Playstation Mobile Game Development (Computer Science) is written by Allen Sherrod in English language. Release on 2014-10-17, this book has 400 page count that attach important information with easy reading structure. The book was publish by Mercury Learning & Information, it is one of best computers & technology book genre that gave you everything love about reading. You can find Playstation Mobile Game Development (Computer Science) book with ISBN 1938549880.

Designed to teach readers about the Playstation Mobile SDK, this book can be used to develop games for the Playstation Vita handheld video game console as well as other Playstation certified mobile devices. By the end of the book, not only will readers have a comfort level with the Playstation Mobile SDK, but they will also have created a game within the last chapter. Anyone can develop games and applications for the Playstation Vita just as they can for the iPhone and iPad. Some basic C# programming experience is assumed.

Features:
- Introduces readers to video game development on a Sony video game console
- Designed for beginners so any level of programmer can quickly learn the SDK
- Builds a simple space shooter game as a capstone project
- The SDK can also be used for mobile development on Playstation certified Android phones and tablets, such
<table>
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<th>Books</th>
<th>Description</th>
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<tr>
<td>Mobile Web Development: Building mobile websites, SMS and MMS messaging, mobile payments, and automated voice call systems with XHTML MP, WCSS, and mobile AJAX</td>
<td>Mobile Web Development shows you how to build a mobile presence for your web applications and sites. It covers targeting different mobile web browsers, sending and receiving SMS and MMS messages, accepting mobile payments, and developing voice- and touchtone-response systems. This book is for web developers who want to provide mobile support for their applications. The book assumes some knowledge of HTML, CSS, and JavaScript. The reader should also know a server-side language. The examples in th...</td>
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<tr>
<td>Mobile Authentication: Problems and Solutions (SpringerBriefs in Computer Science)</td>
<td>Mobile Authentication: Problems and Solutions looks at human-to-machine authentication, with a keen focus on the mobile scenario. Human-to-machine authentication is a startlingly complex issue. In the old days of computer security-before 2000, the human component was all but disregarded. It was either assumed that people should and would be able to follow instructions, or that end users were hopeless and would always make mistakes. The truth, of course, is somewhere in between, which is exactly ...</td>
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<td>Trustworthy Execution on Mobile Devices (SpringerBriefs in Computer Science)</td>
<td>This brief considers the various stakeholders in today's mobile device ecosystem, and analyzes why widely-deployed hardware security primitives on mobile device platforms are inaccessible to application developers and end-users. Existing proposals are also evaluated for leveraging such primitives, and proves that they can indeed strengthen the security properties available to applications and users, without reducing the properties currently enjoyed by OEMs and network carriers. Finally, this br...</td>
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<td>Specification and Transformation of Programs: A Formal Approach to Software Development (Monographs in Computer Science)</td>
<td>&quot;Specification and transformation of programs&quot; is short for a methodology of software development where, from a formal specification of a problem to be solved, programs correctly solving that problem are constructed by stepwise application of formal, semantics-preserving transformation rules. The approach considers programming as a formal activity. Consequently, it requires some mathematical maturity and, above all, the will to try something new. A somewhat experienced programmer or a third- or ...</td>
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<tr>
<td>Mobile JavaScript Application Development: Bringing Web Programming to Mobile Devices</td>
<td>When developing apps for the latest smartphones, you're faced with several vexing questions. How many platforms do you need to accommodate? What level of support do mobile browsers provide? To help you address these and many other key issues, this guide provides a hands-on tour of the most powerful JavaScript frameworks available today. You'll build sample apps with jQuery Mobile, Sencha Touch, and PhoneGap to learn the unique advantages and disadvantages of each framework. From there, you can determ...</td>
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<tr>
<td>The Logic of Categorial Grammars: A deductive account of natural language syntax and semantics (Lecture Notes in Computer Science / Theoretical Computer Science and General Issues)</td>
<td>This book is intended for students in computer science, formal linguistics, mathematical logic and to colleagues interested in categorial grammars and their logical foundations. These lecture notes present categorial grammars as deductive systems, in the approach called parsing-as-deduction, and the book includes detailed proofs of their main properties. The papers are organized in topical sections on AB grammars, Lambek's syntactic calculus, Lambek calculus and montague grammar, non-associative...</td>
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This book provides foundations for software specification and formal software development from the perspective of work on algebraic specification, concentrating on developing basic concepts and studying their fundamental properties. These foundations are built on a solid mathematical basis, using elements of universal algebra, category theory and logic, and this mathematical toolbox provides a convenient language for precisely formulating the concepts involved in software specification and development.

Mobile Design and Development: Practical concepts and techniques for creating mobile sites and web apps (Animal Guide)

Mobile Design and Development by Brian Fling is a start to finish guide for designing and building mobile apps regardless of experience, device or platform. Brian took on the daunting challenge to write the mobile guide missing from bookshelves. As Brian describes it "this is a book that teaches people how to cook, not a collection of recipes." Since its release the book has been incredibly well received. It has been described as a "must have" by many experts in the mobile community. The 16 ch...

Enterprise Class Mobile Application Development: A complete lifecycle approach for producing mobile apps (developerWorks Series)

This book introduces a comprehensive approach for team development of mobile business apps, combining best practices for collaborative software lifecycle management with newer requirements unique to the mobile space. Authored by a team of IBM experts responsible for delivering the cutting-edge IBM Mobile Enterprise product offerings, it has been designed to provide value for every participant in the mobile enterprise app development project: Architects can use this guide to plan mobile project...

Theoretical Computer Science: Introduction to Automata, Computability, Complexity, Algorithmics, Randomization, Communication, and Cryptography (Texts in Theoretical Computer Science. An EATCS Series)

Juraj Hromkovic takes the reader on an elegant route through the theoretical fundamentals of computer science. The author shows that theoretical computer science is a fascinating discipline, full of spectacular contributions and miracles. The book also presents the development of the computer scientist's way of thinking as well as fundamental concepts such as approximation and randomization in algorithmics, and the basic ideas of cryptography and interconnection network design.

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