Fun with Java

By:
R.G. (Dick) Baldwin

Fun with Java

By:

R.G. (Dick) Baldwin

OpenStax-CNX

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Chapter 1

Java1450 Sprite Animation, Part 1[1]

1.1 Table of contents

1.2 Preface

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Chapter 2

Java1452 Sprite Animation, Part 2[1]

2.1 Table of contents

2.2 Preface

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Chapter 3

Java1454 Sprite Animation, Part 3[1]

3.1 Table of contents

3.2 Preface

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Chapter 4

Java1456 Sprite Animation, Part 4[1]

4.1 Table of contents

4.2 Preface

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Chapter 5

Java1458 Sprite Animation, Part 5[1]

5.1 Table of contents

5.2 Preface

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Chapter 6

Java1460 Sprite Animation, Part 6[1]

6.1 Table of contents

6.2 Preface

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Chapter 7

Java1462 Sprite Animation, Part 7[1]

7.1 Table of contents

7.2 Preface

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Chapter 8

Java1464 Frame Animation[1]

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Chapter 9

Java1466 Animated Sea Worms[1]

9.1 Table of contents

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Chapter 10

Java1470 Frame Animation, Part 2[1]

10.1 Table of contents

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Chapter 11

Java1480 Biomorphs and Artificial Life[1]

11.1 Table of contents

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.org [2] .

In the meantime, this is one of the pages in a book titled Fun with Java [3] 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.org [4] .

This tutorial may contain internal links to other tutorials that I have written and published somewhere on the web. Those links may, or may not still be good. In any event, if you search cnx.org [5] for the tutorial by title or by topic, you will probably find a clean copy of the referenced tutorial at cnx.org [6] . If not, you can probably use a Google Advanced Search [7] to find a copy somewhere on the web.

11.3 Tutorial and code links

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The representation of program code in PDF documents is often very unreliable. Click here [9] to download a zip file containing a clean copy of the program code discussed in this tutorial.

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

[2] http://cnx.org/

[3] http://cnx.org/contents/dd3ed611-db43-4295-b6d7-1282eec108ed

[4] http://cnx.org/

[5] http://cnx.org/

[6] http://cnx.org/

[7] https://www.google.com/advanced_search

[8] http://cnx.org/content/m59494/latest/Java1480.pdf

[9] http://cnx.org/content/m59494/latest/code.zip

11.4 Miscellaneous

This section contains a variety of miscellaneous information.

Housekeeping material

- Module name: Java1480 Biomorphs and Artificial Life
- File: Java1480.cnx.htm
- Published: 01/11/16

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[10]http://cnx.org/

Chapter 12

Java1516 Introduction to Alice Programming[1]

12.1 Table of contents

12.2 Preface

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Programming in Java doesn't have to be dull and boring. In fact, it's possible to have a lot of fun while programming in Java. This Book contains tutorials that concentrate on having fun while programming in Java.

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