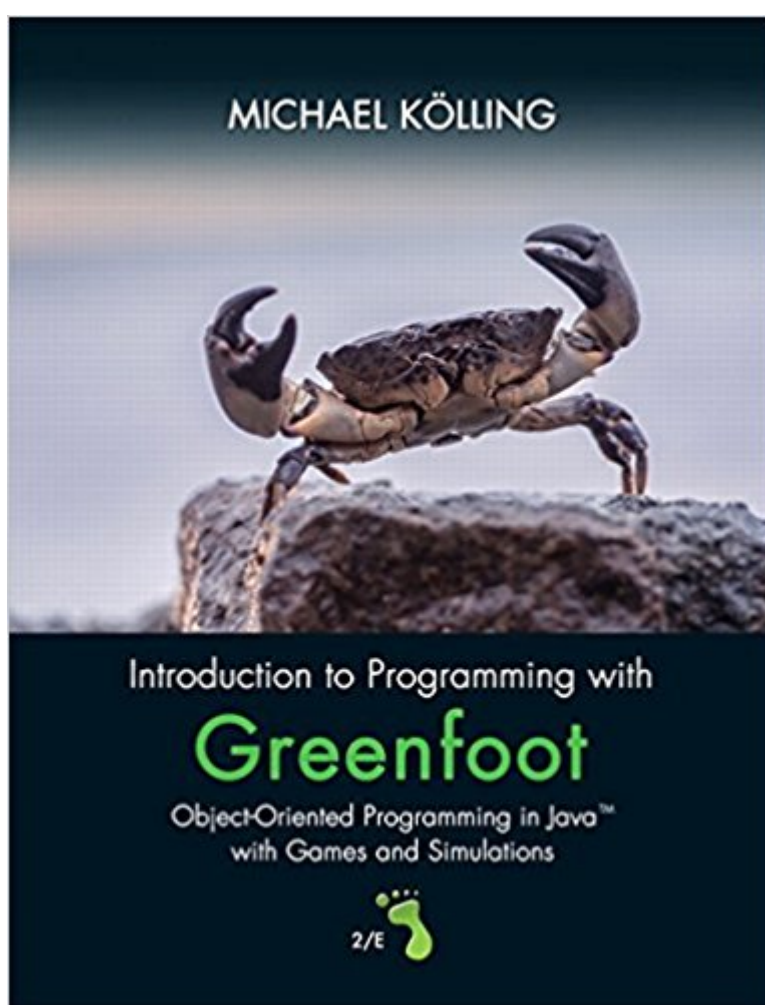


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# Introduction To Programming With Greenfoot: Object-Oriented Programming In Java With Games And Simulations (2nd Edition)



## Synopsis

For courses in programming and computer science. **Hands-on Programming with Greenfoot** Introduction to Programming with Greenfoot: Object-Oriented Programming in Java with Games and Simulations teaches the basics of Java computer programming languages in the context of Greenfoot. Readers are able to learn the general fundamentals and principles of programming by creating their very own fun and interesting games and simulations. Major concepts are conveyed in modern, object-oriented programming language through hands-on, practical activity that allows readers to create, observe, and play. The Second Edition employs a unique approach that teaches by doing--concepts are often explained after readers have had a chance to engage in interactive examples. Because of its uniquely hands-on approach in the context of the Greenfoot environment, Introduction to Programming with Greenfoot makes programming a fun, interactive subject for readers to enjoy.

## Book Information

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## Customer Reviews

This textbook attempts to go beyond simply lecturing about how to do something and take the extra step of drawing in the reader and having them actually follow along. What's more, for the most part, it accomplishes this readily. The language is simple and easy to understand, and reads like a good professor talking to you and explaining it rather than the technical manual, dry and dreary, that many texts seem to come off as. The notion of packaging a software development package with a

textbook is an intriguing one, and the inclusion of various per-fabricated scenarios, which are developed as the reader goes along and with the reader input, does a great job of “teaching by doing” . It tells you what and how to do it, then lets you try. This is an excellent way to learn, as when you encounter an error, such as an infinite loop or a missing file, you can compare your code with that of the book, and find the one little spot you went wrong. This is vastly superior to spending hours pouring over your code only to realize you forgot a tiny “i++” somewhere along the line. The side-by-side image of the book’s and your code is invaluable. The software development package itself, Greenfoot, is likewise a blessing. Having programmed in C++ before Java using a variety of coding interfaces, I have to say that Greenfoot blows anything else I’ve seen out of the water; its compiler errors are clear and easy to troubleshoot, and it has all the usual bells and whistles of most coding interfaces. (Auto-layouts, color-coded blocks of text to keep track of parentheses and brackets, et cetera.) In fact, my only complaint would be that the included libraries almost babysit the user, though after the unforgiving Microsoft Visual C++, I’m disinclined to make that a legitimate complaint. All things told, this book, and the corresponding software, strike me as an excellent way to adapt a textbook to multiple learning styles; the inclusion of numerous pictures and charts is bound to appeal to visual learners, the text is accessible for reading/writing learners, and the following along on your own program is great for kinesthetic learners. If there’s an audiobook version of this, I do believe that this textbook will have covered all the learning styles I know of, and covered them well. I highly recommend this book if you’re just getting started learning Java.

I discovered this little gem as one of the “other user’s bought” suggestions when browsing through books on Scratch, Alice, and the Lego Mindstorms systems. There is a growing body of published work specifically written towards educators, particularly those focusing on teenagers, and this book is a great addition to anyone interested in the subject. Introduction to Greenfoot programming is an excellent hands-on tutorial of the Greenfoot system, a Java-based programming environment particularly well-suited to teaching object-oriented programming concepts to teenagers with its focus on gaming and simulation exercises. Having taught my own pre-teen nephew some of these concepts in simpler systems such as Scratch, and visual systems like Alice (while, written in Java requires no knowledge of that language), I find this book to be a great guide for teachers and students alike. The book is not really focused on teaching Java so much as introducing object-oriented concepts through its color illustrated examples and exercises. A warning: the book introduces a lot of terminology in a way that some teenagers may find difficult to understand. Also, if

you have no familiarity at all with programming, this book may be a little challenging. Some of the examples are completely developed but the book leaves it as a challenge to the reader to complete many of the projects. Fortunately the source code is available online to assist any enterprising young programmer. Overall, I think this book is a great companion for a classroom that is lead by an adult who is thoroughly familiar with Java and other aspects of object-oriented programming. A really motivated student may be able to figure out the more advanced examples on their own, but many students will be well-served to have an experienced guide along to help give further explanation to the concepts provided. I highly recommend this book, the programming system it describes, and the efforts of the University of Kent to bring this free educational system to the world.

This is an excellent update to a good book. More programs/games/scenarios with better and fuller explanations. Additional, short programming activities to build confidence and skill. Michael Kolling is brilliant.

First off, let me introduce the Greenfoot IDE for those who may not be familiar with it-- Greenfoot is a Java IDE optimized for game/simulation development. It allows you to construct and test Worlds and the individual "actor" objects within them visually so you will know exactly how you want everything to behave at runtime, and what changes must be made programmatically to make it so. Greenfoot is meant to be a learning environment for programmers relatively new to Java, but its game-optimized API and visual testing make it a great IDE for any level programmer looking to make a game in Java. There have even been [rudimentary] 3D games made. Anyway, now on to the book-- it is everything you would expect it to be and a little bit more; it provides good coverage of the Greenfoot API, it teaches the reader introductory Java as he/she works through the projects, and it provides plenty of links to more information about Greenfoot or Java development in general. My only complaint is that it is a bit short, but that is really only because it centers on Greenfoot and game/simulation-related topics in Java. There are some 'project ideas' towards the end of the book that I wish Kolling had fleshed out a bit, but there is plenty of online documentation on the Greenfoot site to fill in whatever gaps the book leaves. There's still plenty there, and what is there is gold. BlueJ is another Java 'learning IDE' that Kolling was a part of, and the book for that covers much more broad-spectrum Java. If you like Greenfoot and plan to branch out with your Java studies, I would recommend BlueJ and the book "Objects First with BlueJ" as a complementary text.

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