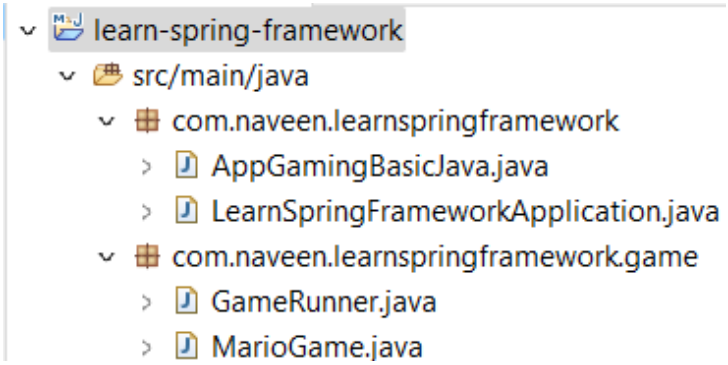
# GETTING STARTED WITH JAVA GAMING APPLICATION

Let's get started with:

1. **Iteration 1**: **Tightly Coupled Java Code**
    - GameRunner class
    - Game classes: Mario, SuperContra, Pacman etc…

Create java classes like the following **hierarchy**.




So, we will create a GameRunner class which runs the MarioGame.

**AppGamingBasicJava.java**

```java
package com.naveen.learnspringframework;

import com.naveen.learnspringframework.game.GameRunner;
import com.naveen.learnspringframework.game.MarioGame;

public class AppGamingBasicJava {

    public static void main(String[] args) {

        var marioGame = new MarioGame();
        var gameRunner = new GameRunner(marioGame);
        gameRunner.run();
    }
}
```

Use **ctrl + 1** to show the hint provided by the Eclipse IDE. We can automatically generate code using this option.

To run the application, right click on the main class → Run as → Java Application.

**GameRunner.java**

```java
package com.naveen.learnspringframework.game;

public class GameRunner {
    MarioGame game;

    public GameRunner(MarioGame game) {
        this.game = game;
    }

    public void run() {
        System.out.println("Running game: " + game);
        game.up();
        game.down();
        game.left();
        game.right();
    }
}
```

**MarioGame.java**

```java
package com.naveen.learnspringframework.game;

public class MarioGame {

    public void up() {
        System.out.println("Jump");
    }

    public void down() {
        System.out.println("Go into a hole");
    }

    public void left() {
        System.out.println("Go back");
    }

    public void right() {
        System.out.println("Accelerate");
    }
}
```

**OUTPUT:**

```
Running game: com.naveen.learnspringframework.game.MarioGame@5e91993f
Jump
Go into a hole
Go back
Accelerate
```