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Sams Teach Yourself Minecraft Mod Development in 24 Hours Jimmy Koene, 2014 You'll learn all the mod development skills you need as you walk through a complete step by

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Define entities and relationships establish data structures and create database objects Normalize raw databases into logically organized tables Edit relational data and tables and manage transactions Write effective well performing queries Categorize summarize sort group and restructure data Work with dates and times Join tables in queries use subqueries and combine multiple queries Optimize performance with indexes and other techniques Administer databases and manage users Secure databases and data

Unity Game Development in 24 Hours, Sams Teach Yourself Mike Geig, 2021-10-08 In just 24 lessons of one hour or less Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 2021 game engine at the heart of Inside Kerbal Space Program Subnautica and many other sizzling hot games This book s straightforward step by step approach teaches you everything from the absolute basics through sophisticated game physics animation and mobile device deployment techniques 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 Unity game development tasks Four sample game projects illustrate the topics 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 Get up and running fast with the Unity 2021 game engine and editor Work efficiently with Unity s graphical asset pipeline Make the most of lights and cameras Sculpt stunning worlds with Unity s terrain and environmental tools Script tasks ranging from capturing input to building complex behaviors Quickly create repeatable reusable game objects with prefabs Implement easy intuitive game user interfaces Control players through built in and custom character controllers Build realistic physical and trigger collisions Leverage the full power of Unity s Animation and Timeline systems Integrate complex audio into your games Use mobile device accelerometers and multi touch displays Build engaging 2D games with Unity s 2D tools and Tilemap Apply the finishing touches and deploy your games

C++ in One Hour a Day, Sams Teach Yourself Siddhartha Rao, 2022-01-19 Learn C programming at your own pace Covers modern C 20 Starting with one hour a day you can gain all the skills you need to begin programming in C This complete tutorial will help you quickly master the basics of object oriented programming and teach you advanced C language features and concepts Fully updated for the C 20 standard this practical book is designed to help you write C code that s faster simpler and more reliable and master the fundamentals of C and object oriented programming No programming experience required start writing well organized efficient C programs quickly Apply proven Do s and Don ts to leverage best practices and avoid pitfalls from day one Test your knowledge and expertise with focused exercises after every lesson Simplify your code using automatic type deduction and other features Accelerate learning using nearly 300 code samples explained within Preview improvements expected in C 23 Lessons Part I The Basics Using Variables Declaring Constants Arrays and Strings Expressions Statements and Operators Controlling Program Flow Functions Pointers and References Part II Fundamentals of Object Oriented C Programming Classes and Objects Implementing Inheritance Polymorphism Operator Types and Operator Overloading

Casting Operators Macros and Templates PART III Learning the Standard Template Library STL The STL String Class STL Dynamic Array Classes STL list and forward_list STL set and multiset STL map and multimap PART IV Lambda Expressions and STL Algorithms Function Objects Lambda Expressions STL Algorithms Adaptive Containers Stack and Queue Bit Flags PART V Advanced C Concepts Smart Pointers Streams Exception Handling C 20 Concepts Ranges Views and Adaptors C 20 Threads C 20 and C 23 Modules Appendixes Working with Numbers C Keywords Writing Great C Code ASCII Codes

Beginning Programming in 24 Hours, Sams Teach Yourself Greg Perry, Dean Miller, 2019-12-10 This Barnes Noble custom edition contains an exclusive chapter on Taking Your Python to the Real World understanding the difference between Python 2 and Python 3 exploring and adding Python libraries data analysis with Python introducing Object Oriented Python and finding a Python job Sams Teach Yourself Beginning Programming in 24 Hours Barnes Nobles Exclusive explains the basics of programming in the successful 24 Hours format The book s examples are easily readable and understandable by even those with no previous exposure to programming This book covers the absolute basics of programming Why program What tools to use How does a program tell the computer what to do Readers will learn how to program the computer and will explore some of the most popular programming languages in use This book will introduce the reader to common programming fundamentals using Python and progress to provide an overview of other common programming languages and their uses **Programming in C** Stephen G. Kochan, 2015 Introduces the C programming language covering such topics as language fundamentals variables data types arithmetic expressions program looping functions and arrays with complete C programs to illustrate each new concept discussed

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