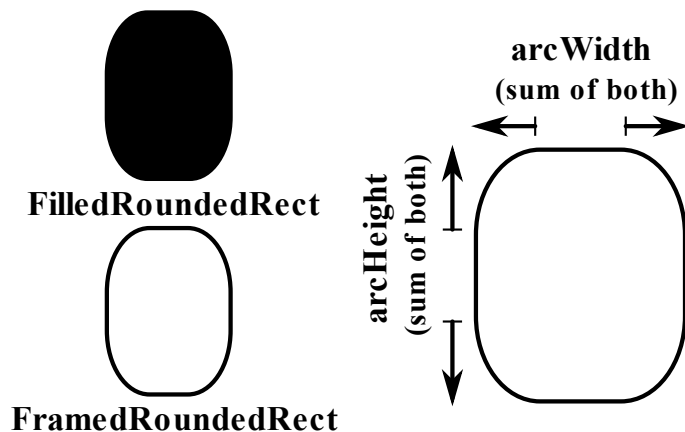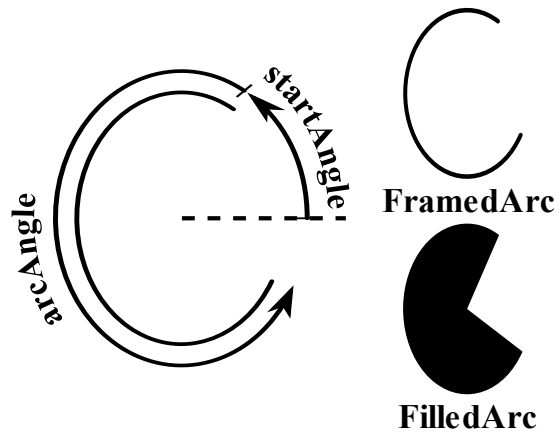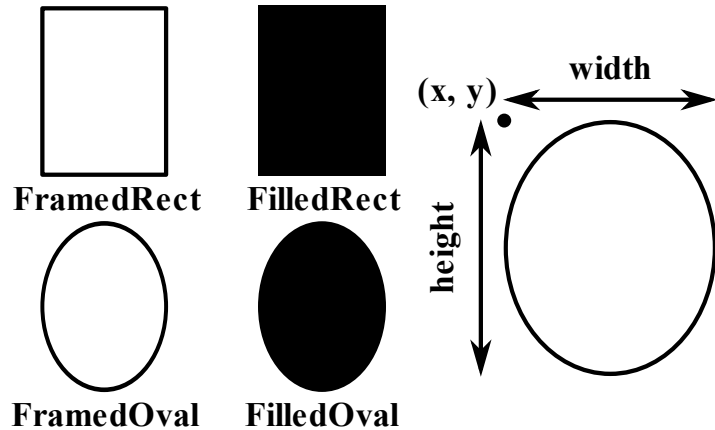# Network Games with ObjectDraw

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This seminar will introduce you to the basics of the Java programming language, focusing on techniques for creating graphics and responding to mouse, keyboard, and network events. You can follow along on my website:

www.zahniser.net/~russell

Session 1: Objects and Events
1. Running a program
2. Creating an object
3. Object creation practice
4. Compound objects
5. Mouse and keyboard events

Session 2: Variables and Methods
1. Using parameter variables
2. Calling a method
3. Writing a method
4. Instance variables

Session 3: Networking
1. Sending and receiving messages
2. Getting information from a variable
3. Converting numbers and text
4. Writing a constructor method
5. Making decisions
6. Creating the Tic-Tac-Toe game

Session 4: Timers
1. Have a timer call a method
2. Write a server
3. Store lists of objects
4. Create a class to store data

FramedRect **FilledRect**

(x, y) **width** **height**

FramedOval **FilledOval**

startAngle **arcAngle** **FramedArc**

FilledArc

FilledRoundedRect

FramedRoundedRect

arcWidth (sum of both) **arcHeight (sum of both)**