

# LibGDX

Java game development framework

# LibGDX

- Java game development framework
- Desktop, Android, BlackBerry, iOS, HTML5

# My contribution

- Fixing JSON parser

```
{  
  "x": 17,  
  "y": 0  
}
```

When the last attribute is an integer the `JsonValue getInt` method throws an exception, because it thinks the blank space is part of a String.

The exception is the following:

```
java.lang.NumberFormatException: For input string: "0  "  
    at java.lang.NumberFormatException.forInputString(NumberFormatException.java:65)  
    at java.lang.Integer.parseInt(Integer.java:580)  
    at java.lang.Integer.parseInt(Integer.java:615)  
    at com.badlogic.gdx.utils.JsonValue.asInt(JsonValue.java:237)  
    at com.badlogic.gdx.utils.JsonValue.getInt(JsonValue.java:680)
```

# Result

---

- Fixed && merged && issue closed == true

# Community

- 3 mutually exclusive “documentations”
  - Take your pick
- Response time
  - You’re wrong - ~30 min
  - You’re right - ~1 month (inf?)

**Thanks for your attention.**

---