



BEGINNING

**MOBILE
PHONE**

**GAME
PROGRAMMING**

Michael Morrison

Create four complete games:

- Space
- High Score
- NetConnect
- Snake Out

CD Includes:

- Complete source code and executable program files for the examples and games developed in this book
- Programming primer for the Java programming language

SAMS

Beginning Mobile Phone Game Programming Michael Morrison

Michael Morrison



Beginning Mobile Phone Game Programming Michael Morrison:

Beginning Mobile Phone Game Programming Michael Morrison, 2004-11-22 Build several fully functional games as well as a game engine to use for programming cell phone and mobile games with *Beginning Mobile Phone Game Programming*. The included CD provides the tool code and graphics necessary to complete all exercises covered in the chapters. *Beginning Cell Phone Game Programming* demystifies wireless game programming by providing clear practical lessons using the J2ME Game API. You will learn how to use the most popular mobile programming language Java to build compact games that can run on any Java enabled device including mobile phones, pagers and handheld computers. You will also learn to add a splash screen, create a demo mode, keep track of high scores and test, debug and deploy your games. Topics covered include: How to construct a game engine to drive mobile games; How to use Java 2 Micro Edition J2ME and the Java Game API to get the most performance out of your mobile games; How to implement sprite animation and control interactions among moving sprites; How to play sound effects and music in mobile games; How to take advantage of wireless networks to build mobile multiplayer games; How to design and develop a variety of different games spanning several video games genres.

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JavaScript Bible Danny Goodman, Michael Morrison, Paul Novitski, Tia Gustaff Rayl, 2010-09-23 The bestselling JavaScript reference now updated to reflect changes in technology and best practices As the most comprehensive book on the market the JavaScript Bible is a classic bestseller that keeps you up to date on the latest changes in JavaScript the leading technology for incorporating interactivity into Web pages Part tutorial part reference this book serves as both a learning tool for building new JavaScript skills as well as a detailed reference for the more experienced JavaScript user You'll get up to date coverage on the latest JavaScript practices that have been implemented since the previous edition as well as the most updated code listings that reflect new concepts Plus you'll learn how to apply the latest JavaScript exception handling and custom object techniques Coverage includes JavaScript's Role in the World Wide Web and Beyond Developing a Scripting Strategy Selecting and Using Your Tools JavaScript Essentials Your First JavaScript Script Browser and Document Objects Scripts and HTML Documents Programming Fundamentals Window and Document Objects Forms and Form Elements Strings Math and Dates Scripting Frames and Multiple Windows Images and Dynamic HTML The String Object The Math Number and Boolean Objects The Date Object The Array Object JSON Native JavaScript Object Notation E4X Native XML Processing Control Structures and Exception Handling JavaScript Operators Function Objects and Custom Objects Global Functions and Statements Document Object Model Essentials Generic HTML Element Objects Window and Frame Objects Location and History Objects Document and Body Objects Link and Anchor Objects Image Area Map and Canvas Objects Event Objects Practical examples of working code round out this new edition and contribute to helping you learn JavaScript quickly yet thoroughly

Bibliografija američkih knjiga prevedenih u Srbiji i Crnoj Gori od 2000. do 2005. godine Vesna Injac, Milorad Vučković, 2006

Books In Print 2004-2005 Ed Bowker Staff, Staff Bowker, Ed, 2004

The Enigmatic Realm of **Beginning Mobile Phone Game Programming Michael Morrison**: Unleashing the Language is Inner Magic

In a fast-paced digital era where connections and knowledge intertwine, the enigmatic realm of language reveals its inherent magic. Its capacity to stir emotions, ignite contemplation, and catalyze profound transformations is nothing in short supply of extraordinary. Within the captivating pages of **Beginning Mobile Phone Game Programming Michael Morrison** a literary masterpiece penned by a renowned author, readers set about a transformative journey, unlocking the secrets and untapped potential embedded within each word. In this evaluation, we shall explore the book's core themes, assess its distinct writing style, and delve into its lasting affect the hearts and minds of people who partake in its reading experience.

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