

# My First Java Program Using JGRASP IDE

**The purpose of this handout is to show you how create, compile, and run simple Java program using JGRASP.**

- 1) Open JGRASP on your computer.
- 2) Click File → New → Java and a new window will open.
- 3) In that window, type the following text as is (the font coloring is done by JGRASP):

```
// my first java program using JGRASP IDE
public class MyFirstProgram
{
    public static void main (String[] args)
    {
        System.out.println ("This is my first Java program!");
        System.out.println ("This program does not do much!");
    }
}
```

- 4) Click File → Save As to save the file to the hard drive (select a folder you can remember). Name your file MyFirstProgram. Notice the file name and the program name (in the first line: Public class MyFirstProgram) must be the same.
- 5) Now, let's indent the code properly. Click on the Generate CSD icon (the icon next to the undo red arrow pointing backward). Click the Save icon.
- 6) Try to click the 2 other formatting icons next to the Generate CSD icon and see what happens.
- 7) Now we need to compile the code. Click on the Compile icon (the green cross - + sign). Notice what the compiler displays in the lower window (Compile Messages tab). If you have syntax errors, error messages are displayed in that window.
- 8) Once you fix all syntax errors, you are ready to execute the program to see its results. Click the run icon (the red running person). Notice what the run-time machine displays in the lower window (Run I/O tab).
- 9) Now, try to intentionally generate syntax errors by making changes to the code, such removing a semi-colon, changing void to Void, changing System to system, changing println to Println, etc. Each time you make a change you need to re-compile the code.

Work this step one error at a time and carefully read and think about the error message for each change.

Notice that JGRASP saves your file each time you try to compile the code.

## Get Organized

For each Homework Assignment, create a separate folder with proper name to save all programs for that assignment in the respective folder.