

PROGRAMACIÓN ORIENTADA A OBJETOS

Attach Source en Eclipse



HOJA 1 / 2

"Attach Source en Eclipse"

Paso 1: Al tratar de ver el código de las clases propias de java, nos puede salir una pantalla como la siguiente.

```
File Edit Source Refactor Navigate Search Project Run Window Help
 8
 -8
                                  public class Main {
                        40
                                                public static void main(String[] args) {
                                                               Servidor serv = new Servidor();
                                                  new Thread(new Administrador(serv)).start();
                                                             new Usuario("usuario 1", serv).start Open Declaration
                        8
                   10
                                                                                                                                                                                                     Open Implementation
                    11
                    12 }
File Edit Navigate Search Project Run Window Help
🚺 *Main.java 🚮 Thread.class 🛭
 -8
            Class File Editor
             Source not found
             The JAR file C: \Program Files \Java \jre 1.8.0\_151 \lib \rt. jar has no source attachment. The JAR file C: \Program Files \Java \jre 1.8.0\_151 \lib \rt. jar has no source attachment. The JAR file C: \Program Files \Java \jre 1.8.0\_151 \lib \rt. jar has no source attachment. The JAR file C: \Program Files \Java \jre 1.8.0\_151 \lib \rt. jar has no source attachment. The JAR file C: \Program Files \Java \jre 1.8.0\_151 \lib \rt. jar has no source attachment. The JAR file C: \Program Files \Java \Java
             You can attach the source by clicking Attach Source below:
              Attach Source...
             // (version 1.8 : 52.0, super bit) public class java.lang.Thread implements java.lang.Runnable {
               // Field descriptor #45 Ljava/lang/String;
               private volatile java.lang.String name
               // Field descriptor #41 I
               private int priority;
               // Field descriptor #272 Ljava/lang/Thread;
               private java.lang.Thread threadQ;
                // Field descriptor #43 J
               private long eetop;
                // Field descriptor #59 Z
                private boolean single_step;
```

Paso 2: Clickear en el botón Attach Source, seleccionar el radio button External location y seleccionar el archivo src.zip que está en la carpeta del JDK instalado.

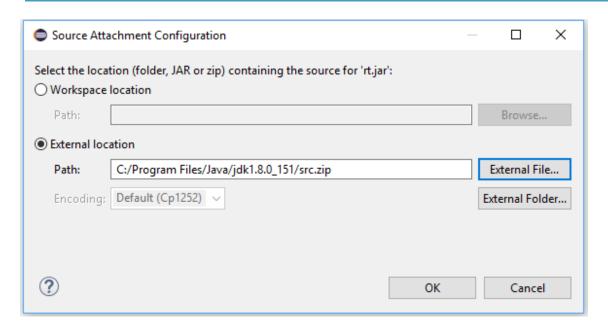


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HOJA 2 / 2

Attach Source en Eclipse



Finalmente, esto permitirá ver el código.

```
File Edit Navigate Search Project Run Window Help
thread.class ⊠
      678
                   init(group, target, name, stackSize);
#
       679
       680
       681@
                * Causes this thread to begin execution; the Java Virtual Machine
       682
               * calls the <code>run</code> method of this thread.
       683
                * 
       684
                * The result is that two threads are running concurrently: the
       685
       686
               * current thread (which returns from the call to the
                * <code>start</code> method) and the other thread (which executes its
       687
                * <code>run</code> method).
       688
       689
                * It is never legal to start a thread more than once.
       690
                * In particular, a thread may not be restarted once it has completed
       691
       692
                * execution.
       693
       694
                ^{*} @exception IllegalThreadStateException if the thread was already
       695
                               started.
                * Øsee
       696
                             #run()
                * @see
       697
                             #stop()
       698
               public synchronized void start() {
       699⊜
                   * This method is not invoked for the main method thread or "system"
       701
                   \ensuremath{^{*}} group threads created/set up by the VM. Any new functionality added
       702
                   * to this method in the future may have to also be added to the VM.
       703
       704
                   * A zero status value corresponds to state "NEW".
       705
       706
                   if (threadStatus != 0)
       707
       708
                      throw new IllegalThreadStateException();
       709
                   /st Notify the group that this thread is about to be started
       710
       711
                    so that it can be added to the group's list of threads
                   * and the group's unstarted count can be decremented */
```