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Android Application Programming with OpenCV

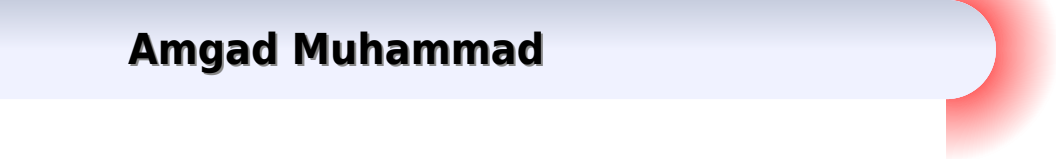
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Joseph Howse

PACKT

Android Application Programming With Opencv

Amgad Muhammad



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Vision techniques to build your own Open CV projects from scratch By the end of this book you will be familiar with the basics of Open CV such as matrix operations filters and histograms as well as more advanced concepts such as segmentation machine learning complex video analysis and text recognition Style and approach This book is a practical guide with lots of tips and is closely focused on developing Computer vision applications with OpenCV Beginning with the fundamentals the complexity increases with each chapter Sample applications are developed throughout the book that you can execute and use in your own projects

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such as Clickr Check In and FotoFox Each chapter explains the concepts which are then reinforced as they are demonstrated in an application or a flowchart

Python Game Programming By Example Alejandro Rodas de Paz, Joseph Howse, 2015-09-28 A pragmatic guide for developing your own games with Python About This Book Strengthen your fundamentals of game programming with Python language Seven hands on games to create 2D and 3D games rapidly from scratch Illustrative guide to explore the different GUI libraries for building your games Who This Book Is For If you have ever wanted to create casual games in Python and you would like to explore various GUI technologies that this language offers this is the book for you This title is intended for beginners to Python with little or no knowledge of game development and it covers step by step how to build seven different games from the well known Space Invaders to a classical 3D platformer What You Will Learn Take advantage of Python's clean syntax to build games quickly Discover distinct frameworks for developing graphical applications Implement non player characters NPCs with autonomous and seemingly intelligent behaviors Design and code some popular games like Pong and tower defense Compose maps and levels for your sprite based games in an easy manner Modularize and apply object oriented principles during the design of your games Exploit libraries like Chimpunk2D cocos2d and Tkinter Create natural user interfaces NUIs using a camera and computer vision algorithms to interpret the player's real world actions In Detail With a growing interest in learning to program game development is an appealing topic for getting started with coding From geometry to basic Artificial Intelligence algorithms there are plenty of concepts that can be applied in almost every game Python is a widely used general purpose high level programming language It provides constructs intended to enable clear programs on both a small and large scale It is the third most popular language whose grammatical syntax is not predominantly based on C Python is also very easy to code and is also highly flexible which is exactly what is required for game development The user friendliness of this language allows beginners to code games without too much effort or training Python also works with very little code and in most cases uses the use cases approach reserving lengthy explicit coding for outliers and exceptions making game development an achievable feat Python Game Programming by Example enables readers to develop cool and popular games in Python without having in depth programming knowledge of Python The book includes seven hands on projects developed with several well known Python packages as well as a comprehensive explanation about the theory and design of each game It will teach readers about the techniques of game design and coding of some popular games like Pong and tower defense Thereafter it will allow readers to add levels of complexities to make the games more fun and realistic using 3D At the end of the book you will have added several GUI libraries like Chimpunk2D cocos2d and Tkinter in your tool belt as well as a handful of recipes and algorithms for developing games with Python Style and approach This book is an example based guide that will teach you to build games using Python This book follows a step by step approach as it is aimed at beginners who would like to get started with basic game development By the end of this book you will be competent game developers with good knowledge of programming in

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