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Nota di contenuto

Chapter 1: Introduction -- Chapter 2: What is Java Programming -- Chapter 3: Variables -- Chapter 4: Expressions and Operators, Flow Control, and More on Variables -- Chapter 5: More Data Structures -- Chapter 6: Looping and Iteration -- Chapter 7: Objects, Classes, and OOP -- Chapter 8: Encapsulation, Inheritance, and Polymorphism -- Chapter 9: Debugging Techniques -- Chapter 10: Conclusion.

Sommario/riassunto

Interested in learning how to program with Java? Let's face it, the best way to learn to program is by writing programs. This can be a daunting proposition with the specter of hours of simple command line example programs hanging over your head. Fear not! Now you can learn to program in Java in a fun way by working on video games. With this book, you'll get to work with three Java game projects and have access to the complete game code for each project, including a full Java game engine. After completing Introduction to Java through Game Development, you'll be proficient in Java programming, having worked with the language's fundamental aspects throughout the text, and will be ready to further your Java and game programming expertise with confidence. You will: Master the fundamentals of the Java programming language Use different data structures like arrays, lists, stacks, and queues Understand game programming basics including the main game loop Gain experience working with three different game projects via the book's coding challenges Work with the 2D game engine that powers the book's included games and learn to create your own new game projects Understand advanced Java topics like classes, encapsulation, inheritance, and polymorphism Work with exceptions and how to use debugging techniques to trace through code Sharpen your skills with over a dozen coding challenges that test your abilities with a development task on a real game project.
