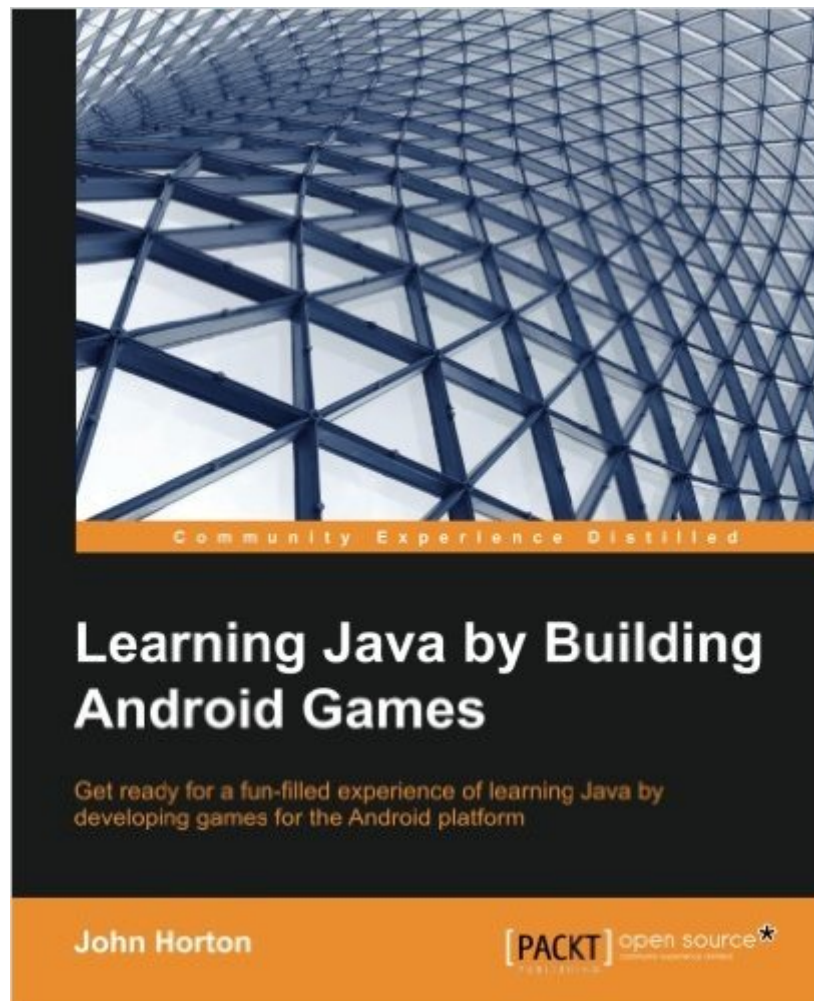# Learning Java By Building Android Games – Explore Java Through Mobile Game Development

Synopsis

Key FeaturesAcquaint yourself with Java and object-oriented programming, from zero previous experienceBuild four cool games for your phone and tablet, from retro arcade-style games to memory and education games, and gain the knowledge to design and create your own games tooWalk through the fundamentals of building games and use that experience as a springboard to study advanced game development or just have funBook DescriptionAndroid is the fastest growing operating system (OS) with one of the largest installed bases of any mobile OS. Android uses one of the most popular programming languages, Java, as the primary language for building apps of all types. So, you should first obtain a solid grasp of the Java language and its foundation APIs to improve the chances of succeeding as an Android app developer.This book will show you how to get your Android development environment set up and you will soon have your first working game. The difficulty level grows steadily with the introduction of key Java topics such as loops, methods, and OOP. You'll then use them in the development of games. You will learn how to build a math test game, a Simon-like memory game, a retro pong-style game, and for the grand finale, a Snake-style, retro arcade game with real Google Play leaderboards and achievements. The book has a hands-on approach and is packed with screenshots.What You Will LearnSet up an efficient, professional game development environment in Android StudioBuild your very own Android UI using easy to-use tools in Android StudioAdd real-time interaction with Java threads and implement locking/handling screen rotation, pixel graphics, clicks, animation, sound FX, and many other features in your gamesExplore object-oriented programming (OOP) and design scalable, reliable, and well-written Java games or apps on almost any Android deviceBuild and deploy a graphical pong-style game using advanced OOP conceptsExplore APIs and implement advanced features such as online leaderboards and achievements using Google game servicesMake your game compelling to be the next big hit on Google Play market with a content update strategy and in-game marketingAbout the AuthorJohn Horton is a technology enthusiast based in UK. When he is not writing apps, books, or blog articles for Game Code School, he can usually be found playing computer games or indulging in a Nerf war.Table of ContentsWhy Java, Android, and Games?Getting Started with AndroidSpeaking Java Ãƒâ€šÃ‚Â¢ Ã‚Â¬Ã‚Â¢ Your First GameDiscovering Loops and MethodsGaming and Java EssentialsOOP Ãƒâ€šÃ‚Â¢ Ã‚Â¬Ã‚Â¢ Using Other People's Hard WorkRetro Squash GameThe Snake GameMaking Your Game the next Big Thing

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Customer Reviews

I got this book through other site and have couple of things to say about it.I've been a PHP developer for last 7 years and I wanted to bring something new to my world of programming.I decided to play around with Java. I did some researches and found that Java has been #1 most popular and requested programing language for years now and looking at forecasts the future is bright for Java and the developers themselves.There are quite a lot of books, tutorials and tons of articles about Java programming.I started from â œJava: A Beginner's Guideâ •. But soon I got bored with it. Thereâ ™s too much theory and knowing the process of learning by yourself (like I had with PHP/HTML/CSS/jQuery) you need to develop some application that you can test, play around, maybe dig a little bit more on the web and add some cool features on your own. And that makes you feel the level of accomplishment.â œJava: A Beginner's Guideâ • is a great book but itâ ™s more like a dictionary, something that stays on your shelf and you need it when you need to find definitions and explanations of something very â œJavaâ • specific. Itâ ™s more like official documentation of Java.After digging though tons of books and their contents I discovered â œLearning Java by Building Android Gamesâ •. It was a great â œDiscoveryâ •, yeah I mean it. The title is self-explanatory, clear and very intriguing.How can you build an application and a game without knowing the programing language itself? The Key is - the book is very well organized.First it starts with giving and overall look at the Java and Android worlds.Then you setup the environment where youâ ™ll be working and the author, John Horton uses Android Studio and this is one more plus to this book.

I'm more of a graphic artist than a programer. I've played around VERY little in Action Script, HTML, & PHP, but the praise of my programing powers peak at copying and pasting. I had no knowledge of Java at all! But, because of this book, I can EASILY make Android apps & games. The problem now is that i have too many ideas and not enough time!This book's strengths:1. Uses Android Studio.2. Walks you by the hand as if you know nothing about Java & Android Studio.3. Only teaches & explains what you need to know to make games and applications.4. Simple and easy to read. (Numbered steps)5. Keeps you excited & encouraged by having you complete mini-projects all throughout the book.6. Provides you with & tells you where you can get all the code, sound, & graphics you'll need for the projects.7. VERY WELL ORGANIZED! You logically learn skills & projects that seamlessly build on top of each other WELL!8. This book brings you to maturity VERY quickly. In less than 100 pages i was comfortable with going solo & made 3 side projects of my own!9. Repetition, repetition, repetition... because of this constant repetition I am SUPER comfortable in Android Studio & in Android-Java.10. It is new, up to date, & current as of today (6/16/2015).This book's weaknesses:1. It doesn't thoroughly instruct you when first initially setting-up Android Studio. It assumes that your initial set-up experience is smooth & easy. Android Studio is a very sensitive, moody, & hormonal program. I had to use online forums & YouTube to help me debug & get Android Studio up & running. (I know this book can't anticipate EVERY possible glitch during set-up, but setting up Android Studio was harder than learning Java.

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