Diamond Ore Trap!

1. Create the event handler NEW → CLASS
2. In the Name box, enter DiamondOreTrap
3. Open the file in your work area, in Eclipse
4. Complete the missing Java code

**Pay very close attention to the syntax!**

**( ) [ ] { } , “ ‘ : ; .**

Imports

*Put the code below, under the package (starting at line two)*

//imports here

import net.minecraft.init.Blocks;  
import net.minecraftforge.event.world.BlockEvent.BreakEvent;  
import net.minecraftforge.fml.common.eventhandler.SubscribeEvent;

Telling Java the Event to Listen for

*Put this code below, inside of the public class*

@SubscribeEvent  
 public void explode(BreakEvent event){

Telling Java **when** to perform the action and **what**, after hearing the event

*Put this code below, inside of the public void*

if (event.state.getBlock() != Blocks.diamond\_ore) {  
 return;  
 }  
 event.world.createExplosion(null, event.pos.getX(), event.pos.getY(),  
 event.pos.getZ(), 10, true);

}  
}

Register the Event Handler on the Event Bus!