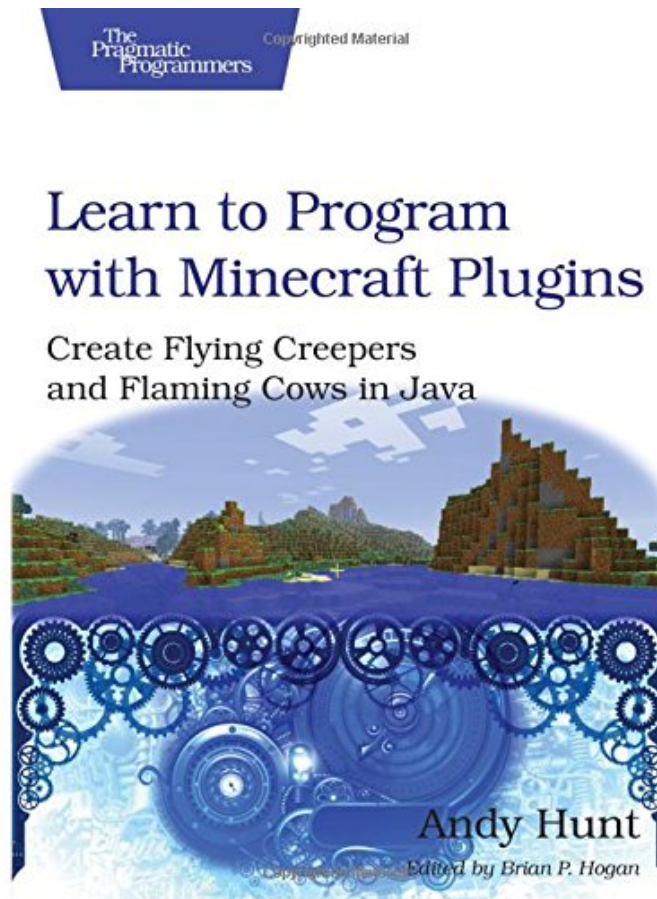


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## Learn to Program with Minecraft Plugins: Create Flying Creepers and Flaming Cows in Java (The Pragmatic Programmers)

Andy Hunt

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**Andy Hunt : Learn to Program with Minecraft Plugins: Create Flying Creepers and Flaming Cows in Java (The Pragmatic Programmers)** 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 Flying Creepers and Flaming Cows in Java (The Pragmatic Programmers):

18 of 19 people found the following review helpful. Want your child to learn to program? Start with this book!By J. FasslerThis is THE BEST way for kids, or those who are simply young at heart, to learn how to program. As a professional software engineer I have tried for years to get my son interested in learning to program, but whenever I try to teach him he gets completely frustrated at how dry and boring it is to learn the fundamentals of programming and gives up. I recently bought this book for him and now he eagerly cracks open this book every single day as he excitedly learns how to program Java. Kudos to you, Andy Hunt, for doing what I have been unable to do for years, which is to get my son truly excited about learning to program.This is a well-written book that holds your hand every

step of the way as you learn how to set up all aspects of your development environment and plunges you right into writing honest-to-goodness Java code in a way that seems much more like fun than like work. If I could give this book 6 out of 5 stars I would! 0 of 0 people found the following review helpful. My thoughts as a Java Programmer. By Jose Grande

Before I get into this review, I want to make it clear that I am coming from a background in programming, I hold a degree and have over 2 years of Java experience. With Java being one of my favorite programming languages, and minecraft being one of my favorite games (Plus I already host my own bukkit server), I thought it would be fun to do some kind of modding for Minecraft. I have the skill, I just didn't know where to begin. This book, along with some tips on the internet, I was introduced to how to access the bukkit library and begin applying my java knowledge in an awesome way. I was able to go through this book grabbing the examples and rebuilding them into something more complex. For example The "buildahouse" sample plugin. Right off the bat, looking at the method parameters, I seen there was "String[] args", this excited me, I know what this is and how to apply it. So i've made it so you can pass in the width and height for the house in game. Example "buildahouse 5 5". There was also a sample where it shows you that you can spawn a cow and name it. I rewrote it to spawn any entity in the game and name it. in the end, you could be in game and type, "spname creeper Tom", or "spname villager Dave", or "spname pig Wilbur" ect. I've made it through the book over 1 weekend just copying the code over to my IDE and playing with it, using the chapter for reference. To me the book has helped me build the missing knowledge I needed to start developing plugins. Now, here is where I get to the meat of this review, off the bat, I can tell that this book was written for children, the way the author talks and tries to explain things, it just didn't feel right to me. This book is suppose to be written so that readers can have 0 programming experience and still learn. It could be because I already know what he is trying to teach, but I feel if I didn't know anything about programming that this book is not the best place to start, you'll get short, and childish examples for things such as variables, and methods, etc. I think it helps to come in with a good understanding of Objects, instances, methods, and data types. I might have missed it, but another thing is that this book doesn't teach you how to do plugin development with Netbeans or Eclipse, something that I highly recommend using for Java development. Author has a script "build.sh" that people use to compile and move the plugin. Author uses a Mac, so unless you are on Mac, or Linux, you will have to download some extra functionality to do commandline shell on Windows OS. Not a problem if you know how to do this work using an IDE. I think by the time a child or person finishes this book, they will be relying on some kind of build script. They will be using some kind of text-based editor and doing a lot of things the hard way. Another thing that may not be present in the book is how to add the bukkit library to your resources. I think it's setup in such a way that users are making their plugins in a directory setup during the first 1-2 chapters. This leaves little understanding of how the bukkit library is being used and referenced. Using an IDE, you are taught to add a reference to the bukkit library to your resource folder, which in turn allows use of the imports and functionality of the packages. With bukkit on the market again, and with both Java and Bukkit updating as well as depreciating certain things, I think Author should release a 3rd edition to this book and make it fit modern times. Netbeans is on Mac, so I would appreciate Author introducing readers to Netbeans and the process of creating projects, packages and etc. Teach them how to build and compile the jar file and how to move it to the plugins folder. Again, I can't interpret this book like others, I see it already knowing Java, so I think to myself, would this help me if I didn't know programming? Knowing what I know now about Java and the process of Plugin development, to a lot of things, my answer is no. To a few other things, it's hard to tell whether it would or not. Maybe it would be best when writing a book like this to just dedicate the first half of the book to learning Java with a console, and then the last half of the book applying knowledge and building plugins. Or maybe spend each lesson learning a concept with console output, and then end the chapter by applying knowledge learned. If anyone has this book, and had zero experience buying it, and now have a good understanding of Java concepts, and bukkit plugins, good job! In the end, I still enjoyed the book, I have no regrets buying it, and I'm proud to have it for reference. If a 3rd edition comes out, and deals with Bukkit, I will likely consider buying. My suggestions though: \*If you are buying this book because you are just interested in learning programming, get a true Java programming book. \*If you aren't really interested in programming, but would like to develop plugins, I suggest first building an understanding in Java programming, then buy this book when you understand things such as Classes, Methods, and Objects and Instances. \*If you know the Java language, and would like to get a start on plugins, buy this book.

0 of 0 people found the following review helpful. Worth Its Weight In Butter! By B. Caruso- Rapidly acquire and stack new skills for tangible and satisfying progress- Excellent resources in book and online- Plain language and explanations make this accessible to those of us who are big n00bs. My experience programming anything is pretty much limited to basic, "Hello World" messages gleaned from my playtime with a TI-99/4A, in the early 80's, as a child. My kid, however, is intense about learning anything and everything about programming/coding and, of course, Minecraft. He is eleven years old. I wanted to see if I could figure any of this out, as he is getting to a point where he is realizing that maybe his mom doesn't know everything. I thought this Learn to Program with Minecraft Plugins might be a neat way to reconnect with him and refresh his faith in my knowledge. Andy Hunt does a fantastic job of teaching what is basically a foreign language, starting from the basics, and building on each newly acquired skill so that kids and adults can see progress which makes the process of learning feel easier, faster, more fun, and pretty mindblowing (to an old dog like me). You learn, by doing. I learn

better this way, as does my son (we have Asperger's). This book was a great match and definitely sparked my interest, rapidly and fairly easily taught me a whole pile of new skills, and ignited a hunger for more. This is a good match for older kids and adults with an interest in Minecraft. I'm off to see what else I can learn from this series and Andy Hunt,

Programming doesn't have to be boring! Write your own Minecraft plugins and watch your code come to life with flaming cows, flying creepers, teleportation, and interactivity. Follow along with the book and 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. You don't need programming experience to get started---this book will teach you everything you need to know! 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 and the Minecraft Bukkit 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 backup your code (and go back in time!) using Git, and set up and run your own server at home or in the cloud. A running 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 from scratch. Put your gaming to good use, and learn real programming skills today. What You Need: A modern PC running any of Windows, Mac OS X or Linux operating systems. You'll see how to download Java, the Bukkit library, and all the tools you'll need.

From the Author As of September, 2014, the CraftBukkit project removed their software due to a dispute with one of their developers. As a result, the library that this book uses is no longer available from dl.bukkit.org. While you may be able to find copies of bukkit.jar and craftbukkit.jar out on the web, I've decided to port the code in this book to a different library. All of the plugins have been ported from Bukkit to CanaryMod (available at CanaryMod.net). CanaryMod is not subject to the same GPL and copyright claims as Bukkit. The source code for all the plugins is currently available on github: [github.com/andyhunt/minecraft-canarymod-plugins](https://github.com/andyhunt/minecraft-canarymod-plugins) I'll be going through and preparing a new version of the book to reflect these changes. In many cases, the changes are minor, but it can be confusing to read one thing in the book and see different names and a slightly different structure in the code. For more information and late-breaking news, please follow me on twitter @PragmaticAndy or see the forum discussion at [forums.pragprog.com/forums/314/topics/12993](https://forums.pragprog.com/forums/314/topics/12993). Thanks, Andy

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's used Minecraft to help teach his son programming. When not wrangling bits, he's an avid musician and sometimes woodworker.