



Introductory Programming with Simple Games: Using Java and the Freely Available Networked Game Engine

Brian C. Ladd, Christopher James Jenkins

E-Book Rental (120 Days)	978-0-470-57413-3	September 2010	\$13.00
E-Book Rental (150 Days)	978-0-470-57413-3	September 2010	\$14.00
E-Book	978-0-470-57413-3	September 2010	\$48.00
Paperback	978-0-470-21284-4	March 2010	\$151.95

DESCRIPTION

This is an excellent resource for programmers who need to learn Java but aren't interested in just reading about concepts.

Introduction to Java Programming with Games follows a spiral approach to introduce concepts and enable them to write game programs as soon as they start. It includes code examples and problems that are easy to understand and motivates them to work through to find the solutions. This game-motivated presentation will help programmers quickly apply what they've learned in order to build their skills.

ABOUT THE AUTHOR

Brian C. Ladd and Christopher James Jenkins are the authors of *Introductory Programming with Simple Games: Using Java and the Freely Available Networked Game Engine*, published by Wiley.

RELATED RESOURCES

Student

Instructor

[View Student Companion Site](#)

[View Instructor Companion Site](#)

[Contact your Rep](#) for all inquiries

FEATURES

Tabbing guide to come.

To purchase this product, please visit <https://www.wiley.com/en-us/9780470574133>