

Librería
Bonilla y Asociados
desde 1950



Título:

Autor:

Precio: \$699.00

Editorial:

Año: 2009

Tema:

Edición: 1ª

Sinopsis

ISBN: 9780136001591

Fundamental programming concepts are introduced using Alice and media computation examples to facilitate an easier transition to Java. KEY TOPICS: Getting Started with Alice; Program Design and Implementation in Alice; Object Oriented Concepts in Alice; Working with Objects in Java; Drawing in Java; Functions and Conditionals in Alice; Repetition: Loops in Alice; Modifying all Samples in a Sound in Java; Modifying Samples using Ranges; Modifying Pictures using Loops; Modifying Pixels in a Matrix; Conditionally Modifying Pixels; Creating Classes; Creating and Modifying Text; Repetition: Recursion in Alice; Speed; Encoding, Manipulating, and Creating Movies; Abstract Classes, Polymorphism, and Inheritance. MARKET: This book will appeal to anyone with an interest in video games or animated films that wants to learn programming in an approachable and intuitive manner.