



## Game Maker Course Notes on Java, J2se J2me Volume One: Introduction Overview (Paperback)

By Hobbypress

Createspace, United States, 2010. Paperback. Book Condition: New. 254 x 203 mm. Language: English . Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*.Java had revolutionized the world of game creation, by providing cross platform compatibility for producing games without writing compiler specific codes and scripts. J2SE and J2ME are the SDKs behind Java game development (the former is for desktop computers while the latter is for handheld devices). The goal of this book is to provide starters with rich technical information so the best decision and judgment can be exercised when creating Java games through coding. This is not a step-by-step tutorial. This is also not a guide book kind of overview material. We place our focus on the practical side of game creation - practical tips and techniques one will definitely need when starting out a Java based game project. We also tell exactly what can and cannot be done with the existing Java SDKs, and the kind of performance drawback that can be foreseen when the codes are not written properly. So, are you ready for the challenge?.



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