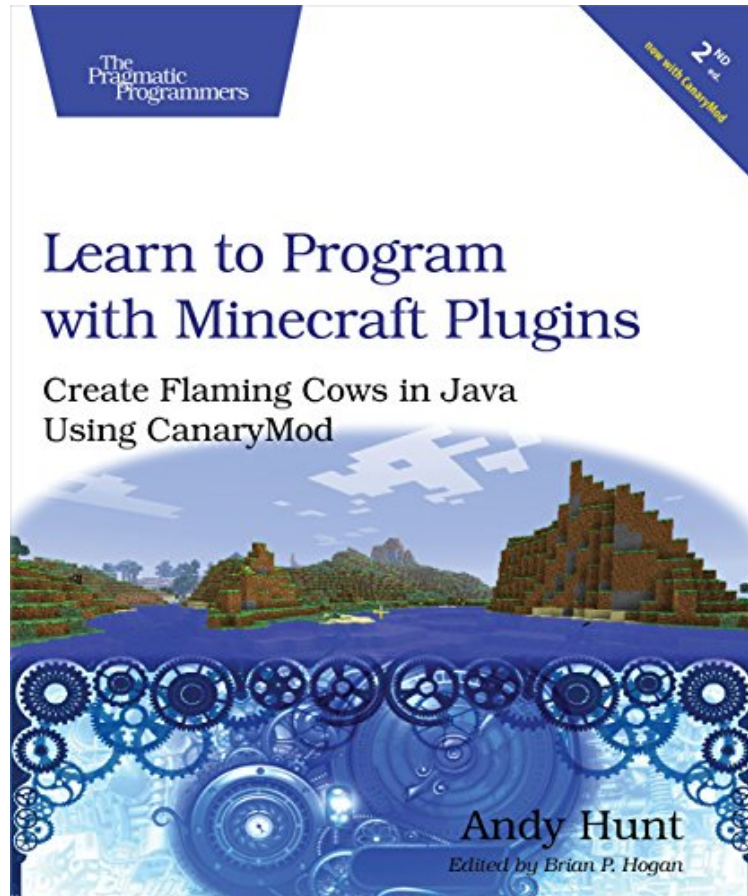


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# Learn to Program with Minecraft Plugins: Create Flaming Cows in Java Using CanaryMod

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before purchasing it in order to gage whether or not it would be worth my time, and all praised Learn to Program with Minecraft Plugins: Create Flaming Cows in Java Using CanaryMod:

2 of 2 people found the following review helpful. Digital content outstanding, but don't buy paperbackBy John F DavisPoor quality binding - pages started falling out almost as soon as I started working through it. Normally I would return such a defective item. However, the content was so outstanding that I just taped the loose pages back in. The book was purchased as a way of enticing my Minecraft-addicted grandsons to learn text-based computer programming. That remains to be seen, but the book itself is an excellent introduction to software development in Java. Java language elements and principles of modern software design are introduced as needed to program hilarious effects like squid bombs and flaming cows.Download and installation on both Mac OS X and Windows 7 was smooth. All the URLs were correct. About halfway through the book I have found only one error - on pages 85-86, every

instance of the word LAVASPARK should be changed to just LAVA. Due to the defective binding, don't buy the paperback version, buy a digital version. 10 of 12 people found the following review helpful. For Older Teens and UPBy PamAs I've been dragging this book about online and in real life and everyone who has seen/heard that I was reading it, EVERYONE, has the same question. How young can the user be? And it's a good question, and probably the one you have. The Answer, of course, isn't straight forward as kids differ, but as a mom I'd say that this book cannot be used by your average kid under 12 years of age UNLESS they have adult help. The reason I say this is because one of the first problems you're going to run across is whether your computer is going to be fast enough to run this software. The oldish HP I had in mind to host the server wasn't. So I'm waiting for parts from so I can upgrade it with a new harddrive, more memory, and a new processor. (And fan.) The other thing that might stymie kids is the language in the book. It's not highfalutin or anything but you do get sentences like: "To write programs in Java, you need something to writewith: some way of editing Java text files. While youcould use a bare-bones text editor like Notepad or TextEdit, that's a really painful way to do it." If your 8 year-old can read a book at this level and digest the information, you are probably good to go. Otherwise you are going to have to assist. With my own child who has the uneven --sometimes brilliant, sometime knucklehead-- mindset of a tween, I don't believe he has the 'big picture' to compose a program. He can however copy and paste the code that the author gives, but I'm not sure this is what I want. ~NOTES~ There is a support forum, and a place where you can download all the source code from this book. I looked at the support forum and pretty much didn't see a community. Right now the author is chatting with people and there aren't many participants. -- As far as the source code I suggest you put 'source code' into the finder. It's in small print and FIND is the only way I spotted it. SUMMARY Despite the claims that this book has been successful used by children as young as 8 years, I don't know any children that are going to whiz through this book and I'd say it would stymie many adults. I'm going to use this with my kiddos but the majority of the work will initially be done by my husband and myself. 0 of 0 people found the following review helpful. Great resource to use WITH your child. By AmznSATHis has been a great resource for us in developing an interest in programming in our children. They love Minecraft and have enjoyed being able to change up their game with small modifications here and there. It did take some time for my husband and I to learn the basics and translate it to our boys (9 10), but now we have all gained new skills! Be prepared to sit with your younger child while they tinker, they may stick with it longer if you are there while they work.

The first edition of this book used the Bukkit modding server and library, which was taken down due to a legal dispute in September 2014. This new edition has been completely revised to replace Bukkit with the CanaryMod library. The bestselling, kid-tested book for Minecraft is now updated for CanaryMod! Write your own Minecraft plugins and watch your code come to life with flaming cows, flying creepers, teleportation, and interactivity. Add your own features to the Minecraft game by developing Java code that "plugs in" to the server. You'll manipulate and control elements in the 3D graphical game environment without having to write tons of code or learn huge frameworks. No previous programming experience necessary. Expand your Minecraft experience! You'll learn how to write Java code and build plugins for your own Minecraft servers using the popular Java programming language. This new edition has been completely revised to use the freely-available CanaryMod library. You'll create plugins that can change blocks from air to stone, or spawn cows and creepers. You'll write plugins that react to game events, and even schedule tasks that will run later in the game. Readers from age 9 to 99 will learn how to use variables and functions to build plugins that fling players into the sky, create flying creepers, and of course, shoot flaming cows. Along the way you'll learn real programming using Java, from classes, objects, and data structures (including arrays and hashes) to exception handling and threads. You'll even learn how to back up your code (and go back in time!) using Git, and run your own server at home or in the cloud. A progress bar shows you how far you've come in each chapter, and by the end of the book you'll be able to design and code your own plugins. Put your gaming to good use, and learn real programming skills today. What You Need: A modern PC running the Windows, Mac OS X, or Linux operating systems. The book explains how to download Java, the CanaryMod server and API, and all the tools you'll need.

About the Author Andy Hunt has written and co-written over a half-dozen previous titles, including the classic *The Pragmatic Programmer*, *Practices of an Agile Developer*, and *Pragmatic Thinking Learning*, and regularly speaks at conferences on software development around the world. He used Minecraft to help teach his son programming. When not wrangling bits, he's an avid musician and sometimes woodworker.