Game Development with Lua (Schlechter 2012) combines C# and artificial intelligence. If you are a developer just starting out, this one is for you: it's easy to read, covers a lot of ground, and is packed with practical advice and real-world examples. Lua is a high-level, lightweight language that is easy to learn and use, and it is widely used in game development. The book starts with the basics, such as installing Lua and creating your first program, and then moves on to more advanced topics, such as game design and programming. It is written in a clear, concise style with lots of screen shots and code examples. It includes 140+ pages of content, including chapters on game design, game programming, and artificial intelligence. The book is suitable for beginners and experienced programmers alike. It is a great resource for anyone interested in game development.

Programming in Lua (Butler 2010) is a book that is both friendly and comprehensive. It covers the basics of Lua programming and then goes on to cover advanced topics, such as game programming and artificial intelligence. The book is written in a clear, concise style with lots of screen shots and code examples. It is suitable for beginners and experienced programmers alike. It is a great resource for anyone interested in game development.

Game Engine Architecture (Greg 2018) is a book that is both friendly and comprehensive. It covers the basics of game engine architecture and then goes on to cover advanced topics, such as game design and programming. The book is written in a clear, concise style with lots of screen shots and code examples. It is suitable for beginners and experienced programmers alike. It is a great resource for anyone interested in game development.

C# in the Modern World (Schell 2019) is a book that is both friendly and comprehensive. It covers the basics of C# programming and then goes on to cover advanced topics, such as game design and programming. The book is written in a clear, concise style with lots of screen shots and code examples. It is suitable for beginners and experienced programmers alike. It is a great resource for anyone interested in game development.

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Game Coding Complete (Millidge 2011) is a book that is both friendly and comprehensive. It covers the basics of game development and then goes on to cover advanced topics, such as game design and programming. The book is written in a clear, concise style with lots of screen shots and code examples. It is suitable for beginners and experienced programmers alike. It is a great resource for anyone interested in game development.

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Head First JavaScript - Michael Morrison 2007-12-20 So you're ready to make the leap from writing HTML and CSS web pages to creating dynamic web pages? You want to take your web skills to the next level, and you're finally ready to add "programmer" to the resume. It sounds like you're ready to learn the Web's hottest programming language: JavaScript. Head First JavaScript is your ticket to going beyond copying and pasting the code from someone else's web site, and writing your own interactive web pages. With Head First JavaScript, you learn: The basics of programming: from variables to types to looping through the work browser sees your code, and how you can talk to the browser with your code. Why you'll never have to worry about casting, overloading, or polymorphism when you're writing JavaScript code. How to use the Document Object Model to change your web pages without making your users click buttons. If you've ever read a Head First book, you know what to expect -- a visually rich format designed for the way your brain works. Head First JavaScript is no exception. It starts where HTML and CSS leave off, and takes you through your first program into more complex programming concepts - like working directly with the web browser's object model and writing code that works on all modern browsers. Don't be intimidated if you've never written a line of code before! In typical Head First style, Head First JavaScript doesn't skip steps, and we're not interested in having you cut and paste code. You'll learn JavaScript, understand it, and have a blast along the way. So get ready... dynamic and exciting web pages are just pages away.

The C Programming Language - Brian W. Kernighan 1988 Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface.