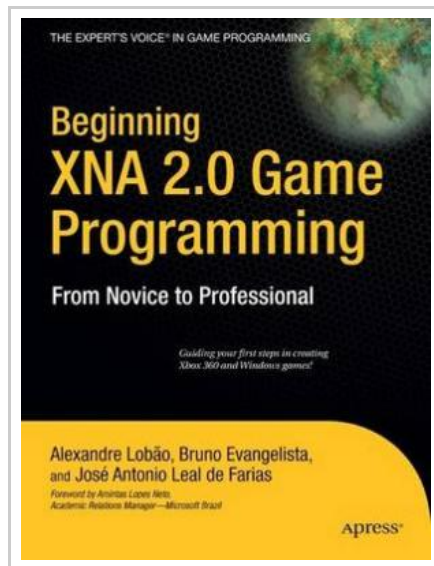




Beginning XNA 2.0 Game Programming

By Alexandre Santos Lobao, Bruno Evangelista, Jose Antonio Leal De Farias,

Paperback. Book Condition: New. Not Signed; XNA makes it simple to create your own games, which will run on a PC and Xbox 360 console. Even if you don't know how to program at all, Beginning XNA Game Programming will teach you the basics of C# 2005 programming along the way. This fast-paced introduction to XNA and the C# language provides professional developers a quick-start guide to creating a commercial product using XNA, as well as offering home enthusiasts or hobbyists everything they need to begin putting together games in their spare time. You'll discover and understand all the key concepts required to create smooth, professional-looking results in a range of gaming genres. book.



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