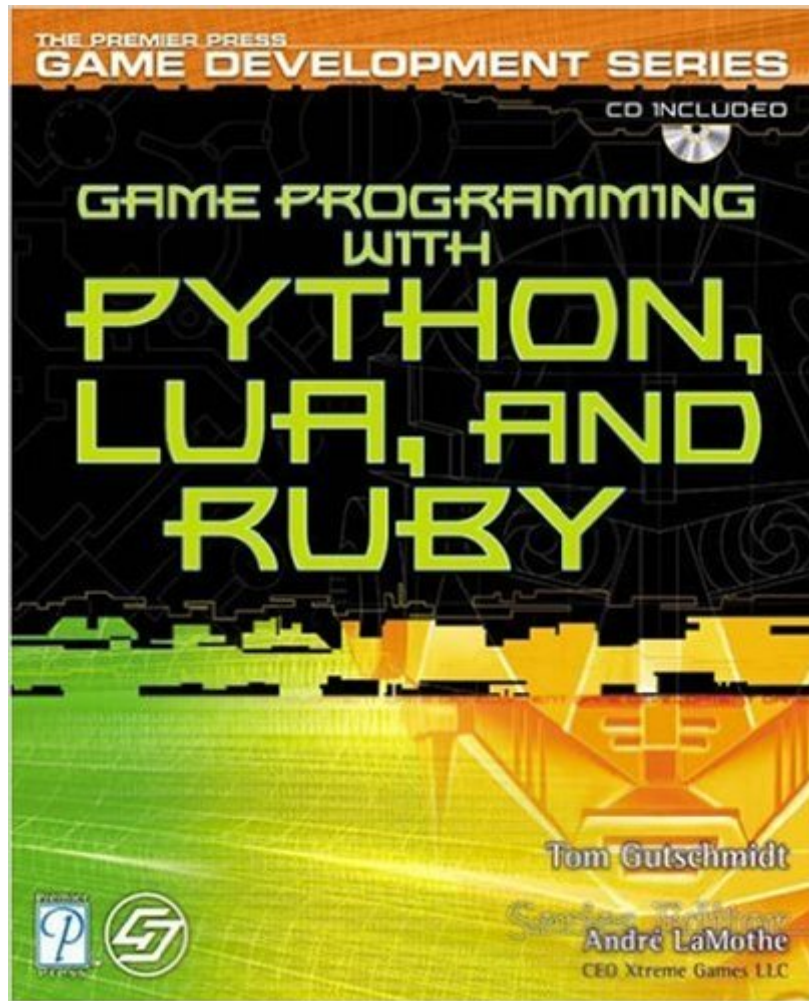**The book was found**

Game Programming With Python, Lua, And Ruby (Game Development)

Synopsis

Get ready to dive headfirst into the world of programming! "Game Programming with Python, Lua, and Ruby" offers an in-depth look at these three flexible languages as they relate to creating games. No matter what your skill level as a programmer, this book provides the guidance you need. Each language is covered in its own section?you'll begin with the basics of syntax and style and then move on to more advanced topics. Follow along with each language or jump right to a specific section! Similar features in Python, Lua, and Ruby?including functions, string handling, data types, commenting, and arrays and strings?are examined. Learn how each language is used in popular game engines and projects, and jumpstart your programming expertise as you develop skills you'll use again and again!

Book Information

Series: Game Development

Paperback: 472 pages

Publisher: Course Technology PTR; 1 edition (December 1, 2003)

Language: English

ISBN-10: 1592000770

ISBN-13: 978-1592000777

Product Dimensions: 9.1 x 7.4 x 1 inches

Shipping Weight: 1.8 pounds

Average Customer Review: 2.3 out of 5 starsÂ Â See all reviewsÂ (7 customer reviews)

Best Sellers Rank: #916,740 in Books (See Top 100 in Books)   #142 inÂ Books > Computers & Technology > Programming > Languages & Tools > Ruby   #636 inÂ Books > Computers & Technology > Programming > Languages & Tools > Python   #671 inÂ Books > Computers & Technology > Games & Strategy Guides > Game Programming

Customer Reviews

First let me preface this by saying that i'm only on page 31 and ALREADY am I compelled to write a review about how bad this book is. however, if I get further into the book to find that by some miracle it actually improves, I will revise this review as appropriate. However, the first 31 pages alone are so bad i had to say something before other people blow their cash on this.Where to begin? I suppose my biggest problems with the book are:1) It's like no one edited the book AT ALL:By only page 31, already i've had to re-read more than a few sentences because of the blatant grammar errors that I simply don't expect when reading a professionally published book, such as"A strings is basically..."

(p31)"In the1960's software development..." (p13)."They can be composed numbers, letters..." (p30)There are numerous others but I can't remember them off hand.Also, in Chapter 1 as the three languages are introduced, the author produces a diagram for each language's "family tree". Two out of three of these are completely wrong. Figure 1.5 is labeled as "The Python language family tree", yet the diagram itself doesn't contain Python anywhere-- rather, the root of the tree is Lua. Figure 1.6 is labeled "The Lua language family tree", but again, Lua is nowhere to be found; rather, the root of the tree is Ruby.How can so many errors exist already, less than one TENTH of the way through the book?2) Numerous technical errors and misconceptions:With all due respect, I seriously question the author's grasp of even basic subjects so far.For instance, on page 25, we're told that the # symbol is used for one-line comments in numerous languages, including *C*.

Python: Python Programming Course: Learn the Crash Course to Learning the Basics of Python (Python Programming, Python Programming Course, Python Beginners Course) Ruby: Learn Ruby in 24 Hours or Less - A Beginner's Guide To Learning Ruby Programming Now (Ruby, Ruby Programming, Ruby Course) Game Programming with Python, Lua, and Ruby (Game Development) Python: Python Programming For Beginners - The Comprehensive Guide To Python Programming: Computer Programming, Computer Language, Computer Science Python: Python Programming For Beginners - The Comprehensive Guide To Python Programming: Computer Programming, Computer Language, Computer Science (Machine Language) Beginning Python Programming: Learn Python Programming in 7 Days: Treading on Python, Book 1 Metaprogramming Ruby 2: Program Like the Ruby Pros (Facets of Ruby) Maya Python for Games and Film: A Complete Reference for Maya Python and the Maya Python API Deep Learning: Recurrent Neural Networks in Python: LSTM, GRU, and more RNN machine learning architectures in Python and Theano (Machine Learning in Python) Unsupervised Deep Learning in Python: Master Data Science and Machine Learning with Modern Neural Networks written in Python and Theano (Machine Learning in Python) Deep Learning in Python Prerequisites: Master Data Science and Machine Learning with Linear Regression and Logistic Regression in Python (Machine Learning in Python) Convolutional Neural Networks in Python: Master Data Science and Machine Learning with Modern Deep Learning in Python, Theano, and TensorFlow (Machine Learning in Python) Deep Learning in Python: Master Data Science and Machine Learning with Modern Neural Networks written in Python, Theano, and TensorFlow (Machine Learning in Python) Learn Python in One Day and Learn It Well: Python for Beginners with Hands-on Project. The only book you need to start coding in Python immediately Python Programming Guide + SQL Guide - Learn to be an

EXPERT in a DAY!: Box Set Guide (Python, C++, PHP, Swift, Os, Programming Guide) Cross-Platform Game Programming (Game Development) (Charles River Media Game Development) Ruby on Rails Tutorial: Learn Web Development with Rails (3rd Edition) (Addison-Wesley Professional Ruby) Ruby on Rails Tutorial: Learn Web Development with Rails (4th Edition) (Addison-Wesley Professional Ruby Series) Effective Ruby: 48 Specific Ways to Write Better Ruby (Effective Software Development Series) Programming Ruby 1.9 & 2.0: The Pragmatic Programmers' Guide (The Facets of Ruby)