

Minecraft Modding - Day 1 for Instructors

Explain the Code

1. Explain the concept of project.
2. Explain the concept of Java packages using the analogy of “bucket of crayons”. If all the crayons are put together in one bucket then it’ll be harder to search through them. If they are organized in different buckets then you know where to look for a particular color of crayon. Java packages allow the classes to be neatly organized in different buckets.
3. Talk about class beginning and closing parentheses.
4. Talk about method and beginning/closing parentheses.
5. Explain string literal is combined with variables from Minecraft to print the text on the screen.
6. Talk about how different events occur in Minecraft such as place a block, break a block, entity spawn. “FMLInitializationEvent” occurs when Forge is initializing.