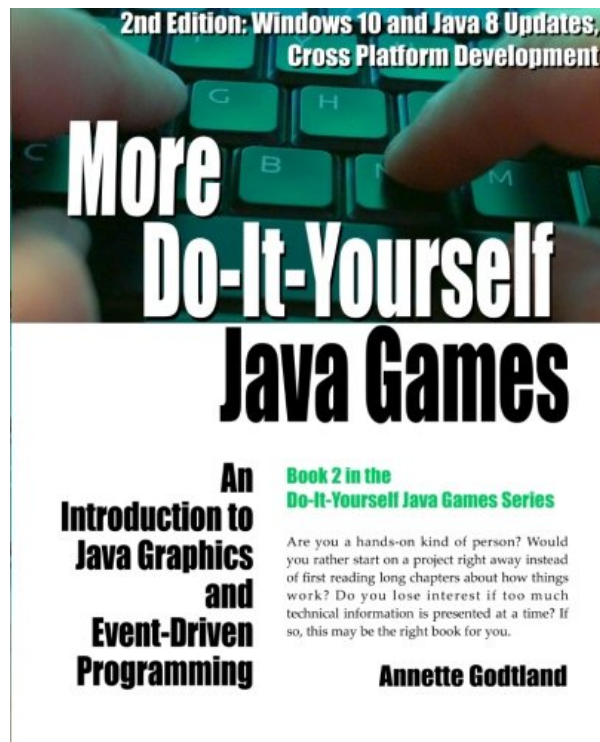
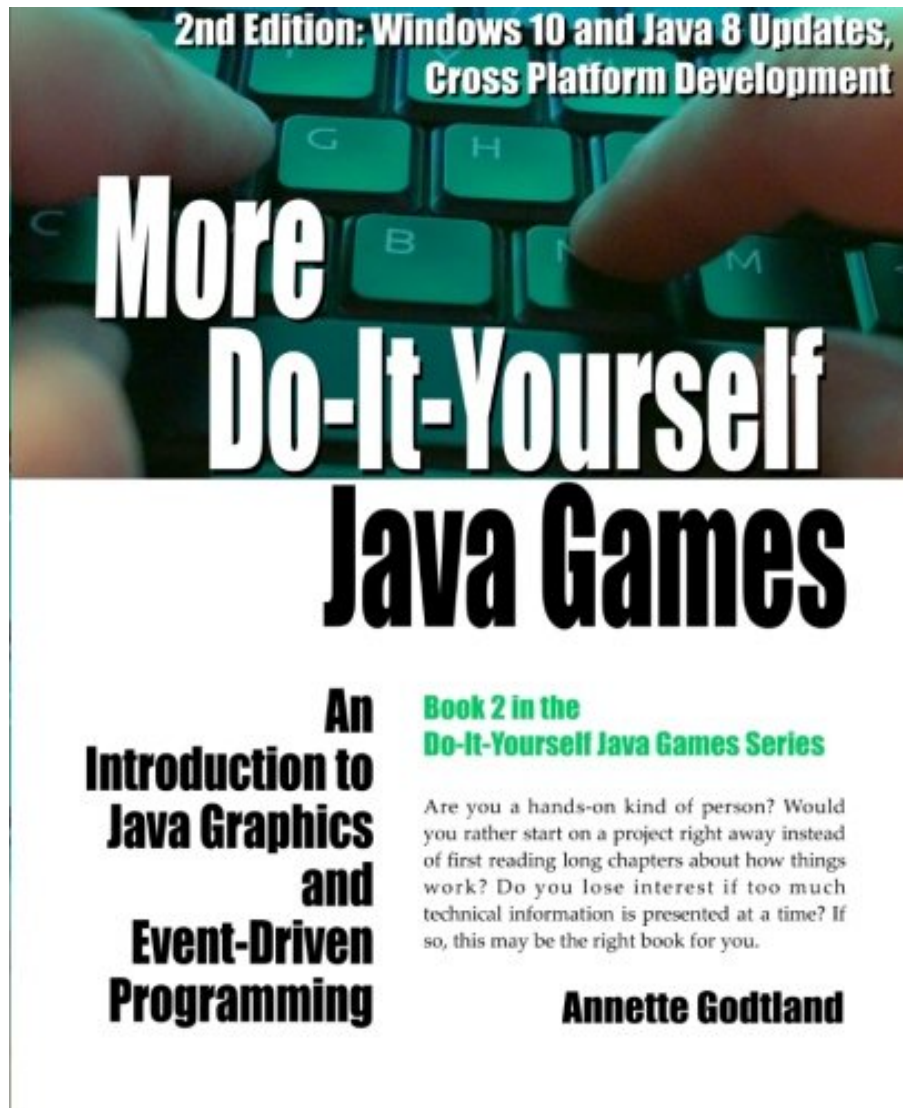


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More Do-It-Yourself Java Games: An Introduction to Java Graphics and Event-Driven Programming is the second book of the Do-It-Yourself Java Games series. In event-driven programming, the program lays out all the game pieces then waits. The user then takes an action and the program responds to that action, whatever that action may be, and in whatever order the actions are taken.

You'll learn to create windows and dialogs, to add buttons and input fields, to use images and drawings, and to respond to keyboard input and mouse clicks and drags. You'll create 10 more games including several puzzles, a maze, a dice game, a word game, a card game, and an image resizer program.

This book assumes you either have an understanding of basic Java programming or you have read the first book, Do-It-Yourself Java Games: An Introduction to Java Computer Programming.

The Do-It-Yourself Java Games series of books uses a unique "discovery learning" approach to teach computer programming: learn Java programming techniques more by doing Java programming than by reading about them. Through extensive use of fill-in blanks, with answers at the back of the book, you will be guided to write complete programs yourself, starting with the first lesson. You'll create puzzle and game programs and discover how, when, and why Java programs are written the way they are.

More Do-It-Yourself Java Games was updated to a second edition to work in Windows 10 and Java 8, and to make sure the games will run as designed across multiple platforms, including Windows, OS X, and Linux.

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Most helpful customer reviews

1 of 1 people found the following review helpful.

Great Introduction to Java Graphics Programming

By CS Prof

I have used this book and the companion book Do-It-Yourself Java Games twice in a course teaching non computer science majors to program. The students started with Do-It-Yourself Java Games and proceeded on to this book. The students loved the books and learned far more than in other courses I have taught at this

level. I highly recommend these books to anyone wanting to learn Java programming and to anyone wanting to get students excited about computer science.

Do-It-Yourself Java Games, gives students an excellent background in Java programming. The games in this book are all text-based, but they are imaginative and fun. The students thoroughly enjoyed creating them. The tutorial approach worked extremely well in guiding the students along in learning programming. Once the students had completed those tutorials, they were ready for this book. In my course, the students worked at their own pace with most progressing far into or completing this book, which features games with Java Swing graphics and event-driven programming. I've never seen students get so excited by textbooks. I did virtually no teaching in the course. Instead, I worked one-on-one or in small group settings with students. During our four week January Term the course was scheduled to meet for two hours and forty-five minutes. Most students showed up fifteen to thirty minutes early and left thirty to forty-five minutes late.

A number of the students have actually gone on to become computer science majors. These students have proven to have an excellent background for more advanced courses.

I have taught introductory programming courses for many years. These are the best books I have ever used for getting students interested in and excited about computer programming. If someone wants to learn Java programming and then try out Java Swing graphics programming while having a lot of fun, I strongly recommend these books.

1 of 1 people found the following review helpful.

Excellent Java Swing Book for Teaching / Learning

By Mike McClendon

Superb book. I had been struggling to find books, videos, or websites that would be a good resource to help me teach Java Swing to my high school computer science students – this book works! Within minutes a project begins taking shape on the computer screen, for immediate feedback and reward. The project proceeds in baby steps, so every time you write a line or two of code you see exactly what that code does. Every page has fill-in-the-blanks sections, encouraging you to actually think about what should be next rather than just quickly copying the author's code. The many projects have a very nice progression from very simple to moderately complex. Overall, this is by far the best single resource I have ever found to really learn how to program Java Swing. I am eagerly looking forward to the next two books that author Annette Godtland is working on, and will purchase them the moment I learn they are available. I purchased both the Kindle, and paperback versions of this book and prefer the paperback.

1 of 2 people found the following review helpful.

More Java Magic for Aspiring Geeks!

By Amazon Customer

More Do-It-Yourself Java Games: An Introduction to Java Graphics and Event-Driven Programming by Annette Godtland is, like her first book in this series, Do-It-Yourself Java Games, a breath-of-learning-fresh-air in the countless number of Java and computer programming books. As I stated in my review of the first book, what makes Annette so good and unique is that she is the perfect combination of someone who really understands her subject matter and someone who knows how to teach that subject without being boring or condescending. Through 13 projects that get progressively more complex, MDIY Java Games builds on the concepts learned in the first book, teaching you so much about Java graphics and event-driven programming. And just as in the DIY Java Games, what makes the projects in this book so good and rewarding is that again, THEY ALL WORK! Again, that makes such a difference when learning programming, to see the programs you spend so much time typing actually come to life and do what they're supposed to. It keeps you going.

The author is working on the 3rd book in this series, *Advanced Do-It-Yourself Java Games: An Introduction to Java Threads and Animated Video Games*, which hopefully will be released by the end of this year. If it is the same quality of instruction and content as the first 2 books, and I have no reason to see why it won't be, it will be another must-get if you want to learn to continue to grow your Java programming skills. Thanks, Annette Godtland, for being the rare geek who knows how to teach aspiring geeks! :)

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