

Unity In Action: Multiplatform Game Development In C

C# von Kopf bis Fuß

Schnappen Sie sich einen Stift, werfen Sie Ihren Rechner an und begeben Sie sich auf eine Erlebnistour durch C#, bei der sowohl Ihre beiden Gehirnhälften als auch Ihre Lachmuskeln stimuliert werden. C# von Kopf bis Fuß ist ein anregendes Arbeitsbuch für die C# 3.0-Programmierung mit Visual Studio 2008, das alle zentralen Themen von den Sprachgrundlagen bis zur Garbage Collection behandelt. Und Sie lernen auch LINQ, die neueste Syntax von C#, kennen. Wenn Sie dieses Buch durchgearbeitet haben, werden Sie kompetent auch umfangreiche C#-Anwendungen entwickeln können. C# von Kopf bis Fuß ist in einem visuell abwechslungsreichen Format gestaltet, das sich an den neuesten Forschungsergebnissen aus Kognitionswissenschaft und Lerntheorie orientiert und Ihnen das Lernen so einfach wie möglich machen soll. Das Buch bietet Ihnen ein unterhaltsames Lernerlebnis und spielt Ihnen C# direkt ins Hirn - und zwar so, dass es sitzt.

50 Schlüsselideen Psychologie

Eine Entdeckungsreise durch Gehirn und Geist, Denken, Fühlen und Handeln Wie unterscheiden sich die Gehirne von Männern und Frauen? Gibt es echtes altruistisches Verhalten? Ist unser Geist bei der Geburt ein noch unbeschriebenes Blatt? Und drücken Träume unsere unbewussten Wünsche aus? Psychologie durchdringt heute unsere gesamte Gesellschaft. Kein Krimi, kein Dokumentarfilm, keine Talkshow, kein Arzt-Patienten-Gespräch kommt ohne die Einführung eines psychologischen Blickwinkels aus. Die Psychologie versucht Verhaltensäußerungen und Geistesblitze, Gefühle und Gedanken zu verstehen und zu erklären, und sie berührt dabei verblüffend viele Felder – von Größenwahn und Computerscheu über Krebsursachen, Alkoholabhängigkeit und soziale Mobilität bis hin zur Speicherung von Erinnerungen und zur Herausbildung von Überzeugungen und Vorurteilen. 50 Schlüsselideen Psychologie ist die ideale Einführung in die Theorien und Denkweisen dieser Disziplin. Das Buch, das auch neueste Erkenntnisse aufgreift, präsentiert zahlreiche Fallbeispiele und erläutert die Argumente der wichtigsten Köpfe der Psychologie. Adrian Furnham macht in 50 kompakten und leicht verständlichen Essays die zentralen Konzepte der Psychologie nachvollziehbar und vermittelt dem Leser die Begriffswelt der Psychologen zur Beschreibung und Erklärung menschlichen Verhaltens. Abnormes Verhalten Der Placebo-Effekt Der Kampf gegen die Sucht Losgelöst von der Realität Nicht neurotisch, nur anders Scheinbar normal Stress Optische Täuschungen Psychophysik Halluzinationen Wahn Sind Sie bewusst? Positive Psychologie Emotionale Intelligenz Welchen Sinn haben Emotionen? Kognitive Therapie Der Intelligenzquotient Der Flynn-Effekt Multiple Intelligenzen Kognitive Unterschiede Der Tintenkleckstest nach Rorschach Lügen aufdecken Die autoritäre Persönlichkeit Gehorsamsbereitschaft gegenüber Autorität Sich einfügen Selbstlosigkeit oder Selbstsucht? Kognitive Dissonanz Der Spielerfehlschluss Urteilsfähigkeit und Problemlösen Zu viel investiert, um aufzugeben Rationale Entscheidungsfindung Erinnerungen an Vergangenes Was der Zeuge gesehen hat Künstliche Intelligenz Vielleicht auch träumen Der Versuch, zu vergessen Es liegt mir auf der Zunge ... Psychosexuelle Entwicklungsphasen Kognitive Entwicklungsstadien Alle meine Entchen ... Tabula rasa Bleib hungrig Behaviorismus Verstärkungspläne Komplexität meistern Phrenologie Hin- und hergerissen ... Aphasie Legasthenie Wer ist das?

Unity in Action, Third Edition

This hands-on beginners guide gets you building games fast, all with the awesome Unity engine! You'll

speed past the basics and use your existing coding skills to create 2D, 3D, and AR/VR games. In *Unity in Action*, Third Edition, you will learn how to: Create characters that run, jump, and bump into things Build 3D first-person shooters and third-person action games Construct 2D card games and side-scrolling platformers Script enemies with AI Improve game graphics by importing models and images Design an intuitive user interface for your games Play music and spatially-aware sound effects Connect your games to the internet for online play Deploy your games to desktop, mobile, and the web Thousands of new game developers have chosen Joe Hocking's *Unity in Action* as their first step toward Unity mastery. Starting with the initial groundwork of a new game development project, you'll quickly start writing custom code instead of clicking together premade scripts. This fully updated third edition comes packed with fully refreshed graphics, Unity's latest features, and coverage of augmented and virtual reality toolkits. You'll master the Unity toolset from the ground up, learning the skills to go from application coder to game developer. Foreword by Jesse Schell. About the technology Writing games is rewarding and fun—and with Unity, it's easy to get started! Unity handles the heavy lifting, so you can focus on game play, graphics, and user experience. C# support and a huge ecosystem of prebuilt components help even first-time developers go from the drawing board to the screen fast. About the book *Unity in Action*, Third Edition teaches you to create games with the Unity game platform. It's many 2D, 3D, and AR/VR game examples give you hands-on experience with Unity's workflow tools and state-of-the-art rendering engine. This fully updated third edition presents new coverage of Unity's XR toolkit and shows you how you can start building with virtual and augmented reality. What's inside Create characters that run, jump, and bump into things Script enemies with AI Play music and spatially-aware sound effects Deploy your games to desktop, mobile, and the web About the reader For programmers who know any object-oriented programming language. Examples are in C#. About the author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 FIRST STEPS 1 Getting to know Unity 2 Building a demo that puts you in 3D space 3 Adding enemies and projectiles to the 3D game 4 Developing graphics for your game PART 2 GETTING COMFORTABLE 5 Building a Memory game using Unity's 2D functionality 6 Creating a basic 2D platformer 7 Putting a GUI onto a game 8 Creating a third-person 3D game: Player movement and animation 9 Adding interactive devices and items within the game PART 3 STRONG FINISH 10 Connecting your game to the internet 11 Playing audio: Sound effects and music 12 Putting the parts together into a complete game 13 Deploying your game to players' devices

Unity in Action

Summary Manning's bestselling and highly recommended Unity book has been fully revised! *Unity in Action*, Second Edition teaches you to write and deploy games with the Unity game development platform. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Foreword by Jesse Schell, author of *The Art of Game Design* Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Build your next game without sweating the low-level details. The Unity game development platform handles the heavy lifting, so you can focus on game play, graphics, and user experience. With support for C# programming, a huge ecosystem of production-quality prebuilt assets, and a strong dev community, Unity can get your next great game idea off the drawing board and onto the screen! About the Book *Unity in Action*, Second Edition teaches you to write and deploy games with Unity. As you explore the many interesting examples, you'll get hands-on practice with Unity's intuitive workflow tools and state-of-the-art rendering engine. This practical guide exposes every aspect of the game dev process, from the initial groundwork to creating custom AI scripts and building easy-to-read UIs. And because you asked for it, this totally revised Second Edition includes a new chapter on building 2D platformers with Unity's expanded 2D toolkit. What's Inside Revised for new best practices, updates, and more! 2D and 3D games Characters that run, jump, and bump into things Connect your games to the internet About the Reader You need to know C# or a similar language. No game development knowledge is assumed. About the Author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 - First steps Getting to know Unity Building a demo that puts you in 3D space Adding enemies and projectiles to the 3D game Developing graphics for your game PART 2 - Getting comfortable Building a

Memory game using Unity's 2D functionality
Creating a basic 2D Platformer
Putting a GUI onto a game
Creating a third-person 3D game: player movement and animation
Adding interactive devices and items within the game
PART 3 - Strong finish
Connecting your game to the internet
Playing audio: sound effects and music
Putting the parts together into a complete game
Deploying your game to players' devices

Das Blender-Buch

"Das Blender-Buch" ist seit vielen Jahren das Standardwerk für das beliebte 3D-Modellierungs- und Animationswerkzeug und wurde bereits in mehrere Sprachen übersetzt. Jetzt wurde es erneut aktualisiert. Autor und Blender-Kenner Carsten Wartmann macht Sie mit dem Programm und seinen Eigenheiten vertraut und führt Sie ein in die Erstellung von dreidimensionalen Szenen und Animationen für Websites und Videoproduktionen. Nach einem schnellen Überblick über das Programm und seine Bedienungselemente lernen Sie in gut nachvollziehbaren Tutorials, welche vielfältigen Möglichkeiten Blender bietet und wie man sie einsetzt. Die Tutorials behandeln u.a. Themen wie: - Modellierung mit Polygonen, Kurven und Oberflächen - Material und Textur - physikalische Animation (Rauch, Flüssigkeiten, Stoffe) - 3D-Text und 3D-Logos - Animation mit Keyframes, Pfaden und Partikeln - Skelettanimation und inverse Kinematik - 3D-Echtzeitgrafik und -Spiele - Integration von 3D-Objekten in Videofilme - Python als Skriptsprache Nach der Lektüre kennen und verstehen Sie alle wichtigen Funktionen von Blender und können mit ihnen kreativ umgehen, um eigene dreidimensionale Welten zu erschaffen. "... an excellent introduction for new users to get into Blender." (Blender-Entwickler Ton Roosendaal)

Implementation Patterns - Studentenausgabe

Beginning 3D Game Development with Unity is perfect for those who would like to come to grips with programming Unity. You may be an artist who has learned 3D tools such as 3ds Max, Maya, or Cinema 4D, or you may come from 2D tools such as Photoshop and Illustrator. On the other hand, you may just want to familiarize yourself with programming games and the latest ideas in game production. This book introduces key game production concepts in an artist-friendly way, and rapidly teaches the basic scripting skills you'll need with Unity. It goes on to show how you, as an independent game artist, can create casual interactive adventure games in the style of Telltale's Tales of Monkey Island, while also giving you a firm foundation in game logic and design. The first part of the book explains the logic involved in game interaction, and soon has you creating game assets through simple examples that you can build upon and gradually expand. In the second part, you'll build the foundations of a point-and-click style first-person adventure game—including reusable state management scripts, load/save functionality, a robust inventory system, and a bonus feature: a dynamically configured maze and mini-map. With the help of the provided 2D and 3D content, you'll learn to evaluate and deal with challenges in bite-sized pieces as the project progresses, gaining valuable problem-solving skills in interactive design. By the end of the book, you will be able to actively use the Unity 3D game engine, having learned the necessary workflows to utilize your own assets. You will also have an assortment of reusable scripts and art assets with which to build future games.

Beginning 3D Game Development with Unity

The two volumes LNCS 10337 and 10338 constitute the proceedings of the International Work-Conference on the Interplay Between Natural and Artificial Computation, IWINAC 2017, held in Corunna, Spain, in June 2017. The total of 102 full papers was carefully reviewed and selected from 194 submissions during two rounds of reviewing and improvement. The papers are organized in two volumes, one on natural and artificial computation for biomedicine and neuroscience, addressing topics such as theoretical neural computation; models; natural computing in bioinformatics; physiological computing in affective smart environments; emotions; as well as signal processing and machine learning applied to biomedical and neuroscience applications. The second volume deals with biomedical applications, based on natural and artificial computing and addresses topics such as biomedical applications; mobile brain computer interaction; human robot interaction; deep learning; machine learning applied to big data analysis; computational intelligence in

data coding and transmission; and applications.

Exceptional C++.

Python ist eine moderne, interpretierte, interaktive und objektorientierte Skriptsprache, vielseitig einsetzbar und sehr beliebt. Mit mathematischen Vorkenntnissen ist Python leicht erlernbar und daher die ideale Sprache für den Einstieg in die Welt des Programmierens. Das Buch führt Sie Schritt für Schritt durch die Sprache, beginnend mit grundlegenden Programmierkonzepten, über Funktionen, Syntax und Semantik, Rekursion und Datenstrukturen bis hin zum objektorientierten Design. Jenseits reiner Theorie: Jedes Kapitel enthält passende Übungen und Fallstudien, kurze Verständnistests und klein.

Natural and Artificial Computation for Biomedicine and Neuroscience

Dieses Standardwerk aus der beliebten "von Kopf bis Fuß"-Reihe nimmt den Leser auf eine Erlebnistour durch C#, bei der sowohl seine beiden Gehirnhälften als auch seine Lachmuskeln stimuliert werden. C# von Kopf bis Fuß ist ein unterhaltsames und visuell ansprechendes Arbeitsbuch für die objektorientierte Programmierung mit C# und der Visual Studio IDE. In der 3. Auflage deckt es C# 5 und das .NET Framework 4.5 ab. Behandelt werden alle zentralen Themen, von den Sprachgrundlagen bis zur Garbage Collection, den Erweiterungsmethoden und Animationen mit Double-Buffering. Der Leser lernt außerdem, wie er die Syntax von C# und die Abfrage von Datenquellen mit LINQ meistert. Neu aufgenommen wurden zwei Kapitel zur App-Programmierung; u.a. wird exemplarisch eine Windows Phone App entwickelt. Wer dieses Buch durchgearbeitet hat, ist ein kompetenter C#-Programmierer, der umfangreiche Anwendungen entwerfen und programmieren kann.

Programmieren lernen mit Python

"Simple yet empowering. Kids will be amazed at how quickly they can get productive." - James McGinn, Bull Valley Key Features Learn to program with Python, a language designed to be easy for beginners Written by father-and-son team Warren and Carter Sande Colorful pictures, clever cartoons, and fun examples Practice questions and exercises Kid-tested and reviewed by professional educators Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book With this book, ANYONE can learn to write useful programs and games in Python. Designed especially for readers 9-16 years old, this book is easy to read and use. Printed in full color, it's never boring, with hands-on practice and interesting graphics throughout. Hello World! Computer Programming for Kids and Other Beginners, Third Edition introduces the world of computer programming in a clear and fun style. Using Python, a programming language designed to be easy to learn, each engaging lesson teaches skills that apply to any kind of programming. It brings to life the basic concepts of computing—looping, decisions, input and output, graphics, and more. Now in its third edition, this international bestseller has been fully updated to Python 3 and includes a new chapter about how the internet works. What You Will Learn Install Python and get set up for programming Math and data for programming Building GUIs for your programs Creating simple games Adding comments to your code Graphics, sprites, and collision detection Simulate pets and a lunar landing Where to go next on your programming journey This Book Is Written For Like the previous two editions, Hello World! Third Edition is not just for kids. While the tone is light and engaging, it doesn't "talk down" to the reader, and beginners of any age will love its readability and sense of humor. Written by Warren Sande and his son, Carter, it is full of examples that will get you thinking and learning. Reviewed by professional educators, this book is kid-tested and parent-approved. You don't need to know anything about programming to use the book, just the basics of using a computer. If you can start a program and save a file, you can learn to program using this book!

C# von Kopf bis Fuß

¿Cuáles son los principios subyacentes a toda herramienta en programación? Si quiere conocer los ocho

principios, técnicos y conductuales, que dan respuesta a esta pregunta, ha llegado al libro indicado. En una época donde cada día surgen nuevas tecnologías, el beneficio de conocer conceptos transversales a todas ellas no solo es imprescindible, sino también necesario. Además, con la llegada de sofisticadas aplicaciones de inteligencia artificial, la pregunta ya no reside en qué herramienta aprender, sino en qué tienen en común para poder integrarlas. Gracias a la lectura de este libro, descubrirá los cinco tomos que lo componen y que dan soporte a la nueva forma de entender la programación. \

"Tomo I: Aprenderá los fundamentos básicos de las matemáticas y de la programación. \

"Tomo II: Conocerá los principios de programación. \

"Tomo III: Dispondrá de una introducción histórica y práctica a los diversos sistemas de la computación, como los lenguajes de programación, los sistemas operativos, las bases de datos, los sistemas distribuidos y la inteligencia artificial. \

"Tomo IV: Analizará el diálogo que presenta los desafíos de la ingeniería de software. \

"Tomo V: Disfrutará de reflexiones y consejos para crecer como profesional. No pierda la oportunidad de iniciar el camino que le propone este libro, que va desde la historia de este campo del conocimiento hasta la programación en sí misma. Le suscitará nuevas ideas que impulsarán su carrera como programador. Camilo Chacón Sartori es doctorante en el Instituto de Investigación en Inteligencia Artificial (IIIA-CSIC) y en la Universidad Autónoma de Barcelona. Obtuvo su grado y máster en ingeniería en informática con distinción máxima. Ha publicado dos libros: Computación y programación funcional y Mentes geniales. La vida y obra de 12 grandes informáticos, ambos con la editorial Marcombo. Su principal proyecto, \

"Había una vez un algoritmo\

Hello World! Third Edition

Organizador(a): Graziela Frainer Knoll e Fabrício Tonetto Londero A obra é uma coletânea de textos acadêmicos sobre jogos digitais ou analógicos utilizados ou desenvolvidos em diferentes contextos socioculturais, com finalidades diversas, tais como educação e entretenimento. \u200b ISBN: 978-65-5939-075-5 (brochura) 978-65-5939-074-8 (eBook) \u200b DOI: 10.31560/pimentacultural/2021.748

Principios de programación

Beginning 3D Game Development with Unity 4 is perfect for those who would like to come to grips with programming Unity. You may be an artist who has learned 3D tools such as 3ds Max, Maya, or Cinema 4D, or you may come from 2D tools such as Photoshop and Illustrator. On the other hand, you may just want to familiarize yourself with programming games and the latest ideas in game production. This book introduces key game production concepts in an artist-friendly way, and rapidly teaches the basic scripting skills you'll need with Unity. It goes on to show how you, as an independent game artist, can create interactive games, ideal in scope for today's casual and mobile markets, while also giving you a firm foundation in game logic and design. The first part of the book explains the logic involved in game interaction, and soon has you creating game assets through simple examples that you can build upon and gradually expand. In the second part, you'll build the foundations of a point-and-click style first-person adventure game—including reusable state management scripts, dialogue trees for character interaction, load/save functionality, a robust inventory system, and a bonus feature: a dynamically configured maze and mini-map. With the help of the provided 2D and 3D content, you'll learn to evaluate and deal with challenges in bite-sized pieces as the project progresses, gaining valuable problem-solving skills in interactive design. By the end of the book, you will be able to actively use the Unity 3D game engine, having learned the necessary workflows to utilize your own assets. You will also have an assortment of reusable scripts and art assets with which to build future games.

Upgrade

Für dieses Buch müssen Sie kein Vorwissen mitbringen. Trotzdem werden auch fortgeschrittene C-Themen wie Zeiger und verkettete Listen behandelt - und das alles im aktuellen C11-Standard. Der besondere Clou ist die Verwendung der Programmierumgebung Code::Blocks, die es für Windows-, Mac- und Linux-Betriebssysteme gibt. Zahlreiche Beispiele, viele, viele Übungen und die Programmtexte zum Herunterladen sorgen dafür, dass Sie nach dem Durcharbeiten dieses Buchs über solide Programmiertechniken verfügen.

Dann sind Sie bereit für noch mehr: eigene Projekte und das Lernen weiterer Programmiersprachen.

Beginning 3D Game Development with Unity 4

Für die praktische Programmierarbeit gedachte Referenz der trotz ihres Alters immer noch relevanten und weit verbreiteten Programmiersprache C. Berücksichtigt den ISO-Standard von 1999 einschließlich der Korrekturen aus den Jahren 2001 und 2004. Der 1. Teil des Buches beschreibt die eigentliche Programmiersprache C, 2 weitere die Standardbibliothek (mit ausführlichen Erläuterungen und Programmbeispielen) und GNU-Tools, mit denen Programme übersetzt und getestet werden können. Ersetzt keine Einführungen und Lehrbücher zum Thema, sondern versteht sich als - ausgesprochen detailliertes - Nachschlagewerk auf dem Schreibtisch des Programmierers, dem auch das differenzierte Register entgegenkommen dürfte. Alternativ zum Vergleichstitel von Jürgen Wolf \"C von A bis Z\" (zuletzt BA 4/06) breit empfohlen. (2).

Android-Programmierung

If you need a free PDF practice set of this book for your studies, feel free to reach out to me at cbsetnet4u@gmail.com, and I'll send you a copy! THE GAME DEVELOPMENT MCQ (MULTIPLE CHOICE QUESTIONS) SERVES AS A VALUABLE RESOURCE FOR INDIVIDUALS AIMING TO DEEPEN THEIR UNDERSTANDING OF VARIOUS COMPETITIVE EXAMS, CLASS TESTS, QUIZ COMPETITIONS, AND SIMILAR ASSESSMENTS. WITH ITS EXTENSIVE COLLECTION OF MCQS, THIS BOOK EMPOWERS YOU TO ASSESS YOUR GRASP OF THE SUBJECT MATTER AND YOUR PROFICIENCY LEVEL. BY ENGAGING WITH THESE MULTIPLE-CHOICE QUESTIONS, YOU CAN IMPROVE YOUR KNOWLEDGE OF THE SUBJECT, IDENTIFY AREAS FOR IMPROVEMENT, AND LAY A SOLID FOUNDATION. DIVE INTO THE GAME DEVELOPMENT MCQ TO EXPAND YOUR GAME DEVELOPMENT KNOWLEDGE AND EXCEL IN QUIZ COMPETITIONS, ACADEMIC STUDIES, OR PROFESSIONAL ENDEAVORS. THE ANSWERS TO THE QUESTIONS ARE PROVIDED AT THE END OF EACH PAGE, MAKING IT EASY FOR PARTICIPANTS TO VERIFY THEIR ANSWERS AND PREPARE EFFECTIVELY.

Moderne Betriebssysteme

Today's Comprehensive and Authoritative Guide to Augmented Reality By overlaying computer-generated information on the real world, augmented reality (AR) amplifies human perception and cognition in remarkable ways. Working in this fast-growing field requires knowledge of multiple disciplines, including computer vision, computer graphics, and human-computer interaction. Augmented Reality: Principles and Practice integrates all this knowledge into a single-source reference, presenting today's most significant work with scrupulous accuracy. Pioneering researchers Dieter Schmalstieg and Tobias Höllerer carefully balance principles and practice, illuminating AR from technical, methodological, and user perspectives. Coverage includes Displays: head-mounted, handheld, projective, auditory, and haptic Tracking/sensing, including physical principles, sensor fusion, and real-time computer vision Calibration/registration, ensuring repeatable, accurate, coherent behavior Seamless blending of real and virtual objects Visualization to enhance intuitive understanding Interaction—from situated browsing to full 3D interaction Modeling new geometric content Authoring AR presentations and databases Architecting AR systems with real-time, multimedia, and distributed elements This guide is indispensable for anyone interested in AR, including developers, engineers, students, instructors, researchers, and serious hobbyists.

C programmieren lernen für Dummies

Invisible Digital helps us makes sense of something we cannot see by presenting an innovative approach to digital images and digital culture. At its heart is a novel method for exploring software used in the creation of moving images as markers of converging cultural, organizational and technological influences. The three

main case studies of Invisible Digital are the animated feature Moana (2016) and the computer games No Man's Sky (2016) and Everything (2017). All three were created using procedural techniques: simulation software for Moana, and procedural content generation for No Man's Sky and Everything. Production culture disclosures associated with procedural techniques often emphasize the influences of automated systems and their algorithms, making them ideal for a study that interrogates digital processes. The approach of Invisible Digital is informed by relational theories and the concept of entanglement based on materialist perspectives, combined with insights from work that more explicitly interrogates algorithms and algorithmic culture. Aylish Wood employs the notion of assemblages to introduce the concept of material-cultural narratives. Using this conceptual framework, she draws out material-cultural narratives for each case study to demonstrate what they reveal about software and digital culture. These analyses of software provide a widely applicable method through which moving image studies can contribute more fully to the wider and growing debates about algorithmic culture.

Coders at Work

The digitization of healthcare has become almost ubiquitous in recent years, spreading from healthcare organizations into the homes and personal appliances of practically every citizen. Thanks to the collective efforts of health professionals, patients and care providers as well as systems developers and researchers, the entire population of Europe is able to participate in and enjoy the benefits of digitized health information. This book presents the proceedings of the 26th Medical Informatics in Europe Conference (MIE2015), held in Madrid, Spain, in May 2015. The conference brings together participants who share their latest achievements in biomedical and health Informatics, including the role of the user in digital healthcare, and provides a forum for discussion of the inherent challenges to design and adequately deploy ICT tools, the assessment of health IT interventions, the training of users and the exploitation of available information and knowledge to further the continuous and ubiquitous availability and interoperability of medical information systems. Contributions address methodologies and applications, success stories and lessons learned as well as an overview of on-going projects and directions for the future. The book will be of interest to all those involved in the development, delivery and consumption of health and care information.

C in a nutshell

Können Sie Ihren Code leicht ändern? Können Sie fast unmittelbar Feedback bekommen, wenn Sie ihn ändern? Verstehen Sie ihn? Wenn Sie eine dieser Fragen mit nein beantworten, arbeiten Sie mit Legacy Code, der Geld und wertvolle Entwicklungszeit kostet. Michael Feathers erläutert in diesem Buch Strategien für den gesamten Entwicklungsprozess, um effizient mit großen, ungetesteten Code-Basen zu arbeiten. Dabei greift er auf erprobtes Material zurück, das er für seine angesehenen Object-Mentor-Seminare entwickelt hat. Damit hat er bereits zahlreichen Entwicklern, technischen Managern und Testern geholfen, ihre Legacy-Systeme unter Kontrolle zu bringen. Darüber hinaus finden Sie auch einen Katalog mit 24 Techniken zur Aufhebung von Dependencies, die Ihnen zeigen, wie Sie isoliert mit Programmelementen arbeiten und Code sicherer ändern können.

GAME DEVELOPMENT

This book provides an overview of modern sensing technologies and reflects the remarkable advances that have been made in the field of intelligent and smart sensors, environmental monitoring, health monitoring, and many other sensing and monitoring contexts in today's world. It addresses a broad range of aspects, from human health monitoring to the monitoring of environmental conditions, from wireless sensor networks and the Internet of Things to structural health monitoring. Given its breadth of scope, the book will benefit researchers, practitioners, technologists and graduate students involved in the monitoring of systems within the human body, functions and activities, healthcare technologies and services, the environment, etc.

Augmented Reality

This book reports on innovative research and developments in automation. Spanning a wide range of disciplines, including communication engineering, power engineering, control engineering, instrumentation, signal processing and cybersecurity, it focuses on methods and findings aimed at improving the control and monitoring of industrial and manufacturing processes as well as safety. Based on the International Russian Automation Conference, held on September 4–10, 2022, in Sochi, Russia, the book provides academics and professionals with a timely overview of and extensive information on the state of the art in the field of automation and control systems and fosters new ideas and collaborations between groups in different countries.

Invisible Digital

Abstracts of IX International Scientific and Practical Conference

Zend Framework im Einsatz

Create enthralling Android games with Unity Faster Than Ever Before About This Book Develop complex Android games with the help of Unity's advanced features such as artificial intelligence, high-end physics, and GUI transformations. Create amazing Graphical User Interfaces (GUIs) with Unity's new uGUI system Unravel and deploy exciting games across Android devices Who This Book Is For If you are a Unity 5 developer and want to expand your knowledge of Unity 5 to create high-end complex Android games, then this book is for you. Readers are expected to have a basic understanding of Unity 5, working with its environment, and its basic concepts. What You Will Learn Develop your own Jetpack Joyride clone game Explore the advanced features of Unity 5 by building your own Action Fighting game Develop remarkable Graphical User Interfaces (GUIs) with Unity's new uGUI system Enhance your game by adding stunning particle systems and complex animations Build pleasing virtual worlds with special effects, lights, sky cube maps, and cameras Make your game more realistic by providing music and sound effects Debug and deploy your games on different Android devices In Detail Game engines such as Unity are the power-tools behind the games we know and love. Unity is one of the most widely-used and best loved packages for game development and is used by everyone, from hobbyists to large studios, to create games and interactive experiences for the Web, desktop, mobile, and console. With Unity's intuitive, easy-to-learn toolset and this book, it's never been easier to become a game developer. You will begin with the basic concepts of Android game development, a brief history of Android games, the building blocks of Android games in Unity 5, and the basic flow of games. You will configure an empty project for the Jetpack Joyride Clone Game, add an environment and characters, and control them. Next you will walk through topics such as particle systems, camera management, prefabs, animations, triggers, colliders, and basic GUI systems. You will then cover the basic setup for 3D action fighting games, importing models, textures and controlling them with a virtual on-screen joystick. Later you will set up Scene for 3D Configuration, create basic gameplays, and manage input controls. Next you will learn to create the interface for the main menu, gameplay, game over, achievements, and high score screens. Finally you will polish your game with stats, sounds, and Social Networking, followed by testing the game on Android devices and then publishing it on Google Play, Amazon, and OUYA Stores. Style and approach A step-by-step and detailed guide to developing high-end complex Android games utilizing the advanced concepts of Unity.

Ajax in action

NEURONALE NETZE MIT C# PROGRAMMIEREN // - Aufbau und Training von neuronalen Netzen - Wichtige Machine-Learning-Algorithmen verstehen und einsetzen - Arbeiten mit ML.NET und Infer.NET - Vorstellung des Open Source Framework TensorFlow.NET - Erstellen eines Lex-Chatbot für .NET - Alle Beispiele sind mit Visual Studio und C# umsetzbar Sie wollen neuronale Netze und Machine-Learning-Algorithmen mit C# entwickeln? Dann finden Sie in diesem Buch eine gut verständliche Einführung in die

Grundlagen und es wird Ihnen gezeigt, wie Sie neuronale Netze und Machine-Learning-Algorithmen in Ihren eigenen Projekten praktisch einsetzen. Mithilfe von Beispielen erstellen und trainieren Sie Ihr erstes neuronales Netz zur vorausschauenden Wartung einer Produktionsmaschine. Im Praxisteil lernen Sie dann, wie Sie TensorFlow-Modelle in ML.NET benutzen oder Infer.NET direkt verwenden können. Des Weiteren nutzen Sie die Predictive- und Sentiment-Analyse, um sich mit Machine-Learning-Algorithmen vertraut zu machen. Alle im Buch vorgestellten Projekte sind in C# programmiert und stehen als Download zur Verfügung. Grundkenntnisse in C# werden für die Arbeit mit dem Buch vorausgesetzt. Alle Projekte lassen sich ohne größere Rechnerressourcen umsetzen. AUS DEM INHALT // Künstliche Intelligenz: Grundlagen/Konzepte und Methoden von Machine Learning/Neuronale Netze bauen und trainieren/Maschinensimulation mit Multilayer Perceptron (MLP)/Backpropagation/Recurrent Neural Networks/Convolutional Neural Networks/Machine Learning as a Service/Predictive Analytics/Objekterkennung/Sentiment-Analyse Daniel Basler arbeitet als Lead Developer und Softwarearchitekt. Seine Schwerpunkte liegen auf Cross-Platform-Apps, Android, JavaScript und Microsoft-Technologien. Er entwickelt u.a. Software für Regal- und Flächenlagersysteme sowie Anlagenvisualisierung und setzt in diesem Umfeld verstärkt Machine-Learning-Methoden ein. Darüber hinaus schreibt er regelmäßig Artikel für die Fachzeitschriften dotnetpro und web&mobile Developer.

Digital Healthcare Empowering Europeans

This book constitutes the refereed proceedings of the Second International Conference on Games and Learning Alliance, GALA 2013, held in Paris, France, in October 2013. The 25 revised papers presented together with 9 poster papers were carefully reviewed and selected from numerous submissions. The papers advance the state of the art in the technologies and knowledge available to support development and deployment of serious games. They are organized in 3 research tracks on design, technology and application. Also included is the outcome of a GALA workshop on a widely applied instructional design model: 4C-ID.

JavaScript

Effektives Arbeiten mit Legacy Code

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