Changes to 2\textsuperscript{nd} Edition of Learning Java through Alice

Preface

- Adjusted acknowledgement section
- Adjusted the table of contents to reflect changes to the new version

Chapter 0 (Getting Started)

- Removed the install directions from the text. The directions will be located at iws.collin.edu/tdaly/book2
- Added another project entitled: Alice Card Game Scene Setup (ongoing project)
- Added an assignment for adjusting the card game project

Chapter 1 (Coding Introduction)

- Added a link to Data_Files folder to Tea Party project
- Changed JDK version screenshots
- Added another project entitled: Alice Card Game Coding (ongoing project)
- Added more explanation for initials assignment
- Added an assignment for adjusting the card game project

Chapter 2 (Variables)

- Fixed the Alice Character Movement using Arithmetic project to match JDK 8

Chapter 3 (Input/Output)

- Fixed the formatting patterns
- Fixed the Changing an Alice Clock’s Time project to match JDK 8

Chapter 4 (Procedural Methods)

- Fixed the Creating a Stomp Method in Alice project to match the new version of Alice and JDK 8
- Changed the Creating a Hokey Pokey Method in Alice project
  - Referred to tortoise right leg instead of right hip
  - Explained that baby yeti and alien won’t do the hokey pokey until a later chapter
- Erased the following statement ”Do not have a package” from the Writing “Old MacDonald Had a Farm” Song project
- Added another project entitled: Alice Card Game with Methods (ongoing project)

Chapter 5 (Functional Methods)

- Removed the following project: Using the Constructor to Change Properties
- Changed the Finding a Circumference of Alice UFOs project to calculate the circumference using the following equation C=PI \times D and also mentioned using Math.PI
- Added an example using the round Math function
- Removed the extra String functions using index numbers
- Added examples of code using string functions
- Changed the Using Alice Built-in Functional Methods project to use a bird and a tree instead of a walrus and an ice floe
- Removed Alice assignment with walking methods.
Chapter 6 (Conditionals)

- Moved the chapter on **Conditionals** to be chapter 6
- Changed wording of logical operators to use the term short-circuiting
- Replaced the Penguin to the Closest Object with Shark Moves to Closest Fish in Alice project
- Change the Determining the Tallest Object program to be coded in Java instead of Alice
- Added a Using String Functions to Validate a Password Entry project
- Added a Card Game with Conditionals (ongoing project)

Chapter 7 (Classes and Objects)

- Changed the Practicing with Object Oriented Concepts project:
  - Changed screenshots to use DEFAULT skin for models for new version of Alice
  - Added code to override sleep method for cow to stay standing while sleeping
- Changed screenshots to match JDK 8

Chapter 8 (GUI and Graphics)

- Changed the Chapter title to "GUI and Graphics"
- Updated the objectives in include: Creating Windows with GUI
- Removed Null Layout section
- Changed layout of chapter
- Changed projects using graphics to use the paintComponent method instead of paint method
- Changed arc description to include minus sign for going clockwise
- Added the following changes to the Drawing a Happy Face project
  - Color changes
  - Added text using the drawString method

Chapter 9 (Repetition)

- Removed Typing Program project since the substring method was removed from chapter 5
- Adjusted For Loop to Print Checkerboard project to do the steps in a different order to better explain the results
- Added a Card Game with Loops (ongoing project)
- Added an assignment for adjusting the card game project based on user input

Chapter 10 (Arrays)

- Added a Card Game with Arrays (ongoing project)