

DVD Table of Contents

The Companion DVD

This DVD contains the following materials, each within a separate folder:

- Samples of student written games in an executable format.
- The game environment
 - Eclipse, NetBeans, and JCreator template projects with the environment incorporated into them, and instructions on how to use them to begin a new project without altering the system's CLASSPATH variable.
 - A description of the environment and its call back methods used to draw and animate objects, and respond to mouse, keyboard, and timer events.
 - The environment's classes and methods in the form of class files, a jar file, and an importable package.
- The source files for all of the applications presented in the text.
- All of the book's figures.
- All of the book's appendices.
- Chapters 11 and 12 (Swing Versions) from 1st Edition
- Appendices A-H folder: All of the book's appendices.
- Figures folder: All of the book's figures, each chapter in a different subfolder.
- Game Environment folder: The game environment subfolders
 - IDE Specific Tools *subfolder*:
 - Eclipse subfolder: Contains instructions on how begin a new game project without altering the system's CLASSPATH variable, either by:
 - Importing the Eclipse project contained in the Workspace subfolder into another Eclipse workspace,
 - or*
 - Creating a new Eclipse project and adding the GameJar subfolder or the GameClasses subfolder to it.
 - NetBeans and JCreator subfolders
 - Classes, Package, and JAR subfolder: The environment's classes and methods in the form of class files, a jar file, and an importable package.
 - *Game Environment Description document*: A description of the environment and its call back methods used to draw and animate objects, and respond to mouse, keyboard and timer events.
- Source Code folder: The source files for all of the applications presented in the text, each chapter in a different subfolder.
- Student Games folder:
 - Samples of student written games in an executable format.
 - Instructions on How to Execute the Games