Design Patterns Wordware Applications Library

Currently, there are no directly competitive titles to Lin's title, and considering the explosive growth of not only 3-D graphics but the Linux operating system, this new book will be valuable to developers interested in graphics programming. The CD-ROM contains a series of animated 3-D videos illustrating key 3-D graphics concepts, such as the transformation from world space into camera space. It also features Blender 3-D, a professional quality 3-D modeler.

A one-stop source of production methods necessary to create well-designed, functional, and aesthetically pleasing Web pages, this book provides users with how-to information to expand their skills and ensure that viewers can load the Web page easily, regardless of computer, operating system, or connectivity speed.

Introduction to 3D Game Programming with DirectX 9.0c: A Shader Approach presents an introduction to programming interactive computer graphics, with an emphasis on game development, using real-time shaders with DirectX 9.0. The book is divided into three parts that explain basic mathematical and 3D concepts, show how to describe 3D worlds and implement fundamental 3D rendering techniques, and demonstrate the application of Direct3D to create a variety of special effects. With this book understand basic mathematical tools used in video game creation such as vectors, matrices, and transformations; discover how to describe and draw interactive 3D scenes using Direct3D and the D3DX library; learn how to implement lighting, texture mapping, alpha blending, and stenciling using shaders and the high-level shading language (HLSL); explore a variety of techniques for creating special effects, including vertex blending, character animation, terrain rendering, multi-texturing, particle systems, reflections, shadows, and normal mapping;f ind out how to work with meshes, load and render .X files, program terrain/camera collision detection, and implement 3D object picking; review key ideas, gain programming experience, and explore new topics with the end-of-chapter exercises.

Pro Expression Blend 4 is for .NET developers and graphical artists who want to learn the ins and outs of the Expression Blend integrated development environment. You may know already that this tool can be used to build Windows Presentation Foundation (WPF), Silverlight, and Windows Phone 7 applications; however, this book will take you well beyond the basics and provide you with a detailed examination of key Blend topics, including workspace customization, graphics, layout, styles, themes, data binding, and the use of SketchFlow, giving you an excellent understanding of the Blend product and what it can do for you. Over the course of these eight chapters, you will learn numerous techniques to simplify the authoring of XAML using Blend. These include: Transforming a vector graphic into a custom control template with a few clicks of the mouse Generating complex animations using an integrated timeline editor Visually designing interactive data templates Creating prototypes (via SketchFlow) that can be transformed into production-level code Throughout Pro Expression Blend 4, you'll work with both Blend and .NET code to finalize fully-functional projects that will provide both valuable insights and a sound foundation for your future WPF and Silverlight projects. Each chapter will give you ample opportunity to build .NET software using Blend. However, this is not a programming book, per se. While some examples will require a manageable amount of C# code, this book is squarely focused on helping you gain mastery over the numerous tools, editors, designers, and wizards of the Microsoft Expression Blend IDE.

Transact-SQL doesn't always offer the functions needed for a project, but with user-defined functions, introduced in Microsoft SQL Server 2000, programmers can create their own. The book discusses creating, using, and managing user-defined functions and system user-defined functions. The first part of the book explains the SQL syntax required to create, manage, and use UDFs; the second part describes the system UDFs that Microsoft has added to SQL Server as tools to implement SQL Server functionality.

Practical Software Architecture Solutions from the Legendary Robert C. Martin (“Uncle Bob”) By applying universal rules of software architecture, you can dramatically improve developer productivity throughout the life of any software system. Now, building upon the success of his best-selling books Clean Code and The Clean Coder, legendary software craftsman Robert C. Martin (“Uncle Bob”) reveals those rules and helps you apply them. Martin’s Clean Architecture doesn’t merely present options. Drawing on over a half-century of experience in software environments of every imaginable type, Martin tells you what choices to make and why they are critical to your success. As you’ve come to expect from Uncle Bob, this book is packed with direct, no-nonsense solutions for the real challenges you’ll face–the ones that will make or break your projects. Learn what software architects need to achieve–and core disciplines and practices for achieving it Master essential software design principles for addressing function, component separation, and data management See how programming paradigms impose discipline by restricting what developers can do Understand what’s critically important and what’s merely a “detail” Implement optimal, high-level structures for web, database, thick-client, console, and embedded applications Define appropriate boundaries and layers, and organize components and services See why designs and architectures go wrong, and how to prevent (or fix) these failures Clean Architecture is essential reading for every current or aspiring software architect, systems analyst, system designer, and software manager–and for every programmer who must execute someone else’s designs. Register your product for convenient access to downloads, updates, and/or corrections as they become available.

Introduction to Game Programming with C++ explores the world of game development with a focus on C++. This book begins with an explanation of the basics of mathematics as it relates to game programming, covers the fundamentals of C++, and describes a number of algorithms commonly used in games. In addition, it discusses several libraries that can help you manage graphics, add audio, and create installation software so you can get started on the path to making both 2D and 3D games.With this book understand the basics of programming in C++, including working with variables, constants, arrays, conditional statements, pointers, and functions; learn how to use the ClanLib library to make 2D games; discover how the OGRE graphics library can be used to implement particle systems and other effects in 3D games; find out how to integrate sound and music into your game.

AI is an integral part of every video game. This book helps professionals keep up with the constantly evolving technological advances in the fast growing game industry and equips students with up-to-date information they need to jumpstart their careers. This revised and updated Third Edition includes new techniques, algorithms, data structures and representations needed to create powerful AI in games. Key Features A comprehensive professional tutorial and reference to implement true AI in games Includes new exercises so readers can test their comprehension and understanding of the concepts and practices presented Revised and updated to cover new techniques and advances in AI Walks the reader through the entire game AI development process

Human behavior is never an exact science, making the design and programming of artificial intelligence that seeks to replicate human behavior difficult. Usually, the answers cannot be found in sterile algorithms that are often the focus of artificial intelligence programming. However, by analyzing why people behave the way we do, we can break down the process into increasingly smaller components. We can model many of those individual components in the language of logic and mathematics and then reassemble them into larger, more involved decision-making processes. Drawing from classical game theory, "Behavioral Mathematics for Game AI" covers both the psychological foundations of human decisions and the mathematical modeling techniques that AI designers and programmers can use to replicate them. With examples from both real life and game situations, you'll explore topics such as utility, the fallacy of rational behavior, and the inconsistencies and contradictions that human behavior often exhibits. You'll examine various ways of using statistics, formulas, and algorithms to create believable simulations and to model these dynamic, realistic, and interesting behaviors in video games. Finally, you'll be introduced to a number of tools you can use in conjunction with standard AI algorithms to make it easier to utilize the mathematical models.

This book introduces innovative and interdisciplinary applications of advanced technologies. Featuring the papers from the 10th DAYS OF BHAAAS (Bosnian-Herzegovinian American Academy of Arts and Sciences) held in Jahorina, Bosnia and Herzegovina on June 21–24, 2018, it discusses a wide variety of engineering and scientific applications of the different techniques. Researchers from academic and industry present their work and ideas, techniques and applications in the field of power systems, mechanical engineering, computer modelling and simulations, civil engineering, robotics and biomedical engineering, information and communication technologies, computer science and applied mathematics.

Requires only a basic knowledge of mathematics and is geared toward the general educated specialists. Includes a gallery of color images and Mathematica code listings.

Making a game can be an intensive process, and if not planned accurately can easily run over budget. The use of procedural generation in game design can help with the intricate and multifarious aspects of game development; thus facilitating cost reduction. This form of development enables games to create their play areas, objects and stories based on a set of rules, rather than relying on the developer to handcraft each element individually. Readers will learn to create randomized maps, weave accidental plotlines, and manage complex systems that are prone to unpredictable behavior. Tanya Short’s and Tarn Adams’ Procedural Generation in Game Design offers a wide collection of chapters from various experts that cover the implementation and enactment of procedural generation in games. Designers from a variety of studios provide concrete examples from their games to illustrate the many facets of this emerging sub-discipline. Key Features: Introduces the differences between static/traditional game design and procedural game design Demonstrates how to solve or avoid common problems with procedural game design in a variety of concrete ways Includes industry leaders’ experiences and lessons from award-winning games World’s finest guide for how to begin thinking about procedural design

Argues that video games go beyond entertainment and examines the principles that make these games valuable tools of learning and literacy.

Furnishes a valuable compilation of core techniques and algorithms used to code computer and video games, coverin such topics as code design, data structures, design patters, AI, scripting engines, network programming, 2D programming, 3D pipelines, and texture mapping and furnishing code samples in C++ and Open GL and DirectX APIs. Original. (Advanced)

If you want to get started with PHP, this book is essential. Author David Sklar (PHP Cookbook) guides you through aspects of the language you need to build dynamic server-side websites. By exploring features of PHP 5.x and the exciting enhancements in the latest release, PHP 7, you’ll learn how to work with web servers, browsers, databases, and web services. End-of-chapter exercises help you make the lessons stick. Whether you’re a hobbyist looking to build dynamic websites, a frontend developer ready to add server-side programs, or an experienced programmer who wants to get up to speed with this language, this gentle introduction also covers aspects of modern PHP, such as internationalization, using PHP from the command line, and package management. Learn how PHP interacts with browsers and servers Understand data types, variables, logic, looping, and other language basics Explore how to use arrays, functions, and objects Build and validate web forms Work with databases and session management Access APIs to interact with web services and other websites Jumpstart your project with popular PHP web application frameworks

Virtual collaborative team environments face unique challenges because co-workers are not able to interact in person. Managing Virtual Teams: Getting the Most from Wikis, Blogs, and Other Collaborative Tools provides practical advice for managers of distributed teams who must design the internal systems and meet deadlines with a diverse team, and for team members who want to develop and maintain professional relationships. To address these needs, this book is divided into two parts. Part I discusses the basics of team and project management, including team dynamics, communication, and project evaluation, with particular emphasis on the unique challenges of virtual teams. Part II covers the types of tools currently available for collaboration, such as wikis, blogs, RSS feeds, and more, and describes the different feature sets of each, as well as their differences and similarities. As part of their collaborative effort, the authors used a wiki, which they have opened to give readers an opportunity to see an example of a real-life wiki at work and participate in a community with the authors and other readers.

"This book presents a framework for understanding games for educational purposes while providing a broader sense of current related research. This creative and advanced title is a must-have for those interested in expanding their knowledge of this exciting field of electronic gaming"--Provided by publisher.

This is the revised and expanded 1998 edition of a popular introduction to the design and implementation of geometry algorithms arising in areas such as computer graphics, robotics, and engineering design. The basic techniques used in computational geometry are all covered: polygon triangulations, convex hulls, Voronoi diagrams, arrangements, geometric searching, and motion planning. The self-contained treatment presumes only an elementary knowledge of mathematics, but reaches topics on the frontier of current research, making it a useful reference for practitioners at all levels. The second edition contains material on several new topics, such as randomized algorithms for polygon triangulation, planar point location, 3D convex hull construction, intersection algorithms for ray-segment and ray-triangle, and point-in-polyhedron. The code in this edition is significantly improved from the first edition (more efficient and more robust), and four new routines are included. Java versions for this new edition are also available. All code is accessible from the book's Web site (http://cs.smith.edu/~orourke/) or by anonymous ftp.

Game Programming Algorithms and Techniques is a detailed overview of many of the important algorithms and techniques used in video game programming today. Designed for programmers who are familiar with object-oriented programming and basic data structures, this book focuses on practical concepts that see actual use in the game industry. Sanjay Madhav takes a unique platform- and framework-

agnostic approach that will help develop virtually any game, in any genre, with any language or framework. He presents the fundamental techniques for working with 2D and 3D graphics, physics, artificial intelligence, cameras, and much more. Each concept is illuminated with pseudocode that will be intuitive to any C#, Java, or C++ programmer, and has been refined and proven in Madhav's game programming courses at the University of Southern California. Review questions after each chapter help solidify the most important concepts before moving on. Madhav concludes with a detailed analysis of two complete games: a 2D iOS side-scroller (written in Objective-Cusing cocos2d) and a 3D PC/Mac/Linux tower defense game (written in C# using XNA/ MonoGame). These games illustrate many of the algorithms and techniques covered in the earlier chapters, and the full source code is available at gamealgorithms.net. Coverage includes Game time management, speed control, and ensuring consistency on diverse hardware Essential 2D graphics techniques for modern mobile gaming Vectors, matrices, and linear algebra for 3D games 3D graphics including coordinate spaces, lighting and shading, z-buffering, and quaternions Handling today's wide array of digital and analog inputs Sound systems including sound events, 3D audio, and digital signal processing Fundamentals of game physics, including collision detection and numeric integration Cameras: first-person, follow, spline, and more Artificial intelligence: pathfinding, state-based behaviors, and strategy/planning User interfaces including menu systems and heads-up displays Scripting and text-based data files: when, how, and where to use them Basics of networked games including protocols and network topology

Social software has taken the Internet by storm, fuelling huge growth in collaborative authoring platforms (such as blogs, wikis and podcasts) and massive expansion in social networking communities. These technologies have generated an unprecedented level of consumer participation and it is now time for businesses to embrace them as part of their own information and knowledge management strategies. Enterprise 2.0 is one of the first books to explain the impact that social software will have inside the corporate firewall, and ultimately how staff will work together in the future. Niall Cook helps you to navigate this emerging landscape and introduces the key concepts that make up 'Enterprise 2.0'. The 4Cs model at the heart of the book uses practical examples from well known companies in a range of industry sectors to illustrate how to apply Enterprise 2.0 to encourage communication, cooperation, collaboration and connection between employees and customers in your own company. Erudite, well-researched and highly readable, this book is essential for anyone involved in knowledge, information and library management, as well as those implementing social software tools inside organizations. It will also appeal to marketing, advertising, public relations and internal communications professionals who need to exploit the opportunities social software offers for significant business impact and competitive advantage.

This textbook provides a unified and concise exploration of undergraduate mathematics by approaching the subject through its history. Readers will discover the rich tapestry of ideas behind familiar topics from the undergraduate curriculum, such as calculus, algebra, topology, and more. Featuring historical episodes ranging from the Ancient Greeks to Fermat and Descartes, this volume offers a glimpse into the broader context in which these ideas developed, revealing unexpected connections that make this ideal for a senior capstone course. The presentation of previous versions has been refined by omitting the less mainstream topics and inserting new connecting material, allowing instructors to cover the book in a one-semester course. This condensed edition prioritizes succinctness and cohesiveness, and there is a greater emphasis on visual clarity, featuring full color images and high quality 3D models. As in previous editions, a wide array of mathematical topics are covered, from geometry to computation; however, biographical sketches have been omitted. Mathematics and Its History: A Concise Edition is an essential resource for courses or reading programs on the history of mathematics. Knowledge of basic calculus, algebra, geometry, topology, and set theory is assumed. From reviews of previous editions: “Mathematics and Its History is a joy to read. The writing is clear, concise and inviting. The style is very different from a traditional text. I found myself picking it up to read at the expense of my usual late evening thriller or detective novel.... The author has done a wonderful job of tying together the dominant themes of undergraduate mathematics.” Richard J. Wilders, MAA, on the Third Edition "The book...is presented in a lively style without unnecessary detail. It is very stimulating and will be appreciated not only by students. Much attention is paid to problems and to the development of mathematics before the end of the nineteenth century.... This book brings to the non-specialist interested in mathematics many interesting results. It can be recommended for seminars and will be enjoyed by the broad mathematical community." European Mathematical Society, on the Second Edition

Creating robust artificial intelligence is one of the greatest challenges for game developers, yet the commercial success of a game is often dependent upon the quality of the AI. In this book, Ian Millington brings extensive professional experience to the problem of improving the quality of AI in games. He describes numerous examples from real games and explores the underlying ideas through detailed case studies. He goes further to introduce many techniques little used by developers today. The book's associated web site contains a library of C++ source code and demonstration programs, and a complete commercial source code library of AI algorithms and techniques. "Artificial Intelligence for Games - 2nd edition" will be highly useful to academics teaching courses on game AI, in that it includes exercises with each chapter. It will also include new and expanded coverage of the following: AI-oriented gameplay; Behavior driven AI; Casual games (puzzle games). Key Features * The first comprehensive, professional tutorial and reference to implement true AI in games written by an engineer with extensive industry experience. * Walks through the entire development process from beginning to end. * Includes examples from over 100 real games, 10 in-depth case studies, and web site with sample code.

Praise for Design Patterns in Ruby " Design Patterns in Ruby documents smart ways to resolve many problems that Ruby developers commonly encounter. Russ Olsen has done a great job of selecting classic patterns and augmenting these with newer patterns that have special relevance for Ruby. He clearly explains each idea, making a wealth of experience available to Ruby developers for their own daily work." —Steve Metsker, Managing Consultant with Dominion Digital, Inc. "This book provides a great demonstration of the key 'Gang of Four' design patterns without resorting to overly technical explanations. Written in a precise, yet almost informal style, this book covers enough ground that even those without prior exposure to design patterns will soon feel confident applying them using Ruby. Olsen has done a great job to make a book about a classically 'dry' subject into such an engaging and even occasionally humorous read." —Peter Cooper "This book renewed my interest in understanding patterns after a decade of good intentions. Russ picked the most useful patterns for Ruby and introduced them in a straightforward and logical manner, going beyond the GoF's patterns. This book has improved my use of Ruby, and encouraged me to blow off the dust covering the GoF book." —Mike Stok " Design Patterns in Ruby is a great way for programmers from statically typed objectoriented languages to learn how design patterns appear in a more dynamic, flexible language like Ruby." —Rob Sanheim, Ruby Ninja, Relevance Most design pattern books are based on C++ and Java. But Ruby is different—and the language's unique qualities make design patterns easier to implement and use. In this book, Russ Olsen demonstrates how to combine Ruby's power and elegance with patterns, and write more sophisticated, effective software with far fewer lines of code. After reviewing the history, concepts, and goals of design patterns, Olsen offers a quick tour of the Ruby language—enough to allow any experienced software developer to immediately utilize patterns with Ruby. The book especially calls attention to Ruby features that simplify the use of patterns, including dynamic typing, code closures, and "mixins" for easier code reuse. Fourteen of the classic "Gang of Four" patterns are considered from the Ruby point of view, explaining what problems each pattern solves, discussing whether traditional implementations make sense in the Ruby environment, and introducing Ruby-specific improvements. You'll discover opportunities to implement patterns in just one or two lines of code, instead of the endlessly repeated boilerplate that conventional languages often require. Design Patterns in Ruby also identifies innovative new patterns that have emerged from the Ruby community. These include ways to create custom objects with metaprogramming, as well as the ambitious Rails-based "Convention Over Configuration" pattern, designed to help integrate entire applications and frameworks. Engaging, practical, and accessible, Design Patterns in Ruby will help you build better software while making your Ruby programming experience more rewarding.

Provides an introduction to AI game techniques used in game programming.
Offers advice for using physics concepts to increase the realism of computer games, covering mechanics, real-world situations, and real-time simulations.
An impassioned look at games and game design that offers the most ambitious framework for understanding them to date. As pop culture, games are as important as film or television—but game design has yet to develop a theoretical framework or critical vocabulary. In Rules of Play Katie Salen and Eric Zimmerman present a much-needed primer for this emerging field. They offer a unified model for looking at all kinds of games, from board games and sports to computer and video games. As active participants in game culture, the authors have written Rules of Play as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding games. Building an aesthetics of interactive systems, Salen and Zimmerman define core concepts like "play," "design," and "interactivity." They look at games through a series of eighteen "game design schemas," or conceptual frameworks, including games as systems of emergence and information, as contexts for social play, as a storytelling medium, and as sites of cultural resistance. Written for game scholars, game developers, and interactive designers, Rules of Play is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a solid theoretical framework for the emerging discipline of game design.
Companion CD included with Paint Shop Pro 8 evaluation edition!Interfaces strongly affect how an application or game is received by a user, no matter which cutting-edge features it may boast. This unique book presents a comprehensive solution for creating good interfaces using the latest version of DirectX. This involves building an interface library from the ground up. Divided into three sections, the book discusses the foundations of interface design, the construction of a feature-rich interface library, and the creation of a fully functional media player in DirectShow.
What is artificial intelligence? How is artificial intelligence used in game development? Game development lives in its own technical world. It has its own idioms, skills, and challenges. That’s one of the reasons games are so much fun to work on. Each game has its own rules, its own aesthetic, and its own trade-offs, and the hardware it will run on keeps changing. AI for Games is designed to help you understand one element of game development: artificial intelligence (AI).
Includes companion DVD with trial versions of LightWave v9.2! Essential LightWave v9 offers an unparalleled guide to LightWave 3D. Written to help users quickly take control of the software, this book is filled with easy-to-understand explanations, time-saving tips and tricks, and detailed tutorials on nearly every aspect of the software, including the new features in LightWave v9.2! Key features: learn to model, light, surface animate, and render within the first seven chapters!; master the LightWave v9 Node Editor for advanced surfacing, texturing, and deformations; learn to model with polygons, Catmull-Clark/Subpatch SubDs, and splines; uncover the secrets of distortion-free UV mapping and high-quality texturing; learn to seamlessly composite 3D objects with real-world images; create professional-quality character animation using FK, IK, and IK Booster; enhance your animations with expressions, particle effects, and dynamics; set up a render farm to rip through complex rendering tasks.
Design Patterns demonstrates how software developers can improve the performance, maintainability, portability, and scalability of their code through the use of the Gang of Four design patterns. After a discussion of patterns methodology, reasons for using design patterns, the book delves into each of the 23 patterns. Each pattern section gives a detailed description of the pattern, refactored from either Boolean logic or simpler, less-maintainable code that you might encounter in the real world, and shows readers how to use the pattern in their code. The text walks readers through making the move from current code to the pattern, lists the benefits of using the pattern, and shows how the pattern performs after the refactoring effort, with a goal throughout of providing practical implementations.
This engaging book presents the essential mathematics needed to describe, simulate, and render a 3D world. Reflecting both academic and in-the-trenches practical experience, the authors teach you how to describe objects and their positions, orientations, and trajectories in 3D using mathematics. The text provides an introduction to mathematics for game designers, including the fundamentals of coordinate spaces, vectors, and matrices. It also covers orientation in three dimensions, calculus and dynamics, graphics, and parametric curves.
Offering an overview of usability, testing, and information architecture for EPOC, WAP, PDAs, handhelds, and handsets, this how-to guide dives into the details about medium-specific issues and design strategies. * Discusses designing for the current wireless platforms: cellular phones and PDAs * Covers both stand alone as well as Web-based application design * Contains a case study of a usability test
Game Design Foundations, Second Edition covers how to design the game from the important opening sentence, the One Pager document, the Executive Summary and Game Proposal, the Character Document to the Game Design Document. The book describes game genres, where game ideas come from, game research, innovation in gaming, important gaming principles such as game mechanics, game balancing, AI, path finding and game tiers. The basics of programming, level designing, and film scriptwriting are explained by example. Each chapter has exercises to hone in on the newly learned designer skills that will display your work as a game designer and your knowledge in the game industry."
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This volume provides a foundation in digital accounting by covering such fundamental topics as accounting software, XBRL (eXtensible Business Reporting Language), and EDI. The effects of the Internet and ERP on accounting are classified and presented for each accounting cycle, along with a comprehensive discussion of online controls.

Written by an expert in the game industry, Christer Ericson's new book is a comprehensive guide to the components of efficient real-time collision detection systems. The book provides the tools and know-how needed to implement industrial-strength collision detection for the highly detailed dynamic environments of applications such as 3D games, virtual reality applications, and physical simulators. Of the many topics covered, a key focus is on spatial and object partitioning through a wide variety of grids, trees, and sorting methods. The author also presents a large collection of intersection and distance tests for both simple and complex geometric shapes. Sections on vector and matrix algebra provide the background for advanced topics such as Voronoi regions, Minkowski sums, and linear and quadratic programming. Of utmost importance to programmers but rarely discussed in this much detail in other books are the chapters covering numerical and geometric robustness, both essential topics for collision detection systems. Also unique are the chapters discussing how graphics hardware can assist in collision detection computations and on advanced optimization for modern computer architectures. All in all, this comprehensive book will become the industry standard for years to come.

Access 2007 Programming by Example with VBA, XML, and ASP shows non-programmers how Access databases can be created, managed, and customized with Visual Basic for Applications (VBA) — a powerful programming language built into Access. Hundreds of hands-on examples and projects throughout the book show users how to take charge of their Access databases with programming. Learn how to Write and debug your programming code with the Visual Basic Editor; access and manipulate databases with Data Access Objects (DAO) and ActiveX Data Objects (ADO); use the Data Definition Language (DDL) to enforce data integrity and manage database security; modify the behavior of forms, reports, and controls by writing event procedures; publish dynamic Access data to the web using Active Server Pages (ASP) and Extensible Markup Language (XML); and work with the new features for tables, forms, reports, macros, and templates that are available in the Access 2007 user interface.

Advanced 3D Game Programming with DirectX 10.0 provides a guide to developing cutting-edge games using DirectX 10.0. Important Notice: The digital edition of this book is missing some of the images or content found in the physical edition.