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code for most web sites mostly runs on the server when a user clicks on a link the site reacts slowly because the browser sends information to the server and the server sends it back again before displaying the results with near universal availability of capable browsers and powerful hardware the single page web application spa pushes most of the code to the browser giving users immediate results whether they're surfing at their desk or using a phone app single page applications shows how to build modern browser based apps that take advantage of stronger client platforms and more predictable bandwidth it covers the spa design approach and explores new techniques like structured javascript and responsive design readers will learn to capitalize on trends like server side javascript and nosql data stores as well as new frameworks that make javascript more manageable and testable as a first class language audience this book is for web developers architects and product managers who know about javascript html css and web development basics about the technology a single page application spa is an application delivered to the browser that does not reload the page during use

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with c optimize user interfaces using c for a seamless player experience manage game data efficiently in unity with c enrich your game with third party assets and apis using c who this book is for this book is designed for game developers professional gamers and game development enthusiasts who have prior experience with unity and are comfortable with c programming if you have a basic understanding of unity s core functionalities such as creating scenes scripting and manipulating objects this book will help you gain the skills needed to master unity game development

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responsive virtual opponents that challenge and engage players on a whole new level as you follow along with practical examples the book will guide you through the creation of fully functional ai systems you'll be able to harness the power of behavior trees navmesh systems and sensory perception models breathing life into your virtual characters by the end of this book you'll be equipped with the knowledge you need to unleash the full potential of ai in unreal engine get ready to revolutionize your gaming creations and captivate players with ai driven wonders that push the boundaries of what's possible what you will learn discover the basics of ai development in video games gain a deep understanding of the main actors in the unreal engine ai framework design and develop engaging ai actors for a game create dynamic and immersive ai experiences with behavior trees navigation systems massentity and other ai features debug ai systems using dedicated unreal engine debugging tools extend the ai system with custom nodes and functions understand how to cope with the ai system by employing blueprints and or c create games that focus on tactics motion and more who this book is for this book is for game programmers as well as unreal engine developers with little to no knowledge of ai systems in video games who want to explore this topic in depth developers who are proficient in other game engines and are interested in understanding the principles of the unreal ai framework will also benefit from this book you'll need basic knowledge of unreal engine and c and a strong passion for game development to get the most out of this book

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build production ready scalable applications that stand up to enterprise demands with nestjs while learning all about apis graphql and more key features understand the basics of robust

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