディスプレイを備えた端末で読むことに適しています また 文字だけを拡大することや 文字列のハイライト 検索 辞書の参照 引用などの機能が使用できません 本書は カラー画像やdepthデータ bodyデータの使い方 音声データ 方向の取得方法 顔の位置 表情の検出 詳細な顔モデルの解析 3dスキャンのkinectfusion ジェスチャーの認識方法や音声認識等について解説します また センサーの性能を分析し 独自処理を実装することで kinectを高性能化します v2に搭載されるとアナウンスされつつ 最終的にサポート外となった心拍の取得を独自アルゴリズムで実装します この商品はタブレットなど大きいディスプレイを備えた端末で読むことに適しています また 文字だけを拡大することや 文字列のハイライト 検索 辞書の参照 引用などの機能が使用できません java経験者のためのeclipseを使ったandroidプログラミング入門書です androidは新時代の主流osともいえる地位を確立しつつあります androidにはjavaが使われていますが 既存のjava seとは似て非なるため java経験者でも 新しい言語を最初から習得するつもりで学習しなければなりません 本書は 統合開発環境eclipseを使ってjdk 7によるandroidプログラミングを徹底解説します guiとアプリの基本 アクションバー インテント ハードウェアアクセス ウィジェット オプションメニュー ノーティフィケーション データ管理 ダイアログ レイアウト グラフィック描写 サービスなどがしっかりわかります サンプルのダウンロードサービス付き shows readers how to create pdf documents that are far more powerful than simple representations of paper pages helps them get around common pdf issues and introduces them to tools that will allow them to manage content in pdf navigating it and reusing it as necessary this book is a collection of notes and sample codes written by the author while he was learning android system topics include installing of android sdk on windows creating and running android emulators developing first android application helloandroid creating android project with android command building installing and running the debug binary package inspecting android application package apk files using android debug bridge adb tool copying files from and to android device understanding android file systems using android java class libraries using adb logcat command for debugging updated in 2023 version v3 05 with adb tutorials for latest updates and free sample chapters visit herongyang com android androidの実用アプリを開発するには 各種のコーディング手法を習得する必要があります そこで本書では 実践レシピを網羅的に解説 本書により androidプログラミング手法の理解を深め 実践への応用力を高めましょう 第1版では apilevel1のレシピを中心にapilevel9までを取り上げましたが 増補改訂版では apilevel11以上 sdk3 4 のレシピを追加 本書は androidrecipes aproblem solutionapproach 2ndedition の翻訳書です 製本の都合で2冊に分冊した紙の出版物 androidプログラミングレシピ増補改訂版アーキテクチャ ui ネットワーク編 および androidプログラミングレシピ増補改訂版メディア データ システム ライブラリ ndk編 を電子化にあたり 原書に同じく再度一冊にまとめた合本です 発行 インプレス この商品はタブレットなど大きいディスプレイを備えた端末で読むことに適しています また 文字だけを拡大することや 文字列のハイライト 検索 辞書の参照 引用などの機能が使用できません 世界の累計販売台数が1900万台に達し ますます人気が高まっている 超小型で安価なボード型コンピューター raspberry pi ラズパイ それを使って 今話題のaiスピーカーを作ります マイクとスピーカーをつなげば ソフトウエアはタダ amazon echo google homeのどちらにも仕立てられます ibm watsonも使ったり カメラで顔認証したり ラズパイから家電を操作したり 自分だけのオリジナルaiスピーカーを作りましょう ラズパイを使って既存のaiスピーカーを拡張する方法も紹介します the updated edition of the bestselling guide to android app development if you have ambitions to build an android app this hands on guide gives you everything you need to dig into the development process and turn your great idea into a reality in this new edition of android app development for dummies you ll find easy to follow access to the latest programming techniques that take advantage of the new features of the android operating system plus two programs are provided a simple program to get you started and an intermediate program that uses more advanced aspects of the android platform android mobile devices currently account for nearly 80 of mobile phone market share worldwide making it the best platform to reach the widest possible audience with the help of this friendly guide developers of all stripes will quickly find out how to install the tools they need design a good user interface grasp the design differences between phone and tablet applications handle user input avoid common pitfalls and turn a meh app into one that garners applause create seriously cool apps for the latest android smartphones and tablets adapt your existing apps for use on an android device start working with programs and tools to create android apps publish your apps to the google play store whether you re a new or veteran programmer android app development for dummies will have you up and running with the ins and outs of the android platform in no time beginning kinect programming with the microsoft kinect sdk gets you up and running developing kinect applications for your pc using microsoft tools and the official sdk you will have a working kinect program by the end of the first chapter the following chapters will open up the secrets of three dimensional vision skeleton tracking audio through the kinect and more examples illustrate the concepts in the form of simple games that react to your body movements the result is a fun read that helps you learn one of the hottest technologies out there today beginning kinect programming with the microsoft kinect sdk also provides building blocks and ideas for mashing up the kinect with other technologies to create art interactive games 3d models and enhanced office automation you ll learn the fundamental code basic to almost all kinect applications you ll learn to integrate that code with other tools and manipulate data to create amazing kinect applications beginning kinect programming with the microsoft kinect sdk is your gateway into the exciting world of three dimensional real time computer interaction helps you create a proper development environment for kinect applications covers the basics of three dimensional vision skeleton tracking gesture recognition and audio provides fun examples that keep you engaged and learning タブレット機能を活かした設計 実装ノウハウが学べる 2011年2月にリリースされたandroid sdk 3は 斬新なインターフェイスやウィジェットなど タブレット機能に特化したosです 市場では2011年4月以降 各メーカーからandroid sdk 3を搭載したデバイスが続々とリリースされています 本書は android sdk 3の特徴であるタブレット機能を活かしたアプリ開発手法をサンプルを交えて解説した書籍です 完成サンプルを通じて 特徴的なタブレット機能の開発方法を要点を押さえて学ぶことができます 加えてスマートフォンアプリ開発との違いや利用できる開発手法についても解説していますので すでにスマートフォンのandroidアプリ開発に携わっている方でも学べる内容となっています 本電子書籍は同名出版物を底本とし作成しました 記載内容は印刷出版当時のものです 印刷出版再現のため電子書籍としては不要な情報を含んでいる場合があります 印刷出版とは異なる表記 表現の場合があります 予めご了承ください プレビューにてお手持ちの電子端末での表示状態をご確認の上 商品をお買い求めください 翔泳社 cuda programming offers a detailed guide to cuda with a grounding in parallel fundamentals it starts by introducing cuda and bringing you up to speed on gpu parallelism and hardware then delving into cuda installation the microstrategy sdk customization essentials course teaches basic customizations of microstrategy using the microstrategy sdk topics covered include microstrategy architecture the microstrategy customization editor beans essential configuration files and the microstrategy developer library this book is for anyone who wants to have a go at creating commercially successfully games for android and ios you don t need game development or programming experience presents instructions for creating android applications for mobile devices using java the goal of this book is to teach the skills necessary to develop android based applications using the android studio development environment and the android 5 0 software development kit sdk beginning with the basics this book provides an outline of the steps necessary to set up an android development and testing environment an overview of android studio is included covering areas such as tool windows the code editor and the designer tool an introduction to the architecture of android is followed by an in depth look at the design of android applications and user interfaces using the android studio environment more advanced topics such as database management content providers and intents are also covered as are touch screen handling gesture recognition camera access and the playback and recording of both video and audio this edition of the book also covers features such as printing transitions and cloud based file storage in addition to covering general android development techniques the book also includes google play specific topics such as implementing maps using the google maps android api in app billing and submitting apps to the google play developer console chapters also cover advanced features of android studio such as gradle build configuration and the implementation of build variants to target multiple android device types from a single project code base assuming you already have some java programming experience are ready to download android studio and the android sdk have access to a windows mac or linux system and ideas for some apps to develop you are ready to get started jump in and build working android apps with the help of more than 200 tested recipes with this cookbook you ll find solutions for working with the user interfaces multitouch gestures location awareness web services and device features such as the phone camera and accelerometer you also get useful steps on packaging your app for the android market ideal for developers familiar with java android basics and the java se api this book features recipes contributed by more than three dozen developers from the android community each recipe provides a clear solution and sample code you can use in your project right away among numerous topics this cookbook helps you use guidelines for designing a successful android app work with ui controls effective layouts and graphical elements learn how to take advantage of android s rich features in your app save and retrieve application data in files sd cards and embedded databases access restful web services rss atom feeds and information from websites create location aware services to find locations and landmarks and situate them on google maps and openstreetmap test and troubleshoot individual components and your entire application shows developers how to harness the power of services such as google ebay paypal and amazon com from within an application whether it is based windows based or even a microsoft office application after a quick review of the basics readers will dive into more advanced techniques such as calling the apis from mobile devices office vba programs windows forms and applications and even how to integrate the various apis together for a complete solution veteran wrox author denise gosnell skillfully guides readers through the ins and outs of the various services the anatomy of an api query which features are available via the apis and how to get results from their own applicationsreaders will build two fully functional applications to apply what they have learned one a windows program the other a application a handy guide to speeding up scientific calculations with real world examples including simulation image processing and image registration この商品はタブレットなど大きいディスプレイを備えた端末で読むことに適しています また 文字だけを拡大することや 文字列のハイライト 検索 辞書の参照 引用などの機能が使用できません 電子版には冊子付録のコンテンツも収録しておりますが 紙版につくcd romは付録の収録はございません 電子化にあたり 著作権 使用権のない記事 写真 図表は掲載しておりません また 紙の本に付録が付いている場合 電子書籍 雑誌には含まれないこともあります 予めご了承ください 特集1 watson ai pythonで自然言語分類 特集2 身近な数学をpythonで学ぶ 前編 特集3 自分で作る ブロックチェーンwebアプリケーション 特集4 bbc micro bitで遊んでみよう 特集5 javascriptではじめる プログラミング入門 後半 特集6 自宅iotのためのプログラミング 特別付録 5日でわかる 人工知能プログラミング入門 この商品はタブレットなど大きいディスプレイを備えた端末で読むことに適しています また 文字だけを拡大することや 文字列のハイライト 検索 辞書の参照 引用などの機能が使用できません 本書はandroidアプリ開発の経験がなくても 手順どおりに操作するだけで ゲームアプリを作成して公開する楽しさが体験できる入門書です 全9章を順番に進めることで androidアプリの基

礎知識 開発環境の使い方 画面レイアウト コードの書き方 アプリ公開の手順までを学ぶことができます 章ごとに短いトピックで区切られているので 自分のペースで学べます pcスクールなどの教材としても適しています おみくじアプリ を作りながら androidアプリ開発の基礎を学びます 加速度センサーやバイブレーションといった スマホならではの機能に対応する方法も取り上げます この商品はタブレットなど大きいディスプレイを備えた端末で読むことに適しています また 文字だけを拡大することや 文字列のハイライト 検索 辞書の参照 引用などの機能が使用できません corona sdkはクロスプラットフォームなスマートフォンアプリ開発ツールです corona sdkは簡単に開発を始められ かつ本格的なゲームアプリができるということで 現在注目されています 本書はiphone android用の簡単なゲームを制作しながら corona sdkの基本から実践までを解説していきます chapter1は corona sdkの基本 として corona sdkの概要から開発環境の構築まで解説します chapter2 形合わせのパズルゲーム は基本編 corona sdkで簡単なパズルゲームを作りながら corona sdkでのアプリ制作の流れを習得します chapter3 カジュアルゲームを作る では横スクロールのアクションゲームを題材に 横レイアウトの設定やマルチレゾリューション対応 効果音の設定やアニメーション 背景のスクロールなど ゲームに必要なあれこれを解説します chapter4 物理演算を行なうゲームを作る は石積みゲームを題材に 物理演算について解説します chapter5 ネイティブ機能を利用したゲームを作る では加速度センサーを使ったゲームを作ります 合わせてiosやandroid用のアプリのビルドや 実機へアプリを転送する方法も解説します chapter6 plugin機能を利用したアプリ開発 では アプリ内への広告の表示 snsへの写真投稿を解説します 合わせて アプリレーティングのポップアップの表示方法や日本語名でのアプリ名表示なども説明しています chapter7 corona sdkをもっと知るために では corona sdkについてどのように情報収集すればよいかや corona sdk本家サイトの見方などを紹介しています また 章末のコラムでは corona sdkとit教育 といった教育現場でのcorona sdkの活用の話や composer apiによる画面遷移 アニメーション作成ツール 物理シェイプ作成ツール など開発時に役立つtipsを解説 スマートフォンアプリ開発のツールをお探しの方 簡単 に 楽しく 開発の勉強を始めてみたい方 プログラミングを学習したい方 corona sdkを勉強したい方 そういう方に ぜひ手にとってもらいたい1冊です 本書によって coronaが簡単で強力なプラットフォームであることを理解し アイデアを素晴らしいアプリとして開発することができます もし あなたが既に他の開発ツールを利用していたら いかに素早く画面に面白いものを表示できるかにきっと驚かれると思います 中略 coronaによって アイデアを実現するワクワクを感じていただけることを望んでいます 楽しいコーディングを corona labs創業者からのメッセージより wolfgang engel s gpu pro 360 guide to geometry manipulation gathers all the cutting edge information from his previous seven gpu pro volumes into a convenient single source anthology that covers geometry manipulation in computer graphics this volume is complete with 19 articles by leading programmers that focus on the ability of graphics processing units to process and generate geometry in exciting ways gpu pro 360 guide to geometry manipulation is comprised of ready to use ideas and efficient procedures that can help solve many computer graphics programming challenges that may arise key features presents tips and tricks on real time rendering of special effects and visualization data on common consumer software platforms such as pcs video consoles mobile devices covers specific challenges involved in creating games on various platforms explores the latest developments in the rapidly evolving field of real time rendering takes a practical approach that helps graphics programmers solve their daily challenges this book functions as a one stop shop for e commerce development with asp net 2 0 everything the reader needs to know from design and planning through coding to delivery and maintenance is addressed in a clear hands on manner the coverage complements and builds on the material in the book beginning asp net 2 0 e commerce providing professional developers with the skills they need to create high quality e commerce systems that fulfill their customers requirements the book assumes a working familiarity with asp net 2 0 but no prior expertise in e commerce at present no other book addresses e commerce on the net 2 0 platform introduction to 3d game programming with direct x 10 provides an introduction to programming interactive computer graphics with an emphasis on game development using directx 10 the book is divided into three main parts part i explores basic mathematical tools part ii shows how to implement fundamental tasks in direct3d and part iii demonstrates a variety of techniques and special effects book jacket improved speed accuracy and convenience yours for the taking ebay is continuously improving the features it offers buyers and sellers now the biggest improvements are ones you can build for yourself mining ebay services teaches you to create custom applications that automate buying and selling tasks and

make searches more precise do you have dozens of items to sell you can prepare complete descriptions and terms and submit them all with one click are you searching for an item with special purchasing or shipping conditions you can t do this manually but your custom application can would you benefit from charting your buying and selling trends this book shows you how to mine and organize information that simply isn t available otherwise all by itself the improvement in speed will dwarf anything you ve experienced especially if you connect to ebay via dial up but speed is just one piece of an entirely new way of navigating the ebay marketplace here s a little of what you ll find covered inside creating new listings in bulk and automatically submitting them getting all the facts you need about an item in one step performing searches based on shipping or payment terms completing tasks more quickly by working with locally stored ebay data working with ebay s new authentication and authorization technology ensuring the accuracy of your listings quickly accessing buyer and seller information using the new java and soap interfaces using calls to perform tasks not supported by the manual interface charting trends in your buying and selling habits tracking ebay listings with mobile devices developing secure applications automatically submitting feedback in batches you ll learn to do all of this and more using the language of your choice javascript vba visual basic 6 visual c 6 visual basic net c php or java you also get all the details on participating in various ebay developer programs where everything you need as an individual is completely free mastering cluster technology the linking of servers is becoming increasingly important for application and system programmers and network designers administrators and managers with microsoft s windows nt cluster server being the first to tie cluster technology with a major operating system it appears destined to take a leadership position in the industry introduction to microsoft windows nt cluster server provides all you need to know to develop your abilities for this essential technology the author provides both introductory and advanced material focused on the three basic functions fault tolerant computing failover load balancing and centralized administration and monitoring he guides the reader from the basics of cluster servers through microsoft s cluster server set up communication programming and administration written for professionals who are familiar with the windows nt operating system and have programming experience introduction to microsoft windows nt cluster server contains information instrumental in helping you achieve zero downtime drive even more value from virtualization write vmware applications that automate virtual infrastructure management companies running vmware have already achieved enormous gains through virtualization the next wave of benefits will come when they reduce the time and effort required to run and manage vmware platforms the vmware infrastructure software development kit vi sdk includes application programming interfaces apis that allow developers and administrators to do just that until now there has been little documentation for the apis in vmware vi and vsphere sdk software architect steve jin demystifies the entire vmware vi and new vsphere sdk and offers detailed task based coverage of using the apis to manage vmware more efficiently and cost effectively jin walks you through using the vi sdk and cloud computing vsphere sdk to manage esx servers esx clusters and virtualcenter servers in any environment no matter how complex drawing on his extensive expertise working with vmware strategic partners and enterprise customers he places the vi sdk in practical context presenting realistic samples and proven best practices for building robust effective solutions jin demonstrates how to manage every facet of a vmware environment including inventory host systems virtual machines vms snapshots vmotion clusters resource pools networking storage data stores events alarms users security licenses and scheduled tasks coverage includes understanding how the vi sdk fits into your vmware vi and cloud ready vsphere environment discovering the vi and vsphere sdk from the bottom up using the author s new vi java api to write shorter faster and more maintainable code managing vi and vsphere inventory and configurations moving running vms and storages across different physical platforms without disruption optimizing system resources hardening system securities backing up vms and other resources leveraging events alarms and scheduled tasks to automate the system management developing powerful applications that integrate multiple api features and run on top of or alongside vmware platforms using the vi sdk to monitor performance scripting with the vi sdk building solutions with vi perl powershell and jython avoiding the pitfalls that trip up vmware vi developers integrating with and extending vmware platforms using vi sdk this book is an indispensable resource for all vmware developers and administrators who want to get more done in less time for hardware vendors who want to integrate their products with vmware for isv developers building new vmware applications and for every professional and student seeking a deeper mastery of virtualization is it possible for javascript programmers to learn apple s ios 4 sdk and live to tell the tale technology guru danny goodman did and with this book he leaves a well marked trail for you to follow an authority on javascript since its inception goodman understands the challenges you might face in creating native ios apps with this sdk and introduces xcode objective c and cocoa touch in a context you ll readily understand why bother with the sdk when you can simply build web apps for apple s ios devices apps can t access an iphone s music library camera or ios system software for maps audio and more nor can you sell web apps in the app store if you want to take full advantage of the iphone and ipad ios 4 sdk is your tool and this is your book includes full coverage of ios sdk 4 2 learn the distinction between web app and ios native app programming create a workbench app to test code snippets throughout the learning process get a structural view of an ios app and compare the process of building objects in objective c versus javascipt discover how your code launches ios apps and makes them user ready learn about ios memory management details that are different from javascript including pointers and data types use objective c and cocoa touch to implement common javascript tasks これから始まるiphoneプログラミング store kitやmap kit core dataやシェイクapiなど バージョン3 0の新機能を詳しく解説 この商品はタブレットなど大きいディスプレイを備えた端末で読むことに適しています また文字だけを拡大することや 文字列のハイライト 検索 辞書の参照 引用などの機能が使用できません 数あるandroid解説書籍の中でも 内容の 幅広さ は一番 androidのアプリ開発に興味がある入門者の方から より深くandroidを知りたい脱入門を目指す方まで 広い層にお読みいただけます 大きな文字と対話式で読みやすい入門者向けの androidアプリを5日で作ろう と 中級者向けの 実践 androidプログラミング および cocos2d x javascriptゲーム開発入門 という2タイプの記事で構成するムックです 超基本と言える開発ツール android studio のインストールから 簡単なアプリの作成 そして 指紋認証 や ダイレクトシェアapi 2次元ゲームフレームワーク cocos2d x といった少し高度な話題までを扱います 実務で使えるサイト制作術のすべて この電子書籍は固定レイアウト型で配信されております 固定レイアウト型は文字だけを拡大することや 文字列のハイライト 検索 辞書の参照 引用などの機能が使用できません プロの現場で求められる サイト制作のノウハウを徹底詳解 第一線で活躍するプロが 実務で培った全知識 全ノウハウを具体的なデザイン案 コード例とともに詳解するスマートフォンサイト制作入門の決定版 スマートフォンサイトに求められるデザインと制作手法 既存のpcサイトを元にしてスマートフォンサイトを制作する方法 スマートフォンでの閲覧に最適化したサイトを制作する方法 レスポンシブwebデザインの基本 断片的な知識や小手先のテクニックだけでは実現できない スマートフォンに最適化されたサイト制作の基本と実践 基礎知識 スマートフォンサイト制作に必要なhtml5とcss3の基本コーディング デザイン スマートフォン向けのサ

イト設計と ページデザインの勘所 ワークショップ ９つのデザイン制作で学ぶ スマートフォンに最適化されたサイトの制作術 本書掲載のサンプルデータはすべてダウンロードできます さまざまなデバイスで適切に閲覧できる美しいスマートフォンサイトを制作する方法をこの一冊でしっかり習得できる currently there aren t any good books on windows graphics programming programmers looking for help are left to muddle their way through online documentation and api books that don t focus on this topic this book paves new ground covering actual graphics implementation hidden restrictions and performance issues programmers need to know about this practical book offers the knowledge and code you need to create cutting edge mobile applications and games for the iphone and ipod touch using apple s iphone sdk iphone sdk application development introduces you to this development paradigm and the objective c language it uses with numerous examples and also walks you through the many sdk frameworks necessary for designing full featured applications this book will help you design user interface elements with interface builder and the ui kit framework create application controls such as windows and navigation bars build and manage layers and transformations using core graphics and quartz core mix and play sound files using avfoundation and record and play back digital sound streams using audio toolbox handle network programming with the cfnetwork framework use the core location framework to interact with the iphone s gps add movie players to your application iphone sdk application development will benefit experienced developers and those just starting out on the iphone important development concepts are explained thoroughly and enough advanced examples are provided to make this book a great reference once you become an expert develop modern web uis with blazor server and blazor webassembly now introducing streaming and static server side rendering ssr and flexible hosting models in net 8 purchase of the print or kindle book includes a free ebook in pdf format key features create a production ready blazor application from start to finish find out how when and why to use blazor server and blazor webassembly as well as blazor hybrid explore crucial new coverage of streaming rendering server side rendering ssr flexible hosting models and blazor templates book descriptiondevelopment with blazor is your essential guide to building and deploying interactive web applications in c without relying on javascript written by an early blazor adopter and updated for net 8 this book takes you through the end to end development of an example app helping you to overcome common challenges along the way you ll pick up both blazor server and blazor webassembly and discover cutting edge tools to enrich your development experience responding to evolving needs this edition introduces flexible hosting models allowing you to mix and match hosting approaches to create flexible and scalable blazor applications it also presents the new blazor templates which provide ready made solutions to simplify and expedite development you ll learn about the game changing server side rendering ssr a hybrid hosting model blending the strengths of blazor server and blazor webassembly as well as streaming rendering a new technique that boosts the performance and user experience of blazor apps by the end of this book you ll have the confidence you need to create and deploy production ready blazor applications using best practices along with a big picture view of the blazor landscape what you will learn understand how and when to use blazor server blazor webassembly and blazor hybrid learn how to build simple and advanced blazor components explore how minimal apis work and build your own api discover how to use streaming rendering and server side rendering ssr mix and match different hosting models to create flexible and scalable blazor apps familiarise yourself with the new blazor templates that simplify development debug your blazor server and blazor webassembly applications who this book is for this book is for net web developers and software developers who want to use their existing c skills to build interactive web applications running either inside the web browser using blazor webassembly on the server using blazor server or a combination of the two you ll need basic knowledge of c and prior exposure to net web development before you get started the book will guide you through the rest this updated bestseller captures all the new changes to asp net in detail and includes a cd rom that integrates the book s contents into visual studio net s help files a hands on certification guide with practical examples and sample questions and answers to help biztalk developers pass the microsoft biztalk server 2010 70 595 exam if you are an intermediate level biztalk developer who wants to pass the microsoft biztalk server 2010 70 595 exam then this book is for you a working knowledge of fundamental biztalk concepts around the core messaging engine and building business processes using orchestrations is assumed but not required in addition core knowledge of windows communication foundation wcf and a basic understanding of electronic data interchange edi is recommended as part of the best selling pocket primer series this book provides an overview of the major aspects and the source code to use the latest versions of android it has coverage of the fundamental aspects of android that are illustrated via code samples for versions 4 x through 7 x and features the google pixel phone this pocket primer is primarily for self directed learners who want to learn android programming and it serves as a starting point for deeper exploration of its numerous applications companion disc also available for downloading from the publisher with source code images and appendices features contains latest material on android vr graphics animation apps and features the new google pixel phone includes companion files with all of the source code appendices and images from the book provides coverage of the fundamental aspects of android that are illustrated via code samples for versions 4 x through 7 x on the companion files source code samples all images from the text including 4 color appendices see table of contents introduction to 3d game programming with directx 9 0c a shader approach presents an introduction to programming interactive computer graphics with an emphasis on game development using real time shaders with directx 9 0 the book is divided into three parts that explain basic mathematical and 3d concepts show how to describe 3d worlds and implement fundamental 3d rendering techniques and demonstrate the application of direct3d to create a variety of special effects with this book understand basic mathematical tools used in video game creation such as vectors matrices and transformations discover how to describe and draw interactive 3d scenes using direct3d and the d3dx library learn how to implement lighting texture mapping alpha blending and stenciling using shaders and the high level shading language hlsl explore a variety of techniques for creating special effects including vertex blending character animation terrain rendering multi texturing particle systems reflections shadows and normal mapping f ind out how to work with meshes load and render x files program terrain camera collision detection and implement 3d object picking review key ideas gain programming experience and explore new topics with the end of chapter exercises part of the new foundations of game development series almost every video game on the market today is powered by a game engine but what is a game engine what does it do how are they useful to both developers and the game and how are they made these and other important engine related questions are explored and discussed in this book in clear and concise language this book examines through examples and exercises both the design and implementation of a video game engine specifically it focuses on the core components of a game engine audio and sound systems file and resource management graphics and optimization techniques scripting and physics and much more suitable for students hobbyists and independent developers this no nonsense book helps fine tune an understanding of solid engine design and implementation for creating games that sell

サンプルプログラムでマスターする**iPhone SDK**プログラミング実践ガイド

2009-09

観光名所案内アプリ オリジナルwebブラウザ お手軽twitterクライアント core dataを使ったtodo管理アプリ 音楽再生機能付きスライドショー p2p通信を使った対戦ゲーム モーションセンサを使ったアクションゲーム 充実のサンプルアプリケーション チュートリアル iphone sdkによるやさしいアプリケーション開発入門

KINECT for Windows SDK Programming for C+

2012-06

センサープログラムでsfの世界を実現する 豊富なサンプルプログラム kinect ultra あのスーパーヒーローに変身 仮想試着 衣服の画像を人体映像に自動合成 apiリファレンスも充実

KINECT for Windows SDKプログラミング **Kinect for Windows v2**センサー対応版

2015-05-25

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Eclipseではじめる ***Android***プログラミング入門 ***SDK 2.3/4.2***対応

2013-02-14

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PDF Hacks

2004-08-16

shows readers how to create pdf documents that are far more powerful than simple representations of paper pages helps them get around common pdf issues and introduces them to tools that will allow them to manage content in pdf navigating it and reusing it as necessary

Android Tutorials - Herong's Tutorial Examples

2021-05-01

this book is a collection of notes and sample codes written by the author while he was learning android system topics include installing of android sdk on windows creating and running android emulators developing first android application helloandroid creating android project with android command building installing and running the debug binary package inspecting android application package apk files using android debug bridge adb tool copying files from and to android device understanding android file systems using android java class libraries using adb logcat command for debugging updated in 2023 version v3 05 with adb tutorials for latest updates and free sample chapters visit herongyang com android

（合本）Androidプログラミングレシピ増補改訂版

2013-09-24

androidの実用アプリを開発するには 各種のコーディング手法を習得する必要があります そこで本書では 実践レシピを網羅的に解説 本書により androidプログラミング手法の理解を深め 実践への応用力を高めましょう 第1版では apilevel1のレシピを中心にapilevel9までを取り上げましたが 増補改訂版では apilevel11以上 sdk3 4 のレシピを追加 本書は androidrecipes aproblem solutionapproach 2ndedition の翻訳書です 製本の都合で2冊に分冊した紙の出版物 androidプログラミングレシピ増補改訂版アーキテクチャ ui ネットワーク編 および androidプログラミングレシピ増補改訂版メディア データ システム ライブラリ ndk編 を電子化にあたり 原書に同じく再度一冊にまとめた合本です 発行 インプレス

ラズパイ＆無料ソフトでAIスピーカーを作る

2018-07-31

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Android App Development For Dummies

2015-03-09

the updated edition of the bestselling guide to android app development if you have ambitions to build an android app this hands on guide gives you everything you need to dig into the development process and turn your great idea into a reality in this new edition of android app development for dummies you ll find easy to follow access to the latest programming techniques that take advantage of the new features of the android operating system plus two programs are provided a simple program to get you started and an intermediate program that uses more advanced aspects of the android platform android mobile devices currently account for nearly 80 of mobile phone market share worldwide making it the best platform to reach the widest possible audience with the help of this friendly guide developers of all stripes will quickly find out how to install the tools they need design a good user interface grasp the design differences between phone and tablet applications handle user input avoid common pitfalls and turn a meh app into one that garners applause create seriously cool apps for the latest android smartphones and tablets adapt your existing apps for use on an android device start working with programs and tools to create android apps publish your apps to the google play store whether you re a new or veteran programmer android app development for dummies will have you up and running with the ins and outs of the android platform in no time

Beginning Kinect Programming with the Microsoft Kinect SDK

2012-06-12

beginning kinect programming with the microsoft kinect sdk gets you up and running developing kinect applications for your pc using microsoft tools and the official sdk you will have a working kinect program by the end of the first chapter the following chapters will open up the secrets of three dimensional vision skeleton tracking audio through the kinect and more examples illustrate the concepts in the form of simple games that react to your body movements the result is a fun read that helps you learn one of the hottest technologies out there today beginning kinect programming with the microsoft kinect sdk also provides building blocks and ideas for mashing up the kinect with other technologies to create art interactive games 3d models and enhanced office automation you ll learn the fundamental code basic to almost all kinect applications you ll learn to integrate that code with other tools and manipulate data to create amazing kinect applications beginning kinect programming with the microsoft kinect sdk is your gateway into the exciting world of three dimensional real time computer interaction helps you create a proper development environment for kinect applications covers the basics of three dimensional vision skeleton tracking gesture recognition and audio provides fun examples that keep you engaged and learning

Androidタブレットアプリ開発ガイド Android SDK 3対応

2013-03-25

タブレット機能を活かした設計 実装ノウハウが学べる 2011年2月にリリースされたandroid sdk 3は 斬新なインターフェイスやウィジェットなど タブレット機能に特化したosです 市場では2011年4月以降 各メーカーからandroid sdk 3を搭載したデバイスが続々とリリースされています 本書は android sdk 3の特徴であるタブレット機能を活かしたアプリ開発手法をサンプルを交えて解説した書籍です 完成サンプルを通じて 特徴的なタブレット機能の開発方法を要点を押さえて学ぶことができます 加えてスマートフォンアプリ開発との違いや利用できる開発手法についても解説していますので すでにスマートフォンのandroidアプリ開発に携わっている方でも学べる内容となっています 本電子書籍は同名出版物を底本とし作成しました 記載内容は印刷出版当時のものです 印刷出版再現のため電子書籍としては不要な情報を含んでいる場合があります 印刷出版とは異なる表記 表現の場合があります 予めご了承ください プレビューにてお手持ちの電子端末での表示状態をご確認の上 商品をお買い求めください 翔泳社

CUDA Programming

2012-11-13

cuda programming offers a detailed guide to cuda with a grounding in parallel fundamentals it starts by introducing cuda and bringing you up to speed on gpu parallelism and hardware then delving into cuda installation

Customization Essentials for MicroStrategy Web SDK

2013-09-01

the microstrategy sdk customization essentials course teaches basic customizations of microstrategy using the microstrategy sdk topics covered include microstrategy architecture the microstrategy customization editor beans essential configuration files and the microstrategy developer library

Corona SDK Mobile Game Development: Beginner's Guide - Second Edition

2015-03-31

this book is for anyone who wants to have a go at creating commercially successfully games for android and ios you don t need game development or programming experience

Programming Android

2011-07-22

presents instructions for creating android applications for mobile devices using java

Android Studio Development Essentials

2015-01-12

the goal of this book is to teach the skills necessary to develop android based applications using the android studio development environment and the android 5 0 software development kit sdk beginning with the basics this book provides an outline of the steps necessary to set up an android development and testing environment an overview of android studio is included covering areas such as tool windows the code editor and the designer tool an introduction to the architecture of android is followed by an in depth look at the design of android applications and user interfaces using the android studio environment more advanced topics such as database management content providers and intents are also covered as are touch screen handling gesture recognition camera access and the playback and recording of both video and audio this edition of the book also covers features such as printing transitions and cloud based file storage in addition to covering general android development techniques the book also includes google play specific topics such as implementing maps using the google maps android api in app billing and submitting apps to the google play developer console chapters also cover advanced features of android studio such as gradle build configuration and the implementation of build variants to target multiple android device types from a single project code base assuming you already have some java programming experience are ready to download android studio and the android sdk have access to a windows mac or linux system and ideas for some apps to develop you are ready to get started

Android Cookbook

2012-04-09

jump in and build working android apps with the help of more than 200 tested recipes with this cookbook you ll find solutions for working with the user interfaces multitouch gestures location awareness web services and device features such as the phone camera and accelerometer you also get useful steps on packaging your app for the android market ideal for developers familiar with java android basics and the java se api this book features recipes contributed by more than three dozen developers from the android community each recipe provides a clear solution and sample code you can use in your project right away among numerous topics this cookbook helps you use guidelines for designing a successful android app work with ui controls effective layouts and graphical elements learn how to take advantage of android s rich features in your app save and retrieve application data in files sd cards and embedded databases access restful web services rss atom feeds and information from websites create location aware services to find locations and landmarks and situate them on google maps and openstreetmap test and troubleshoot individual components and your entire application

Professional Development with Web APIs

2005-04-01

shows developers how to harness the power of services such as google ebay paypal and amazon com from within an application whether it is based windows based or even a microsoft office application after a quick review of the basics readers will dive into more advanced techniques such as calling the apis from mobile devices office vba programs windows forms and applications and even how to integrate the various apis together for a complete solution veteran wrox author denise gosnell skillfully guides readers through the ins and outs of the various services the anatomy of an api query which features are available via the apis and how to get results from their own applicationsreaders will build two fully functional applications to apply what they have learned one a windows program the other a application

Programming in Parallel with CUDA

2022-06-02

a handy guide to speeding up scientific calculations with real world examples including simulation image processing and image registration

日経ソフトウエア 2018年5月号 [雑誌]

2018-03-24

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特集1 watson ai pythonで自然言語分類 特集2 身近な数学をpythonで学ぶ 前編 特集3 自分で作る ブロックチェーンwebアプリケーション 特集4 bbc micro bitで遊んでみよう 特集5 javascriptではじめる プログラミング入門 後半 特集6 自宅iotのためのプログラミング 特別付録 5日でわかる 人工知能プログラミング入門

アプリを作ろう! Android入門□第2版□ゼロから学ぶアプリの作成から公開まで

2014-12-20

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Corona SDKで作るiPhone/Androidアプリプログラミング

2014-06-10

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GPU Pro 360 Guide to Geometry Manipulation

2018-04-17

wolfgang engel s gpu pro 360 guide to geometry manipulation gathers all the cutting edge information from his

previous seven gpu pro volumes into a convenient single source anthology that covers geometry manipulation in computer graphics this volume is complete with 19 articles by leading programmers that focus on the ability of graphics processing units to process and generate geometry in exciting ways gpu pro 360 guide to geometry manipulation is comprised of ready to use ideas and efficient procedures that can help solve many computer graphics programming challenges that may arise key features presents tips and tricks on real time rendering of special effects and visualization data on common consumer software platforms such as pcs video consoles mobile devices covers specific challenges involved in creating games on various platforms explores the latest developments in the rapidly evolving field of real time rendering takes a practical approach that helps graphics programmers solve their daily challenges

Pro ASP.NET 2.0 E-Commerce in C# 2005

2007-02-01

this book functions as a one stop shop for e commerce development with asp net 2 0 everything the reader needs to know from design and planning through coding to delivery and maintenance is addressed in a clear hands on manner the coverage complements and builds on the material in the book beginning asp net 2 0 e commerce providing professional developers with the skills they need to create high quality e commerce systems that fulfill their customers requirements the book assumes a working familiarity with asp net 2 0 but no prior expertise in e commerce at present no other book addresses e commerce on the net 2 0 platform

Introduction to 3D Game Programming with DirectX 10

2008

introduction to 3d game programming with direct x 10 provides an introduction to programming interactive computer graphics with an emphasis on game development using directx 10 the book is divided into three main parts part i explores basic mathematical tools part ii shows how to implement fundamental tasks in direct3d and part iii demonstrates a variety of techniques and special effects book jacket

Mining eBay Web Services

2006-02-20

improved speed accuracy and convenience yours for the taking ebay is continuously improving the features it offers buyers and sellers now the biggest improvements are ones you can build for yourself mining ebay services teaches you to create custom applications that automate buying and selling tasks and make searches more precise do you have dozens of items to sell you can prepare complete descriptions and terms and submit them all with one click are you searching for an item with special purchasing or shipping conditions you can t do this manually but your custom application can would you benefit from charting your buying and selling trends this book shows you how to mine and organize information that simply isn t available otherwise all by itself the improvement in speed will dwarf anything you ve experienced especially if you connect to ebay via dial up but speed is just one piece of an entirely new way of navigating the ebay marketplace here s a little of what you ll find covered inside creating new listings in bulk and automatically submitting them getting all the facts you need about an item in one step performing searches based on shipping or payment terms completing tasks more quickly by working with locally stored ebay data working with ebay s new authentication and authorization technology ensuring the accuracy of your listings quickly accessing buyer and seller information using the new java and soap interfaces using calls to perform tasks not supported by the manual interface charting trends in your buying and selling habits tracking ebay listings with mobile devices developing secure applications automatically submitting feedback in batches you ll learn to do all of this and more using the language of your choice javascript vba visual basic 6 visual c 6 visual basic net c php or java you also get all the details on participating in various ebay developer programs where everything you need as an individual is completely free

Introduction to Microsoft Windows NT Cluster Server

1999-12-15

mastering cluster technology the linking of servers is becoming increasingly important for application and system programmers and network designers administrators and managers with microsoft s windows nt cluster server being the first to tie cluster technology with a major operating system it appears destined to take a leadership position in the industry introduction to microsoft windows nt cluster server provides all you need to know to develop your abilities for this essential technology the author provides both introductory and advanced material focused on the three basic functions fault tolerant computing failover load balancing and centralized administration and monitoring he guides the reader from the basics of cluster servers through microsoft s cluster server set up communication programming and administration written for professionals who are familiar with the windows nt operating system and have programming experience introduction to microsoft windows nt cluster server contains information instrumental in helping you achieve zero downtime

VMware VI and vSphere SDK

2009-09-29

drive even more value from virtualization write vmware applications that automate virtual infrastructure management companies running vmware have already achieved enormous gains through virtualization the next wave of benefits will come when they reduce the time and effort required to run and manage vmware platforms the vmware infrastructure software development kit vi sdk includes application programming interfaces apis that allow developers and administrators to do just that until now there has been little documentation for the apis in vmware vi and vsphere sdk software architect steve jin demystifies the entire vmware vi and new vsphere sdk and offers detailed task based coverage of using the apis to manage vmware more efficiently and cost effectively jin walks you through using the vi sdk and cloud computing vsphere sdk to manage esx servers esx clusters and virtualcenter servers in any environment no matter how complex drawing on his extensive expertise working with vmware strategic partners and enterprise customers he places the vi sdk in practical context presenting realistic samples and proven best practices for building robust effective solutions jin demonstrates how to manage every facet of a vmware environment including inventory host systems virtual machines vms snapshots vmotion clusters resource pools networking storage data stores events alarms users security licenses and scheduled tasks coverage includes understanding how the vi sdk fits into your vmware vi and cloud ready vsphere environment discovering the vi and vsphere sdk from the bottom up using the author s new vi java api to write shorter faster and more maintainable code managing vi and vsphere inventory and configurations moving running vms and storages across different physical platforms without disruption optimizing system resources hardening system securities backing up vms and other resources leveraging events alarms and scheduled tasks to automate the system management developing powerful applications that integrate multiple api features and run on top of or alongside vmware platforms using the vi sdk to monitor performance scripting with the vi sdk building solutions with vi perl powershell and jython avoiding the pitfalls that trip up vmware vi developers integrating with and extending vmware platforms using vi sdk this book is an indispensable resource for all vmware developers and administrators who want to get more done in less time for hardware vendors who want to integrate their products with vmware for isv developers building new vmware applications and for every professional and student seeking a deeper mastery of virtualization

Learning the iOS 4 SDK for JavaScript Programmers

2010-12-02

is it possible for javascript programmers to learn apple s ios 4 sdk and live to tell the tale technology guru

danny goodman did and with this book he leaves a well marked trail for you to follow an authority on javascript since its inception goodman understands the challenges you might face in creating native ios apps with this sdk and introduces xcode objective c and cocoa touch in a context you ll readily understand why bother with the sdk when you can simply build web apps for apple s ios devices apps can t access an iphone s music library camera or ios system software for maps audio and more nor can you sell web apps in the app store if you want to take full advantage of the iphone and ipad ios 4 sdk is your tool and this is your book includes full coverage of ios sdk 4 2 learn the distinction between web app and ios native app programming create a workbench app to test code snippets throughout the learning process get a structural view of an ios app and compare the process of building objects in objective c versus javascipt discover how your code launches ios apps and makes them user ready learn about ios memory management details that are different from javascript including pointers and data types use objective c and cocoa touch to implement common javascript tasks

iPhone SDK 3プログラミング大全実践プログラミング

2009-09

これから始まるiphoneプログラミング store kitやmap kit core dataやシェイクapiなど バージョン3 0の新機能を詳しく解説

実践! Androidプログラミング入門

2016-02-13

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HTML5+CSS3で作る スマートフォンサイト実践デザイン入門

2013-01-30

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ト制作の基本と実践 基礎知識 スマートフォンサイト制作に必要なhtml5とcss3の基本コーディング デザイン スマートフォン向けのサイト設計と ページデザインの勘所 ワークショップ 9つのデザイン制作で学ぶ スマートフォンに最適化されたサイトの制作術 本書掲載のサンプルデータはすべてダウンロードできます さまざまなデバイスで適切に閲覧できる美しいスマートフォンサイトを制作する方法をこの一冊でしっかり習得できる

Windows Graphics Programming

2001

currently there aren t any good books on windows graphics programming programmers looking for help are left to muddle their way through online documentation and api books that don t focus on this topic this book paves new ground covering actual graphics implementation hidden restrictions and performance issues programmers need to know about

iPhone SDK Application Development

2009-01-21

this practical book offers the knowledge and code you need to create cutting edge mobile applications and games for the iphone and ipod touch using apple s iphone sdk iphone sdk application development introduces you to this development paradigm and the objective c language it uses with numerous examples and also walks you through the many sdk frameworks necessary for designing full featured applications this book will help you design user interface elements with interface builder and the ui kit framework create application controls such as windows and navigation bars build and manage layers and transformations using core graphics and quartz core mix and play sound files using avfoundation and record and play back digital sound streams using audio toolbox handle network programming with the cfnetwork framework use the core location framework to interact with the iphone s gps add movie players to your application iphone sdk application development will benefit experienced developers and those just starting out on the iphone important development concepts are explained thoroughly and enough advanced examples are provided to make this book a great reference once you become an expert

Web Development with Blazor

2024-04-29

develop modern web uis with blazor server and blazor webassembly now introducing streaming and static server side rendering ssr and flexible hosting models in net 8 purchase of the print or kindle book includes a free ebook in pdf format key features create a production ready blazor application from start to finish find out how when and why to use blazor server and blazor webassembly as well as blazor hybrid explore crucial new coverage of streaming rendering server side rendering ssr flexible hosting models and blazor templates book descriptiondevelopment with blazor is your essential guide to building and deploying interactive web applications in c without relying on javascript written by an early blazor adopter and updated for net 8 this book takes you through the end to end development of an example app helping you to overcome common challenges along the way you ll pick up both blazor server and blazor webassembly and discover cutting edge tools to enrich your development experience responding to evolving needs this edition introduces flexible hosting models allowing you to mix and match hosting approaches to create flexible and scalable blazor applications it also presents the new blazor templates which provide ready made solutions to simplify and expedite development you ll learn about the game changing server side rendering ssr a hybrid hosting model blending the strengths of blazor server and blazor webassembly as well as streaming rendering a new technique that boosts the performance and user experience of blazor apps by the end of this book you ll have the confidence you need to create and deploy production ready blazor applications using best practices along with a big picture view of the blazor landscape what you will learn understand how and when to use blazor server blazor webassembly and blazor hybrid learn how to build simple and advanced blazor components explore how minimal apis work and build your own api discover how to use streaming rendering and server side rendering ssr mix and match different hosting models to create flexible and scalable blazor apps familiarise yourself with the new blazor templates that simplify development debug your blazor server and blazor webassembly applications who this book is for this book is for net web developers and software developers who want to use their existing c skills to build interactive web applications running either inside the web browser using blazor webassembly on the server using blazor server or a combination of the two you ll need basic knowledge of c and prior exposure to net web development before you get started the book will guide you through the rest

ASP.NET in a Nutshell

2003

this updated bestseller captures all the new changes to asp net in detail and includes a cd rom that integrates the book s contents into visual studio net s help files

(MCTS) Microsoft BizTalk Server (70-595) Certification and Assessment Guide:

Second Edition

2014-03-10

a hands on certification guide with practical examples and sample questions and answers to help biztalk developers pass the microsoft biztalk server 2010 70 595 exam if you are an intermediate level biztalk developer who wants to pass the microsoft biztalk server 2010 70 595 exam then this book is for you a working knowledge of fundamental biztalk concepts around the core messaging engine and building business processes using orchestrations is assumed but not required in addition core knowledge of windows communication foundation wcf and a basic understanding of electronic data interchange edi is recommended

Android

2017-04-13

as part of the best selling pocket primer series this book provides an overview of the major aspects and the source code to use the latest versions of android it has coverage of the fundamental aspects of android that are illustrated via code samples for versions 4 x through 7 x and features the google pixel phone this pocket primer is primarily for self directed learners who want to learn android programming and it serves as a starting point for deeper exploration of its numerous applications companion disc also available for downloading from the publisher with source code images and appendices features contains latest material on android vr graphics animation apps and features the new google pixel phone includes companion files with all of the source code appendices and images from the book provides coverage of the fundamental aspects of android that are illustrated via code samples for versions 4 x through 7 x on the companion files source code samples all images from the text including 4 color appendices see table of contents

Introduction to 3D Game Programming with DirectX 9.0c: A Shader Approach

2006-06-07

introduction to 3d game programming with directx 9 0c a shader approach presents an introduction to programming interactive computer graphics with an emphasis on game development using real time shaders with directx 9 0 the book is divided into three parts that explain basic mathematical and 3d concepts show how to describe 3d worlds and implement fundamental 3d rendering techniques and demonstrate the application of direct3d to create a variety of special effects with this book understand basic mathematical tools used in video game creation such as vectors matrices and transformations discover how to describe and draw interactive 3d scenes using direct3d and the d3dx library learn how to implement lighting texture mapping alpha blending and stenciling using shaders and the high level shading language hlsl explore a variety of techniques for creating special effects including vertex blending character animation terrain rendering multi texturing particle systems reflections shadows and normal mapping f ind out how to work with meshes load and render x files program terrain camera collision detection and implement 3d object picking review key ideas gain programming experience and explore new topics with the end of chapter exercises

Game Engine Design and Implementation

2010-06-30

part of the new foundations of game development series almost every video game on the market today is powered by a game engine but what is a game engine what does it do how are they useful to both developers and the game and how are they made these and other important engine related questions are explored and discussed in this book in clear and concise language this book examines through examples and exercises both the design and implementation of a video game engine specifically it focuses on the core components of a game engine audio and sound systems file and resource management graphics and optimization techniques scripting and physics and much more suitable for students hobbyists and independent developers this no nonsense book helps fine tune an understanding of solid engine design and implementation for creating games that sell

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