

Fun with Java

By:

R.G. (Dick) Baldwin

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Chapter 1

Java1450 Sprite Animation, Part 1¹

1.1 Table of contents

- Preface (p. 1)
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- Miscellaneous (p. 2)

1.2 Preface

Over the years, I have published a large number of tutorials in the areas of computer programming and digital signal processing (DSP). As I have time available, I am converting the more significant of those tutorials into cnxml code and re-publishing them at cnx.org².

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Chapter 2

Java1452 Sprite Animation, Part 2¹

2.1 Table of contents

- Preface (p. 3)
- Tutorial and code links (p. 3)
- Miscellaneous (p. 4)

2.2 Preface

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Chapter 3

Java1454 Sprite Animation, Part 3¹

3.1 Table of contents

- Preface (p. 5)
- Tutorial and code links (p. 5)
- Miscellaneous (p. 6)

3.2 Preface

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Chapter 4

Java1456 Sprite Animation, Part 4¹

4.1 Table of contents

- Preface (p. 7)
- Tutorial and code links (p. 7)
- Miscellaneous (p. 8)

4.2 Preface

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Chapter 5

Java1458 Sprite Animation, Part 5¹

5.1 Table of contents

- Preface (p. 9)
- Tutorial and code links (p. 9)
- Miscellaneous (p. 10)

5.2 Preface

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Chapter 6

Java1460 Sprite Animation, Part 6¹

6.1 Table of contents

- Preface (p. 11)
- Tutorial and code links (p. 11)
- Miscellaneous (p. 12)

6.2 Preface

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Chapter 7

Java1462 Sprite Animation, Part 7¹

7.1 Table of contents

- Preface (p. 13)
- Tutorial and code links (p. 13)
- Miscellaneous (p. 14)

7.2 Preface

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Chapter 8

Java1464 Frame Animation¹

8.1 Table of contents

- Preface (p. 15)
- Tutorial and code links (p. 15)
- Miscellaneous (p. 16)

8.2 Preface

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Chapter 9

Java1466 Animated Sea Worms¹

9.1 Table of contents

- Preface (p. 17)
- Tutorial and code links (p. 17)
- Miscellaneous (p. 18)

9.2 Preface

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Chapter 10

Java1470 Frame Animation, Part 2¹

10.1 Table of contents

- Preface (p. 19)
- Tutorial and code links (p. 19)
- Miscellaneous (p. 20)

10.2 Preface

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10.4 Miscellaneous

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Chapter 11

Java1480 Biomorphs and Artificial Life¹

11.1 Table of contents

- Preface (p. 21)
- Tutorial and code links (p. 21)
- Miscellaneous (p. 22)

11.2 Preface

Over the years, I have published a large number of tutorials in the areas of computer programming and digital signal processing (DSP). As I have time available, I am converting the more significant of those tutorials into cnxml code and re-publishing them at cnx.org².

In the meantime, this is one of the pages in a book titled Fun with Java³ that presents PDF versions of the original tutorials to make them readily available for Connexions users. When I have time available, I plan to update this tutorial and to re-publish it as a standard page at cnx.org⁴.

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11.3 Tutorial and code links

Click here⁸ to download and view the PDF version of this page.

The representation of program code in PDF documents is often very unreliable. Click here⁹ to download a zip file containing a clean copy of the program code discussed in this tutorial.

¹This content is available online at <<http://cnx.org/content/m59494/1.1/>>.

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Chapter 12

Java1516 Introduction to Alice Programming¹

12.1 Table of contents

- Preface (p. 23)
- Tutorial link (p. 23)
- Miscellaneous (p. 24)

12.2 Preface

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12.3 Tutorial link

Click here ⁸ to download and view the PDF version of this page.

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12.4 Miscellaneous

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- File: Java1516.cnx.htm
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Index of Keywords and Terms

Keywords are listed by the section with that keyword (page numbers are in parentheses). Keywords do not necessarily appear in the text of the page. They are merely associated with that section. *Ex.* apples, § 1.1 (1) **Terms** are referenced by the page they appear on. *Ex.* apples, 1

- 3** 3D interactive graphics, § 12(23)
- A** Action event, § 4(7)
 - Alice, § 12(23)
 - animation, § 1(1), § 9(17)
 - animation thread, § 3(5)
 - anonymous inner classes, § 10(19)
 - artificial life, § 11(21)
 - artificial selection, § 11(21)
- B** biomorphs, § 11(21)
 - block and wait, § 2(3), § 3(5), § 4(7), § 5(9), § 6(11), § 7(13)
 - bouncing, § 7(13)
- C** collisions, § 6(11)
 - Component class, § 4(7), § 5(9)
- D** detecting collisions, § 7(13)
 - direction, § 7(13)
 - double buffering, § 5(9)
 - drawing, § 7(13)
- E** event-driven programming, § 10(19)
 - exception handling, § 10(19)
- F** frame animation, § 8(15), § 9(17), § 10(19)
- G** getHeight, § 3(5)
 - getImage method, § 2(3), § 3(5), § 4(7), § 5(9), § 6(11), § 7(13)
 - getter methods, § 3(5)
 - getWidth, § 3(5)
 - GIF files, § 2(3), § 3(5), § 4(7), § 5(9), § 6(11), § 7(13)
- H** height, § 3(5)
- I** Image, § 2(3), § 3(5), § 4(7), § 5(9), § 6(11), § 7(13)
 - image icons, § 10(19)
 - ImageObserver, § 3(5)
 - initial position, § 7(13)
- J** java, § 1(1), § 2(3), § 3(5), § 4(7), § 5(9), § 6(11), § 7(13), § 8(15), § 9(17), § 10(19), § 11(21), § 12(23)
- L** location, § 7(13)
- M** makeSprite method, § 4(7)
 - MediaTracker, § 2(3), § 3(5), § 4(7), § 5(9), § 6(11), § 7(13)
 - motion, § 7(13)
 - multi-threaded programming, § 10(19)
- O** offscreen drawing context, § 5(9)
 - ordinary inner classes, § 10(19)
- P** Page-flip animation, § 10(19)
 - paint method, § 4(7)
 - properties, § 3(5)
- R** repaint method, § 4(7)
 - run method, § 4(7)
- S** selective breeding, § 11(21)
 - speed, § 7(13)
 - sprite, § 1(1)
 - sprite animation, § 6(11), § 7(13), § 8(15), § 9(17)
 - Sprite class, § 4(7), § 7(13)
 - SpriteManager class, § 4(7), § 6(11)
- T** timer loop, § 4(7)
 - Timer object, § 4(7)
 - Toolkit class, § 2(3), § 3(5), § 4(7), § 5(9), § 6(11), § 7(13)
- U** update method, § 4(7), § 5(9)
- W** waitForKey method, § 2(3), § 3(5), § 4(7), § 5(9), § 6(11), § 7(13)
 - width, § 3(5)

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