**006 Sherrod-** *iOS for Game Programmers* **(2015)**
In *Learning iOS Game Programming*, you'll learn how to build a 2D tile map game, "Sir Lamorak's Quest: The Spell of Release" (which is free in the App Store). You can download and play the game you're going to build while you learn about the code and everything behind the scenes. Daley identifies the key characteristics of a successful iPhone game and introduces the technologies, terminology, and tools you will use.
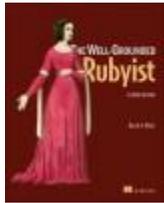
**005.1 Black-** *The Well-Grounded Rubyist* **(2014)**
The *Well-Grounded Rubyist*, Second Edition addresses both newcomers to Ruby as well as Ruby programmers who want to deepen their understanding of the language. This beautifully written and totally revised second edition includes coverage of features that are new in Ruby 2.1, as well as expanded and updated coverage of aspects of the language that have changed
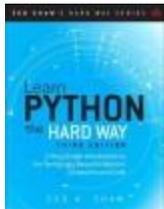
005.13 Shaw– *Learn Python the Hard Way :A Very Simple Introduction to the Terrifyingly Beautiful World of Computers and Code (2016)*
In *Learn Python the Hard Way*, Third Edition, you'll learn Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn how software works; what good programs look like; how to read, write, and think about code; and how to find and fix your mistakes using tricks professional programmers use
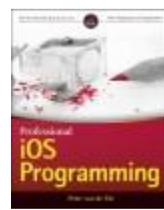
005.265 Van De Put- *Professional iOS Programming* **(2014)**
If you want to create advanced level iOS apps that get noticed in the App Store, start with this expert book. Written by an international software developer and consultant who has delivered winning solutions for clients all over the world, this professional guide helps you build robust, professional iOS apps at a level that satisfies the demands of clients, companies, and your own creativity. The book includes full source code and invaluable insight from the author's extensive experience.
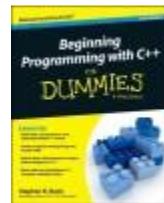
005.133 Davis- *Beginning Programming with C++ for Dummies* **(2015)**
Beginning Programming with C++ For Dummies, 2nd Edition gives you plain-English explanations of the fundamental principles of C++, arming you with the skills and know-how to expertly use one of the world's most popular programming languages. You'll explore what goes into creating a program, how to put the pieces together, learn how to deal with standard programming challenges, and much more.

006.76 Duckett- *JavaScript & jQuery: Interactive Front-End Web Development* **(2016)**
By the end of the book, not only will you be able to use the thousands of scripts, JavaScript APIs, and jQuery plugins that are freely available on the web, and be able to customize them - you will also be able to create your own scripts from scratch.

005.1 Shaw-Learn Ruby the Hard Way : A Simple and Idiomatic Introduction to the Imaginative World of Computational Thinking with Code (2014)
In *Learn Ruby the Hard Way*, Third Edition, you'll learn Ruby by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn how software works; what good programs look like; how to read, write, and think about code; and how to find and fix your mistakes using tricks professional programmers use.

005.133 Suehring- *PHP, MySQL, JavaScript & HTML5 All-in-One for Dummies* **(2013)**
In charge of a website? Here's what you need to know about key web technologies! Learn how the four essential web technologies work together to create web services, validate web forms, and set up a members-only site!

006.74 Bunyan- Build an HTML5 Game : A Developer's Guide with CSS and JavaScript (2015)
A hands-on guide to web game development for programmers interested in building games for web and mobile using HTML5, CSS, and JavaScript.
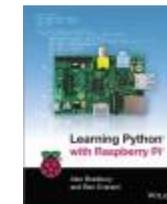
005.133- *Bradbury Learning Python with Raspberry Pi* **(2014)**
Raspberry Pi chose Python as its teaching language of choice to encourage a new generation of programmers to learn how to program. This approachable book serves as an ideal resource for anyone wanting to use Raspberry Pi to learn to program and helps you get started with the Python programming language.

006.7 Bluestein-*Learning MonoTouch : A Hands-on Guide to Building iOS Applications with C♯ and .NET* (**2012**)
The book first walks you through setting up your MonoTouch development environment, explaining how MonoTouch abstracts the iOS SDK to permit development against native iOS classes from C#. Through simple examples, you'll start building working apps, establishing a firm foundation for more advanced coding.

005.446 Johnson - *Using Mac OS X Lion* (**2016**)
A guide to the features of Mac OS X Lion covers such topics as creating a user account, using the system profiler, managing applications, browsing the Web, using TextEdit, using widgets, importing music, using iChat and FaceTime, and encrypting data.

005.1 Phillips-*Android Programming : The Big Nerd Ranch Guide* (**2016**)
Write and run code every step of the way, creating apps that integrate with other Android apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development.
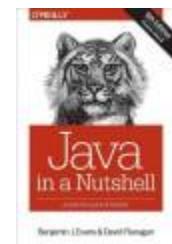
005.133 Evabns-*Java in a Nutshell* (**2015**)
The sixth edition of Java in a Nutshell helps experienced Java programmers get the most out of Java 7 and 8, but it's also a learning path for new developers. With examples rewritten to take full advantage of modern Java APIs and development best practices, this fully updated book brings you up to date and gets you ready to develop Java applications for the future.

794.81 Seidelin- *HTML5 Games : Creating Fun with HTML5, CSS3, and WebGL (2012)*
HTML5 Gamesshows you how to combine HTML5, CSS3 and JavaScript to make games for the web and mobiles - games that were previously only possible with plugin technologies like Flash. Using the latest open web technologies, you are guided through the process of creating a game from scratch using Canvas, HTML5 Audio, WebGL and WebSockets
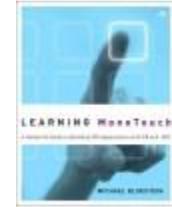
005.133 Patel– *Java Programming : Beginning Beginner's Guide* (**2015**)
Written by a BHS student! Learn the fundamentals of programming with Java. Start coding like the pros!

005.133 Lowe– *JavaFX for Dummies* (**2015**)
Learn to install the JavaFX development tools, including the JavaFX SDK, the Java SE JDK, and NetBeans. Develop desktop, mobile, and browser apps. Use HTML5 and CSS3 with JavaFX

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