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31 Do-It-Yourself Computer Games

ROCHESTER, MN – August 29, 2016 – Have you ever wondered how to create computer games? Use the easy-to-follow instructions in the Do-It-Yourself Java Games books and you too could write computer games. These books will help you learn computer programming skills that could provide you with a new hobby or even lead you into a new career path.

Annette Godtland just added the third book to her Do-It-Yourself Java Games series: *Advanced Do-It-Yourself Java Games: An Introduction to Java Threads and Animated Video Games*. The books are designed so readers can start with whichever book complements their current Java programming experience.

Annette writes books to encourage people to explore an interest in computer programming and have fun while doing it. The Do-It-Yourself Java Games books have caught the attention of educators, kids, and adults of all ages and of all levels of programming experience. Reviews of the books include comments like:

- The “Discovery Learning” method you use to teach is really helping me to understand a subject I thought I was too old or maybe just too academically unprepared for.
- This is not your typical programming 101 book. Without falling into either the "I'll crack a bunch of corny jokes to make learning FUN for the readers" or "I'll explain how to write the 'Hello World' program in 10 different ways", DIY Java Games lets you create 16 different Java projects that actually teach you how to write Java and construct programs FROM SCRATCH.
- Thanks to DIY Java Games by Annette Godtland I can finally say that after years of trying, I'm REALLY UNDERSTANDING the logic, syntax and structure of creating Java programs.
- These books are project based showing you step-by-step how to build very good games.
- If you follow Annette's easy-to-follow instructions every project works, and that gives you a sense of accomplishment and progress, because you can see the programming concepts you are learning with each project come to life.
- Ms. Godtland is trying for the print equivalent of a Q&A dialog where every page has fill-in-the-blank questions for the reader. This requires thought, patience and active participation from the reader which will certainly result in a better understanding of the material.
- I had been struggling to find books, videos, or websites that would be a good resource to help me teach Java Swing to my high school computer science students – this book works!
- The 2nd and 3rd (this one) books are entirely GUI based (Swing) which is what all programmers want to do! No one wants System.out.println() console programming beyond the beginner stage.
- The students loved the books and learned far more than in other courses I have taught at this level.
- The students worked at their own pace with most progressing far into or completing the second book.... I did virtually no teaching in the course. Instead, I worked one-on-one or in small group settings with students.
- A number of the students have actually gone on to become computer science majors. These students have proven to have an excellent background for more advanced courses.

- These are the best books I have ever used for getting students interested in and excited about computer programming.

What Makes These Books Unique? Within the first few pages of each book, a project begins to take shape on the computer screen, offering immediate feedback and reward. The project proceeds in small steps that illustrate what every line of code does. Every page has fill-in-the-blanks sections, encouraging the reader to actually think about what should be done next rather than just quickly copying the author's code.

Unlike most other programming books, each *Do-It-Yourself Java Games* book leads the reader to create a variety of complete programs. Programming concepts are taught as games are created. The many projects progress smoothly from very simple to moderately complex.

The Games – The first book in the series, *Do-It-Yourself Java Games: An Introduction to Java Computer Programming*, teaches the reader to complete thirteen different text-based games that lead the reader to learn Java programming fundamentals.

The second book, *More Do-It-Yourself Java Games: An Introduction to Java Graphics and Event-Driven Programming*, leads the reader to complete ten different, more colorful, more interactive games, while learning to use windows and dialogs, keyboard and mouse input, and photos and images.

The third book, *Advanced Do-It-Yourself Java Games: An Introduction to Java Threads and Animated Video Games*, guides the reader to create eight much more active games, similar to classic video games, while learning advanced programming techniques to manage automated, simultaneous screen activity.

About the Book – *Advanced Do-It-Yourself Java Games: An Introduction to Java Threads and Animated Video Games* by Annette Godtland was published on August 16, 2016 by Godtland Software Corporation and is now available in both paperback and Kindle forms.

About the Author – Annette Godtland is a Java programmer, an author, and publisher. Annette has been a computer programmer for 36 years. She holds a Bachelor of Science degree in Computer Science, Math, and Math Education. She created and taught a computer programming class for the Gifted and Talented Education (GATEway) program at a local elementary school for three years. Annette also wrote and published the book *This Little Program Went to Market: Create, Deploy, Distribute, Sell, and Market Software and More on the Internet at Little or No Cost to You*. Read more about Annette's books and software at www.godtlandsoftware.com.

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