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Create Your Own Multiplayer Computer Games!

ROCHESTER, MN – October 8, 2018 – Playing computer games can be fun and challenging. But there's nothing like the challenge and comradery of playing games against a human opponent. You too can create computer games to play against friends on other computers, either within your own home network or over the Internet.

Annette Godtland recently added the fourth book to her popular *Do-It-Yourself Java Games* book series. *Do-It-Yourself Multiplayer Java Games: An Introduction to Java Sockets and Internet-Based Games* will teach you to send communication across a network as you create seven new games to play against friends on other computers. You'll learn to send communication into and out of your home network and to minimize security risks that come with Internet communication. You'll create strategy, video, and fast-paced action games. You'll learn to manage turn-based, timed, and concurrent play. You'll learn to stream audio and more.

Each book of the Do-It-Yourself Java Games series builds on skills taught in the previous book, yet each book is completely independent. You may start anywhere in the series based on your Java programming experience and current needs.

- Do-It-Yourself Java Games: An Introduction to Java Computer Programming - learn the fundamentals of Java programming as you create fourteen different text-based games. No previous programming experience is required
- More Do-It-Yourself Java Games: An Introduction to Java Graphics and Event-Driven Programming - learn how to program windows, icons, and menus as you create ten more colorful, more interactive games.
- Advanced Do-It-Yourself Java Games: An Introduction to Java Threads and Animated Video Games - learn to control multiple, simultaneous activities as you create eight more lively, audible games.
- Do-It-Yourself Multiplayer Java Games: An Introduction to Java Sockets and Internet-Based Games - learn to communicate across a network as you create seven games to play against friends on other computers.

Discover how, when, and why Java programs are written the way they are.

About the Book – *Do-It-Yourself Multiplayer Java Games: An Introduction to Java Sockets and Internet-Based Games* by Annette Godtland was published on August 12, 2018 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 38 years. She holds a Bachelor of Science degree in Computer Science, Math, and Math Education. 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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