

Do-It-Yourself Java Games

An Introduction to Java Computer Programming

Questions and Answers

Why did you write this book?

I enjoy programming and I would like to encourage others to try it too.

According to Jane McGonigal, Game Designer & Inventor, Institute for the Future, "Currently there are more than half a billion people worldwide playing computer and video games at least an hour a day...The average young person racks up 10,000 hours of gaming by the age of 21...5 million gamers in the U.S., in fact, are spending more than 40 hours a week playing games." Read the full article from her TED conversation at [ref="http://www.ted.com/conversations/44/we_spend_3_billion_hours_a_wee.html](http://www.ted.com/conversations/44/we_spend_3_billion_hours_a_wee.html).

I feel that a lot of the same enjoyment and satisfaction can be derived from writing your own games as from playing existing games. But creating your own computer games will give you more to show for your efforts.

What are the benefits of learning computer programming?

Similar to playing games, programming teaches you to think logically and systematically. It teaches you planning skills and problem solving skills. Programming a computer gives you power and control: a program will do exactly what you program it to do. Programming also teaches you to be precise and clear in your instructions: a program will do exactly what you program it to do, whether that is what you intended or not.

Why Java?

Java is a powerful, easy to use, programming language for creating platform independent programs. In other words, a program written in Java can be run on Windows, Mac, Android, and many others. And you can write Java programs using all free tools.

Other lists rank Java highly:

- According to eWeek, Java is the number one programming language to keep you employed. Read the full article at <http://www.eweek.com/c/a/Application-Development/Top-10-Programming-Languages-to-Keep-You-Employed-719257/>.
- According to the PYPL (PopularitY of Programming Languages) index, Java has been in the number one position of the most popular programming languages for the past ten years. See more statistics at <https://sites.google.com/site/pydatalog/pypl/PyPL-PopularitY-of-Programming-Language>.
- According to A Digital Dreamer, Java is one of the 4 recommended video game programming languages to learn. Read the full article at <http://www.adigitaldreamer.com/articles/video-game-programming-languages.htm>.

What is Discovery Learning?

Discover Learning, defined by Jerome Bruner in 1915(?) is "a method of inquiry-based instruction, discovery learning believes that it is best for learners to discover facts and relationships for themselves... the learner draws on his or her own past experience and existing knowledge to discover facts and relationships and new truths to be learned. Students interact with the world by exploring and manipulating objects, wrestling with questions and controversies, or performing experiments. As a result, students may be more more likely to remember concepts and knowledge discovered on their own."

I feel you will come to understand Java programming techniques more by doing Java programming than by reading about them. Through extensive use of fill-in blanks, with easy one-click access to answers, my book will guide you to write complete programs yourself, starting with the first lesson. As you create puzzle and game programs you will discover how, when, and why Java programs are written the way they are.

Why an E-book?

This book was intentionally designed to be an e-book (electronic book). Links embedded in the text of the book allow you to easily look up answers or navigate to other parts of the book as needed.

E-books are less expensive to publish, allowing me to keep the list price of the book down and making it more accessible to more readers. Plus free e-reader apps are available for many devices.

What's Next?

Do-It-Yourself Java Games: An Introduction to Java Computer Programming is the first book in a planned series of books on Java game programming. This first book focuses on text-based games to allow you to master basic Java programming techniques. Once you understand basic Java programming, you will be ready for the next books to teach you to write action-based games with color, graphics, and more complex user interfaces.