Exploding Anvils!

1. Create the event handler NEW → CLASS
2. In the Name box, enter ExplodingAnvils
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.entity.Entity;  
import net.minecraft.util.DamageSource;  
import net.minecraftforge.event.entity.living.LivingHurtEvent;  
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(LivingHurtEvent event){

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

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

if (event.source != DamageSource.anvil) {  
 return;  
 }  
 Entity entity = event.entity;  
 event.entity.worldObj.createExplosion(entity, entity.posX, entity.posY,  
 entity.posZ, 2, false);  
 }  
}

Register the Event Handler on the Event Bus!