TEALS MINECRAFT PROJECT

Lecture 5: Block.onBlockAdded()

MINECRAFT COORDINATES

- Minecraft blocks all have a unique location *x*, *y*, and *z*.
- *X* and *Z* are parallel to the horizon, and *Y* is up.

To place a block at an arbitrary location, use this:

```
world.setBlock(x,y,z, blockType);
```

Block.onBlockAdded

We'll be using (overriding) a new Block method today:

```
public void onBlockAdded (World world, int locX, int locY, int locZ)
```

The `Block.onBlockAdded()` method is called when a new block is added to the world, at the given location.

In lab 4, we used a crystal-growing block to be the "seed" for a block, and a crystal-growing *item* to trigger the placement of more blocks to grow the crystal.

For lab 5, we'll use the `Block.onBlockAdded()` method to build a tree from a block as soon as it is placed in the world.

LAB 5: TREE-GROWING BLOCKS

For today's lab, we'll be creating four different kinds of blocks, that grow four different types of trees: cube, cylinder, cone, and sphere (in increasing difficulty).

A BIG WORD OF ADVICE: work out the math & algorithm on paper first before diving into the code! If you have a clear idea on paper, the coding will be much easier.

Everything else you need to know is in the lab write-up.