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# Eclipse

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## 1. Liferay7 Portlet example:

<http://www.javasavvy.com/liferay-7-portlet-tutorial/>

<https://www.opensource-techblog.com/complete-liferay-guide>

We just created a portlet module with name “product” and folder structure will look like below:

- All web resources in Liferay 7 are created under src/main/resources folder but where as Liferay 6 creates in docroot/html folder
- Portlet configuration such as portlet.xml and liferay-portlet.xml configuration need to updated in @Component annotation under property attribute
- The rest of Portlet API such as doView, processAction and serviceResource all are same and you can directly use the API in JSP's and Portlet Controller

### @Component

all portlet configuration goes into @Component annotation that used to deploy in OSGI container

**immediate** – module will be deployed and should be started immediately instead of being lazy-loaded

**property** – All java portlet properties should be prefixed

by: **javax.portlet**

Lifera

y properties are prefixed by: **com.liferay.portlet**.

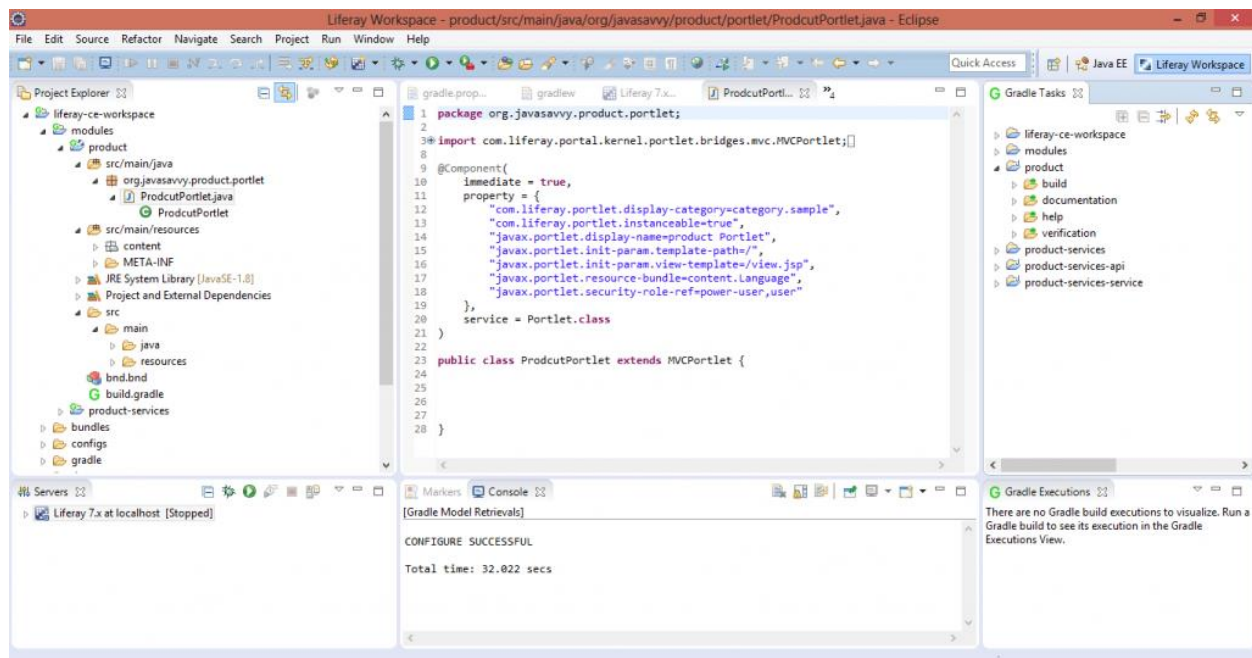
**portlet.xml and liferay-portlet.xml OSGI mappings** : you can find list of mappings on liferay site : <https://dev.liferay.com/develop/reference/-/knowledge-base/7-0/portlet-descriptor-to-osgi-service-property-map>

```
@Component(  
    immediate = true,  
    property = {  
        "com.liferay.portlet.display-category=category.sample",  
        "com.liferay.portlet.instanceable=true",
```

```

"javax.portlet.display-name=product Portlet",
"javax.portlet.init-param.template-path=/",
"javax.portlet.init-param.view-template=/view.jsp",
"javax.portlet.resource-bundle=content.Language",
"javax.portlet.security-role-ref=power-user,user"
},
service = Portlet.class
)

```



## Liferay 7 Portlet tutorial and gradle task

Liferay provides `bnd.bnd` and `build.gradle` files to manage build and deployment process

**bnd.bnd** : bnd file is MANIFEST configuration template file which used to auto create MANIFEST.MF, so developers are not required to focus on MANIFEST file creation

It also used to activate Bundle with BundleActivator configuration if we are not going to use OSGI Declarative Services.

Bundle-SymbolicName: product

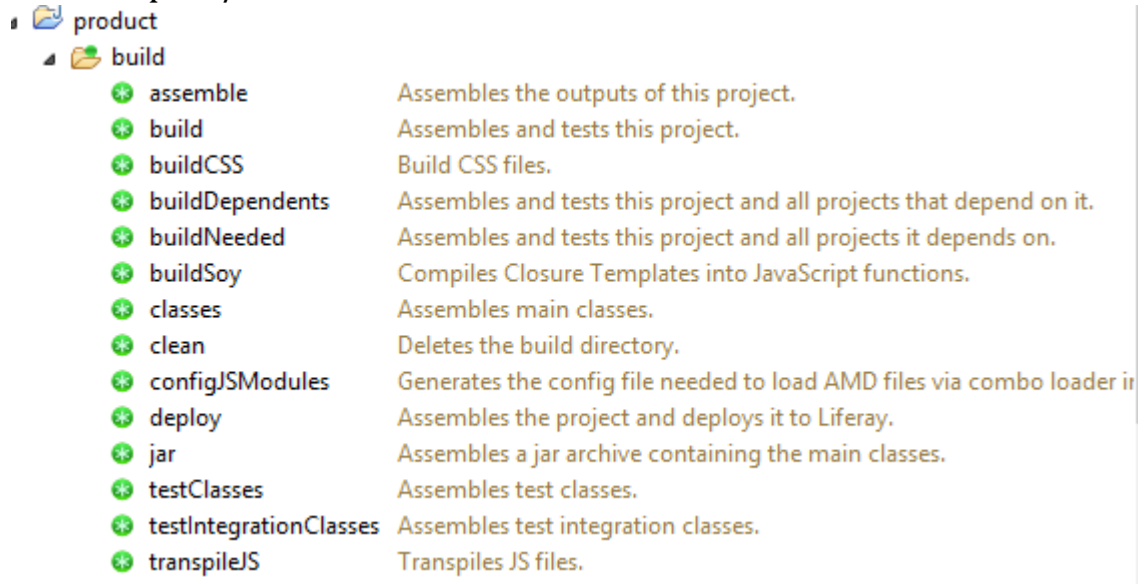
Bundle-Version: 1.0.0

**build.gradle:** build.gradle is used for dependency and build management for Liferay 7 modules.

Liferay 7 provides Gradle Build Task panel to execute build, deploy, clean, buildService task

The generated build artifacts can be copied to deploy or /bundles/osgi/modules folder for manual deployment

For auto deployment, make sure that tomcat is created under liferay-workspace/bundle folder



## Liferay Gradle Tasks

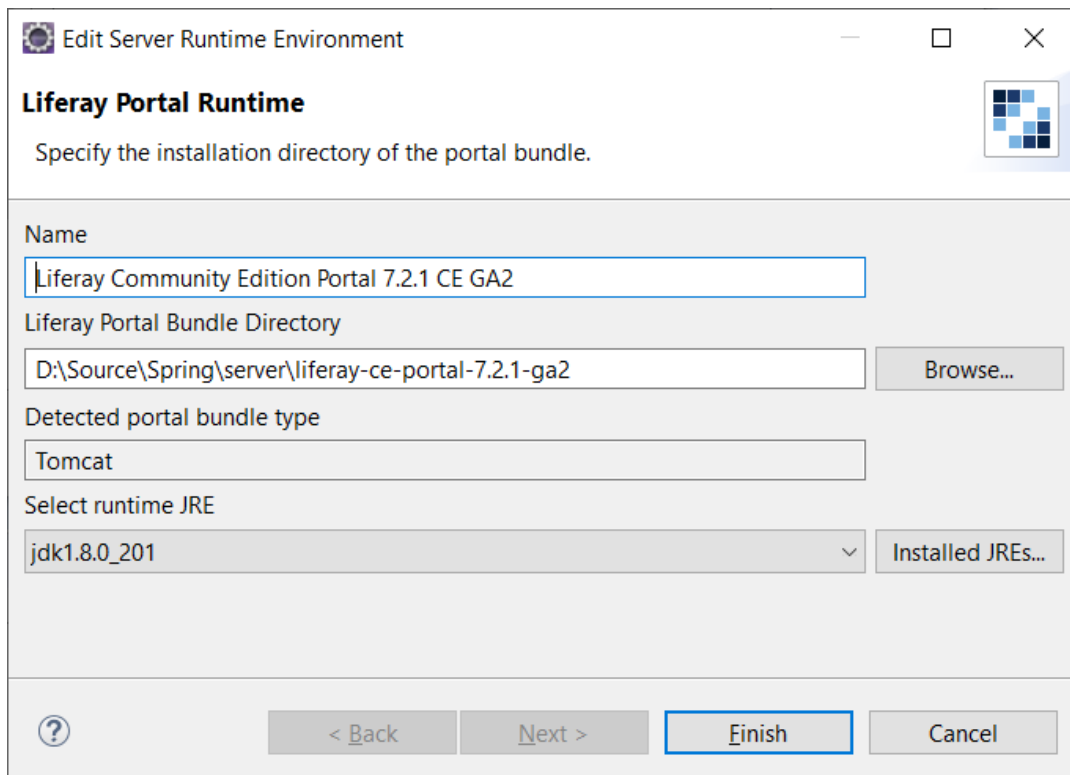
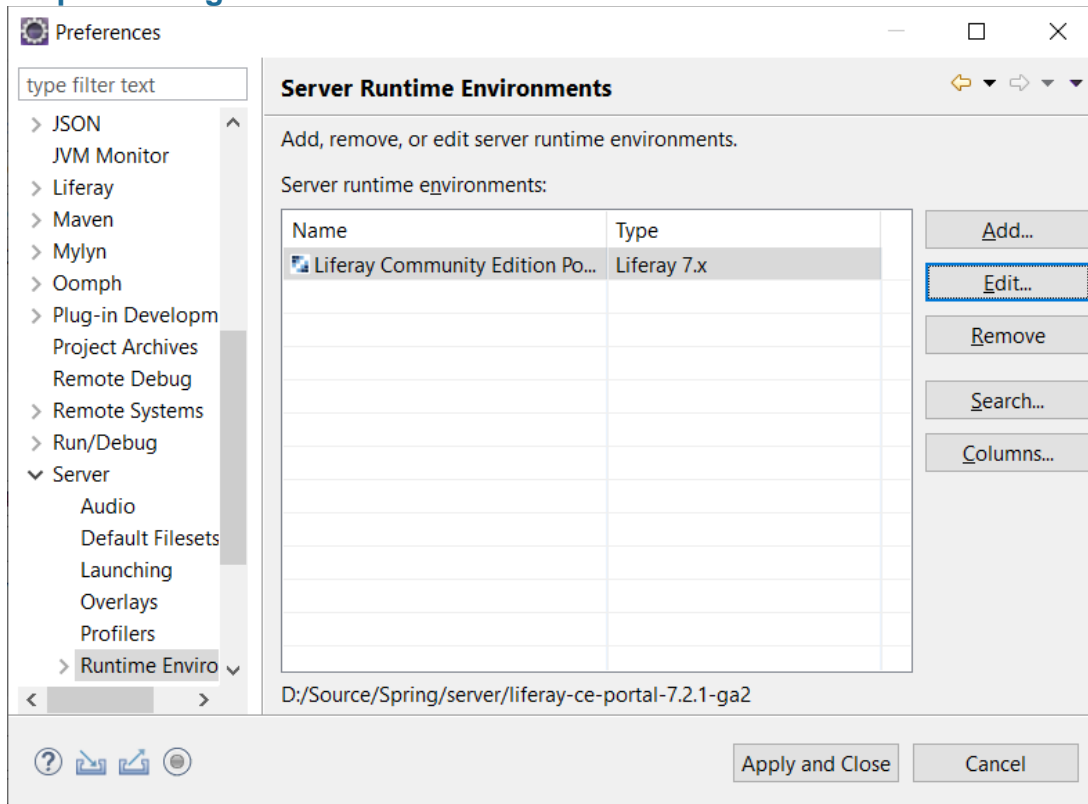
click on “deploy” target and you can see the logs that module is stated. The rest of portlet development is same as Liferay 6.

Now logon into Liferay portlet with test@liferay.com and add the portlet to page. that's all .. you have developed Liferay7 Portlet.

[https://portal.liferay.dev/docs/7-0/tutorials/-/knowledge\\_base/t/installing-liferay-ide](https://portal.liferay.dev/docs/7-0/tutorials/-/knowledge_base/t/installing-liferay-ide)

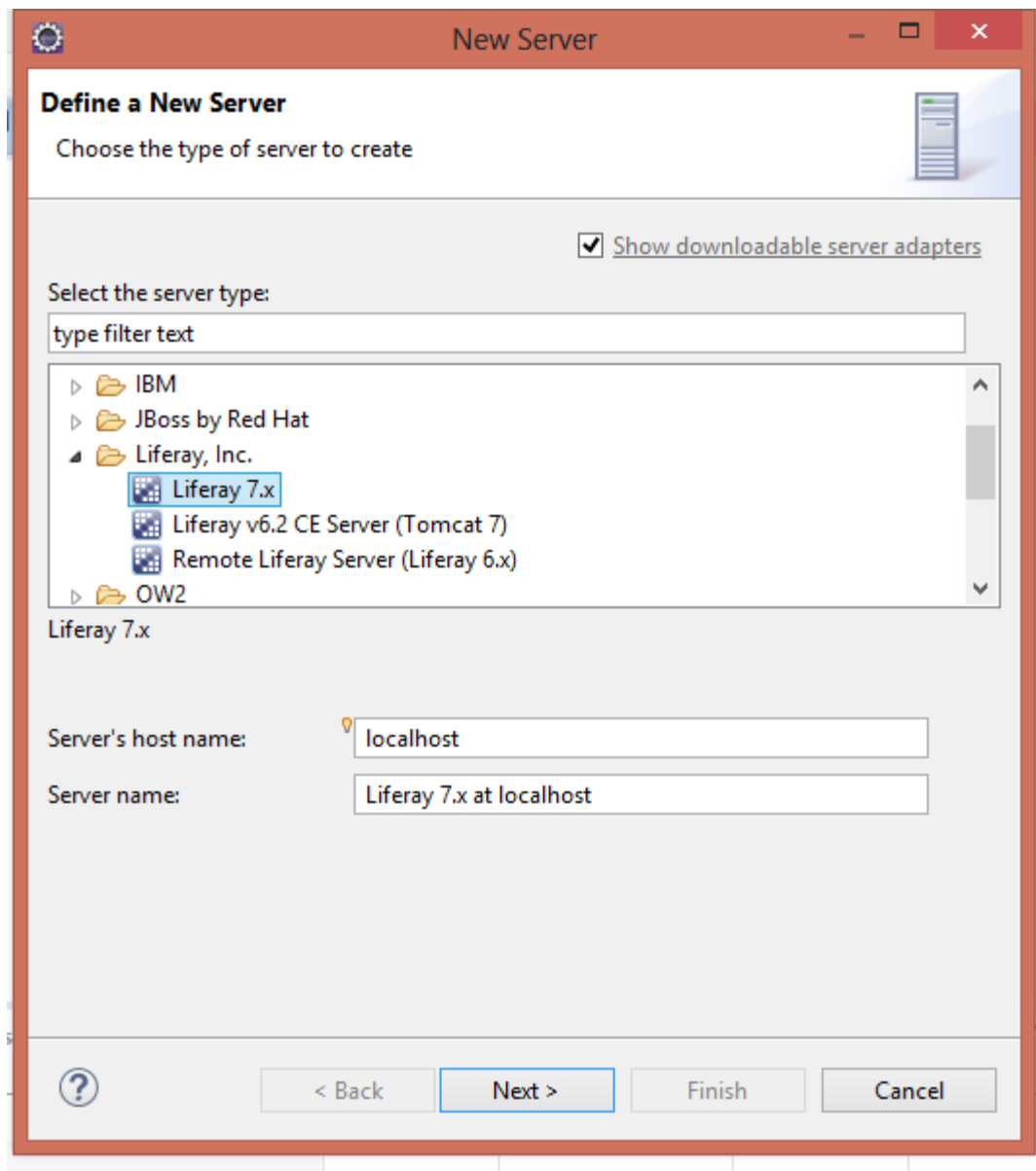
## 2. Liferay 7 development setup

### Step 1: Config server

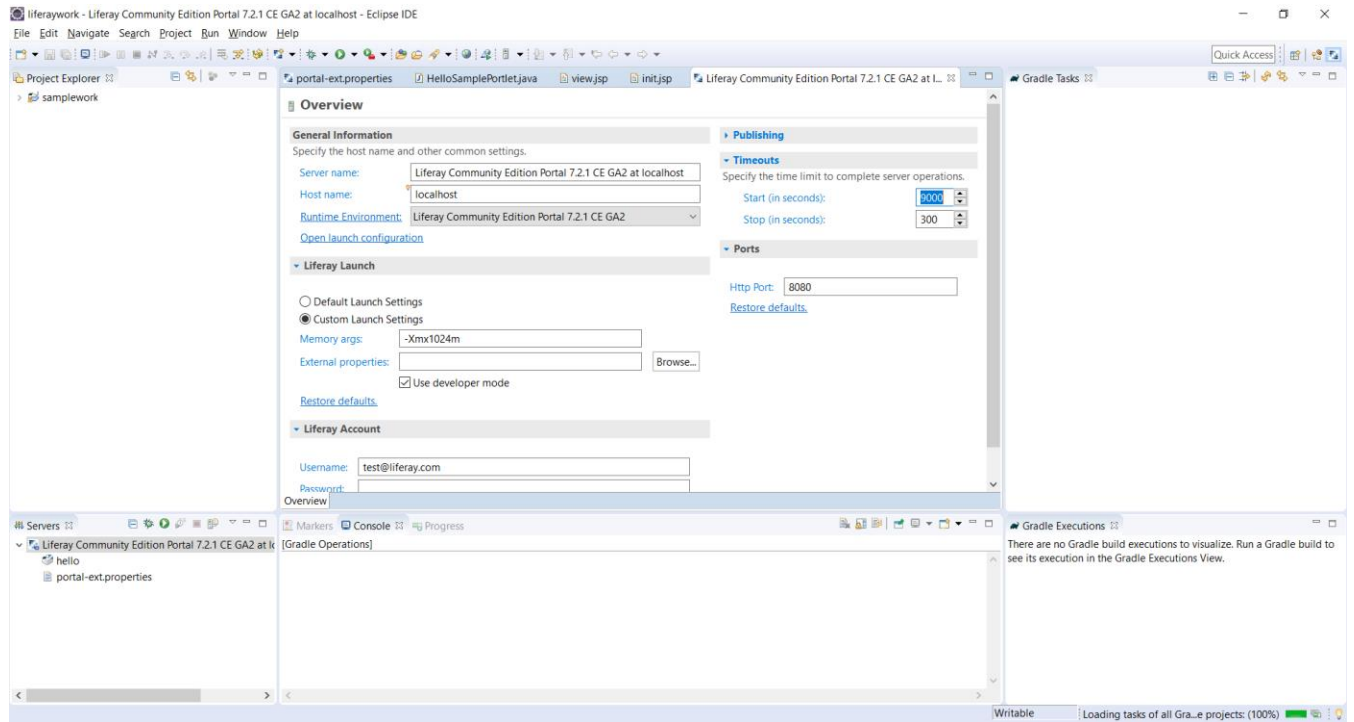


## Step 2: Liferay 7 Tomcat Setup in Eclipse

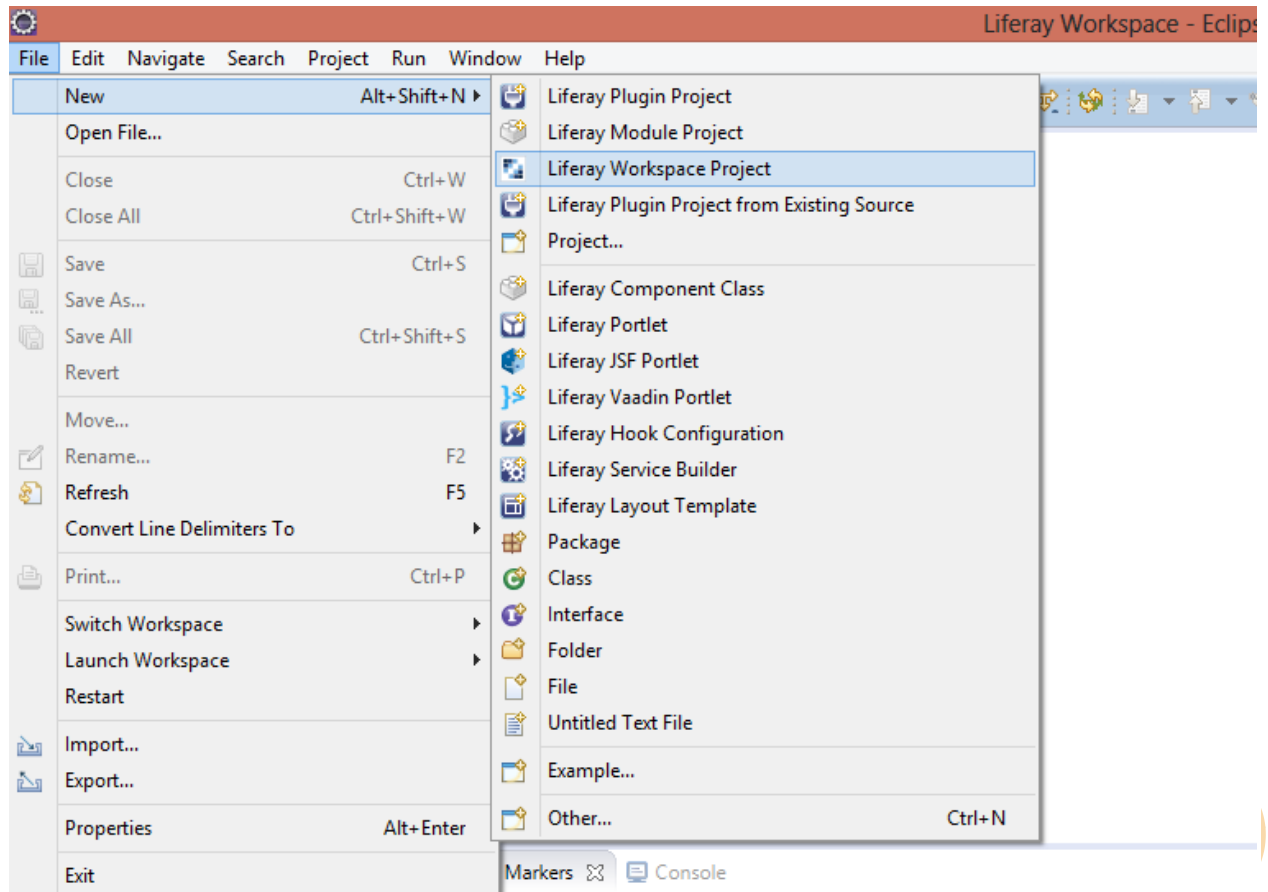
Now, we will configure tomcat in Liferay. Click on **File->New-> Server**; Select Liferay 7.x and click on **Next**. Update the tomcat server location with download tomcat and Lieray bundles directory with in liferay home(which you extracted liferay-ce-portal-tomcat-7.0-ga3)



Set timeouts start = 9000

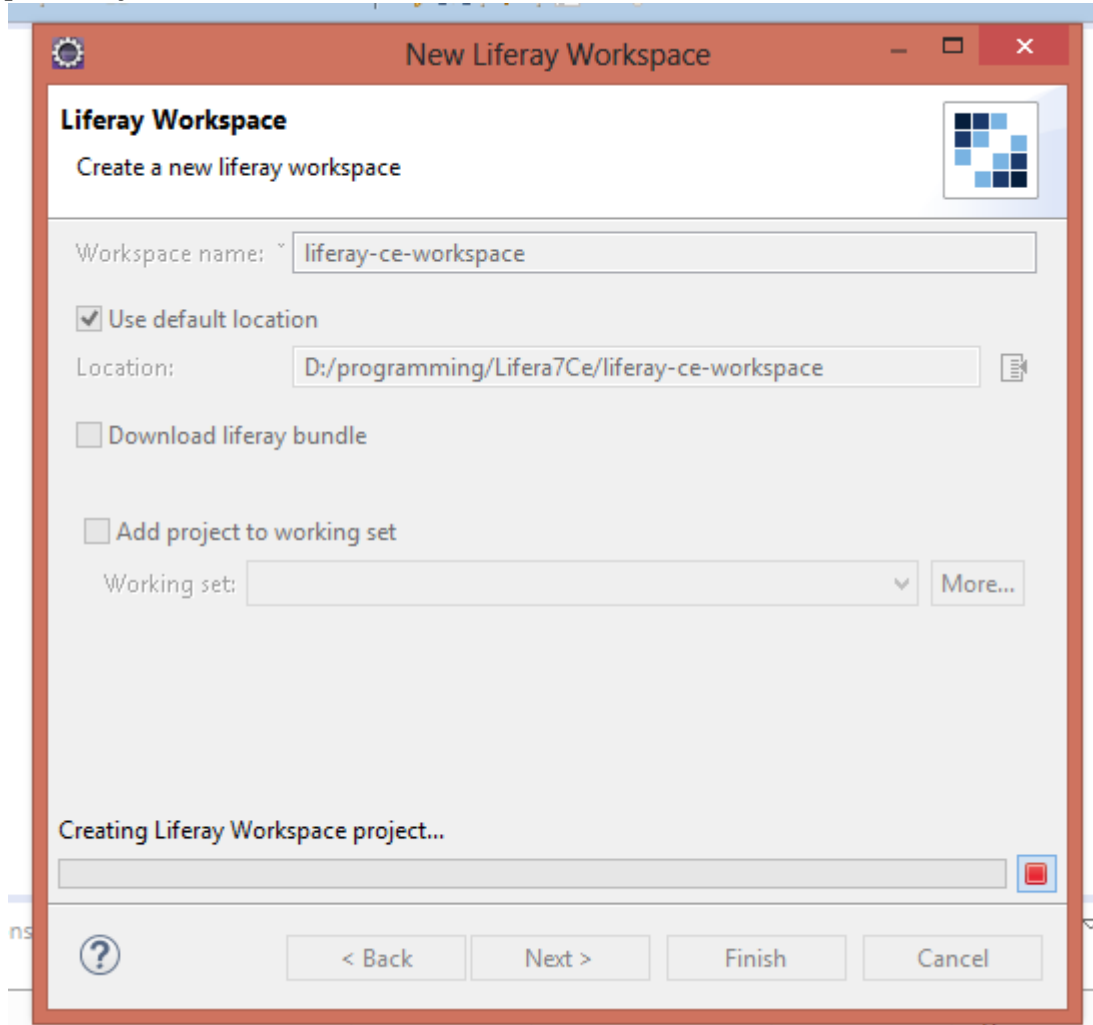


### Step 3: Create Liferay Workspace





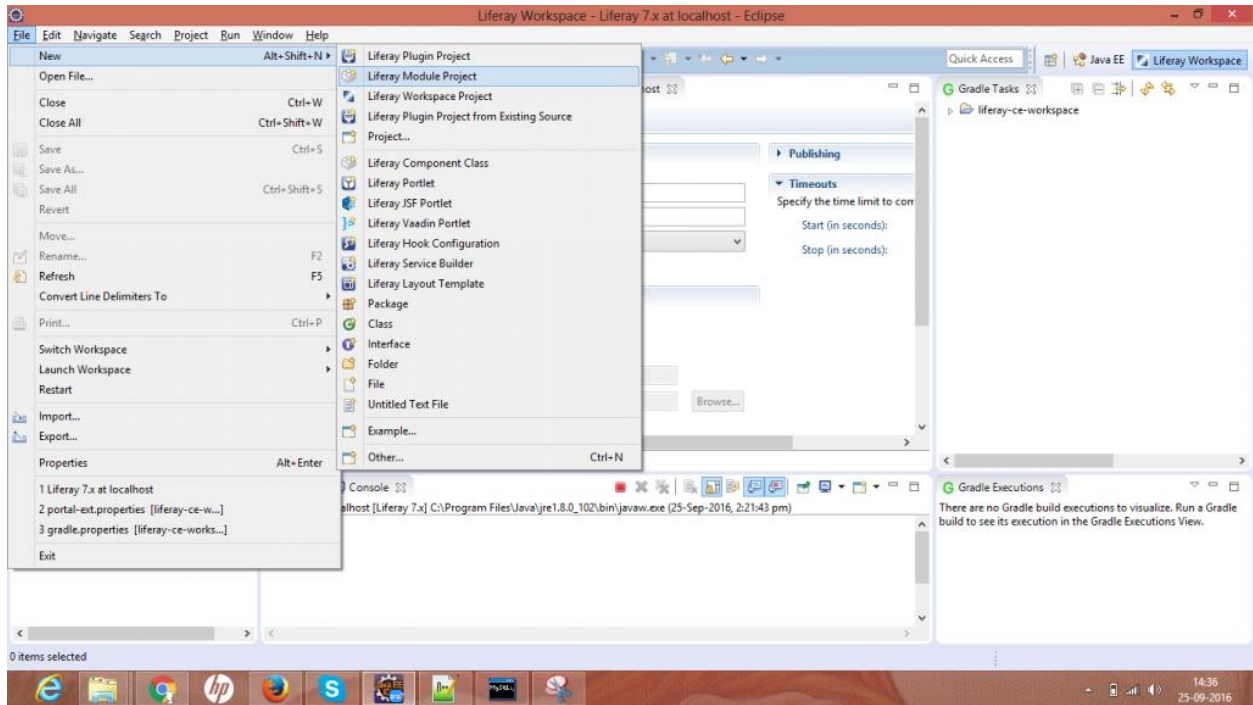
In eclipse, click on **File-> New -> Liferay Workspace Project** and provide workspace name. It will download all required libraries from gradle repository.



#### Step 4: Create Liferay Module

**Liferay new module wizard:** Click **File-> New -> Liferay Module Project**



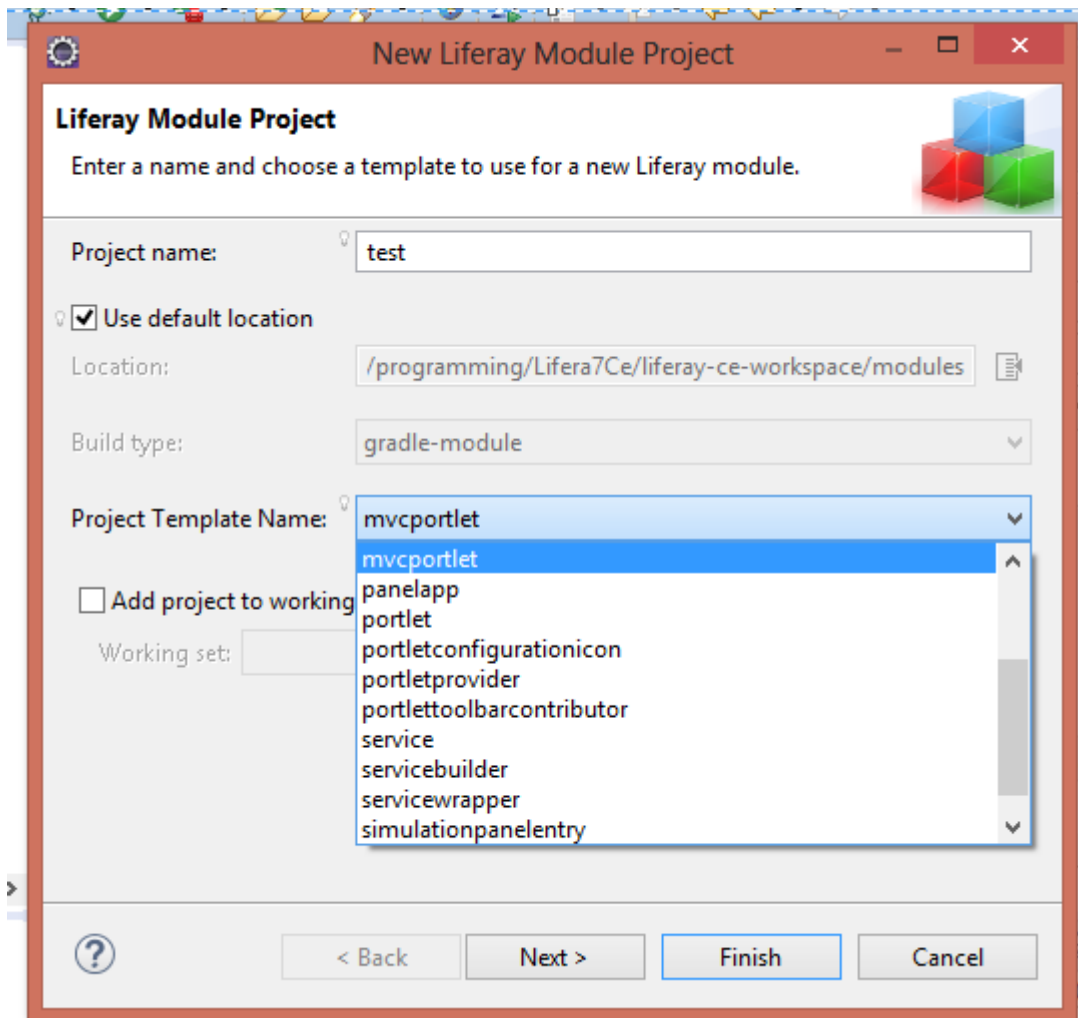


### Select Module configuration:

Liferay7 provides “Project Template Name” to create a modules. You can quickly create service builder, JSP fragment hook, MVC Portlet etc. Here we select module type as “MVC Portlet”. Select “**mvcPortlet**” and click on **Finish**.







- **Step 5 : Liferay 7 Bundles auto configuration**

In Liferay 7 community edition, module auto deployment path need to configure and can done in two ways

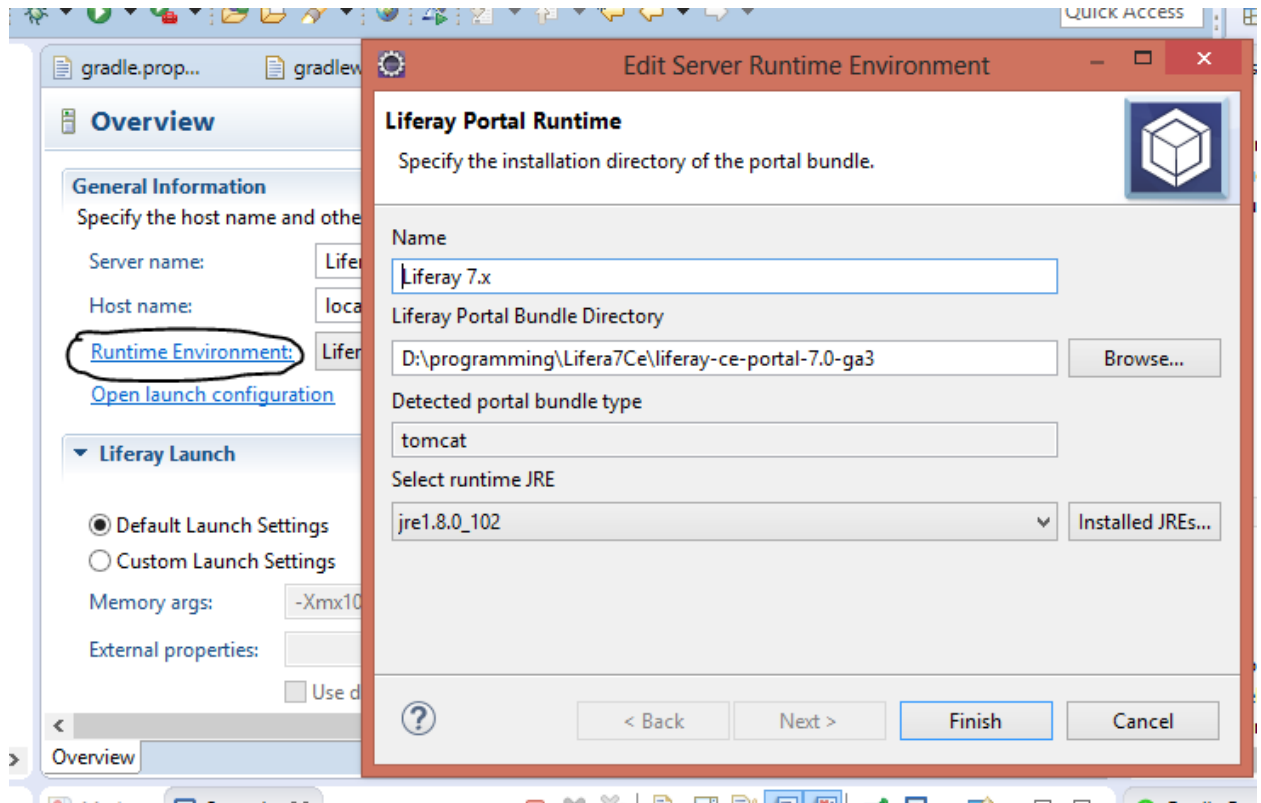
**Liferay tomcat runtime:**

Click on Liferay 7x

click on runtime

Update Liferay Portal bundle directory with liferay home directory as shown in below





### gradle.properties

- open gradle.properties file in liferay-workspace folder and add the below property

```
liferay.workspace.home.dir=D:/programming/Lifera7Ce/liferay-ce-portal-7.0-ga3
```

### Step 6: Liferay 7 Database configuration

Create database in mysql : create database lportal7\_ce character set utf8;  
Create **portal-ext.properties** file and add below database properties and liferay home.

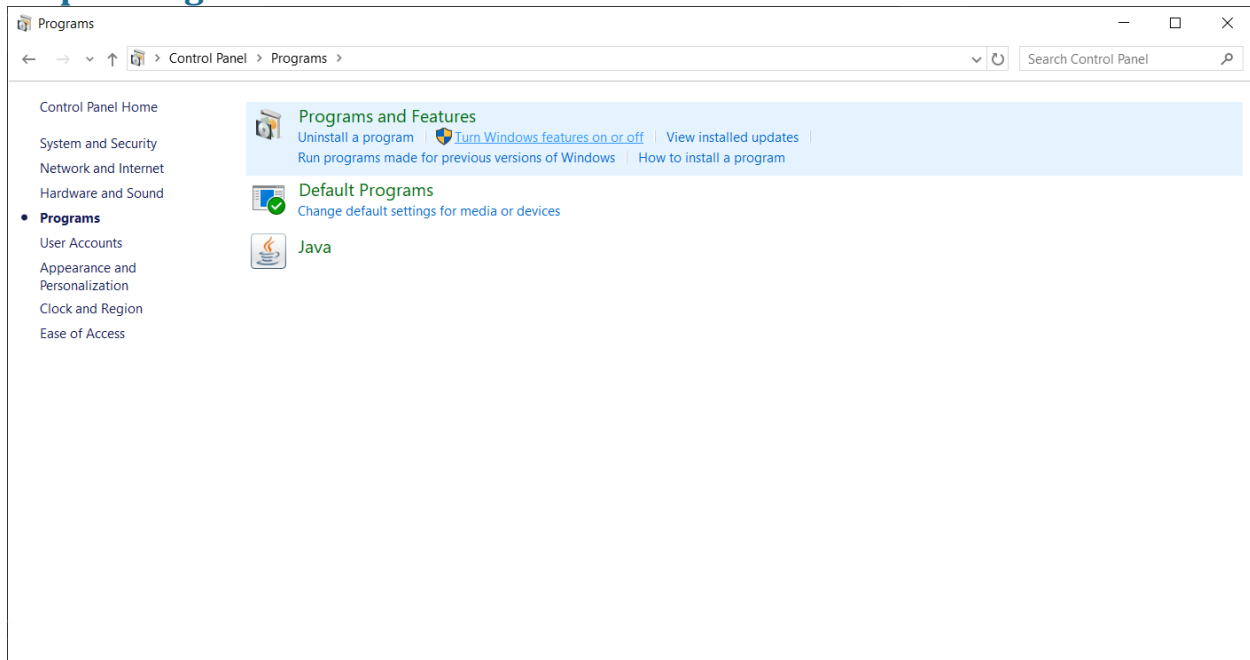
```
jdbc.default.url=jdbc:mysql://localhost:3307/lportal7_ce?useUnicode\
=true&characterEncoding=UTF-8&useFastDateParsing=false
jdbc.default.driverClassName=com.mysql.jdbc.Driver
jdbc.default.username=root
jdbc.default.password=root
```

```
liferay.home=D:/programming/Lifera7Ce/liferay-ce-portal-7.0-ga3
```

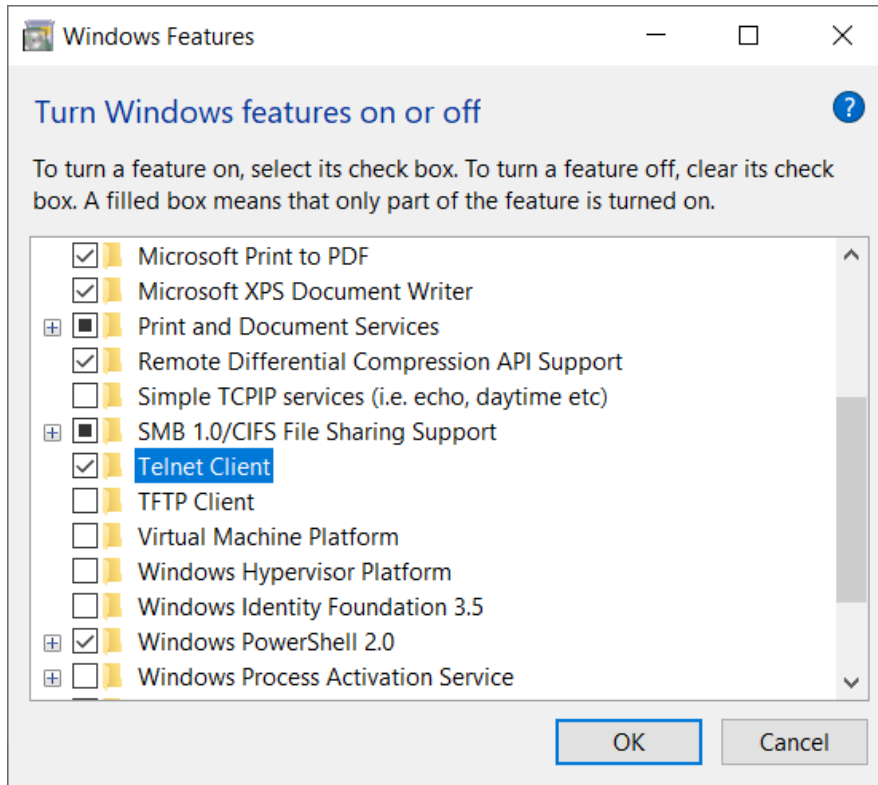
Copy the mysql to **tomcat\lib\ext** if not is not exist and start the server and you will get config page and complete the setup

If you user oracle

## Step 7: Go go shell command



control panel/ turn on telnet



```
telnet localhost 11311
help
lb
stop 32
start 32
```

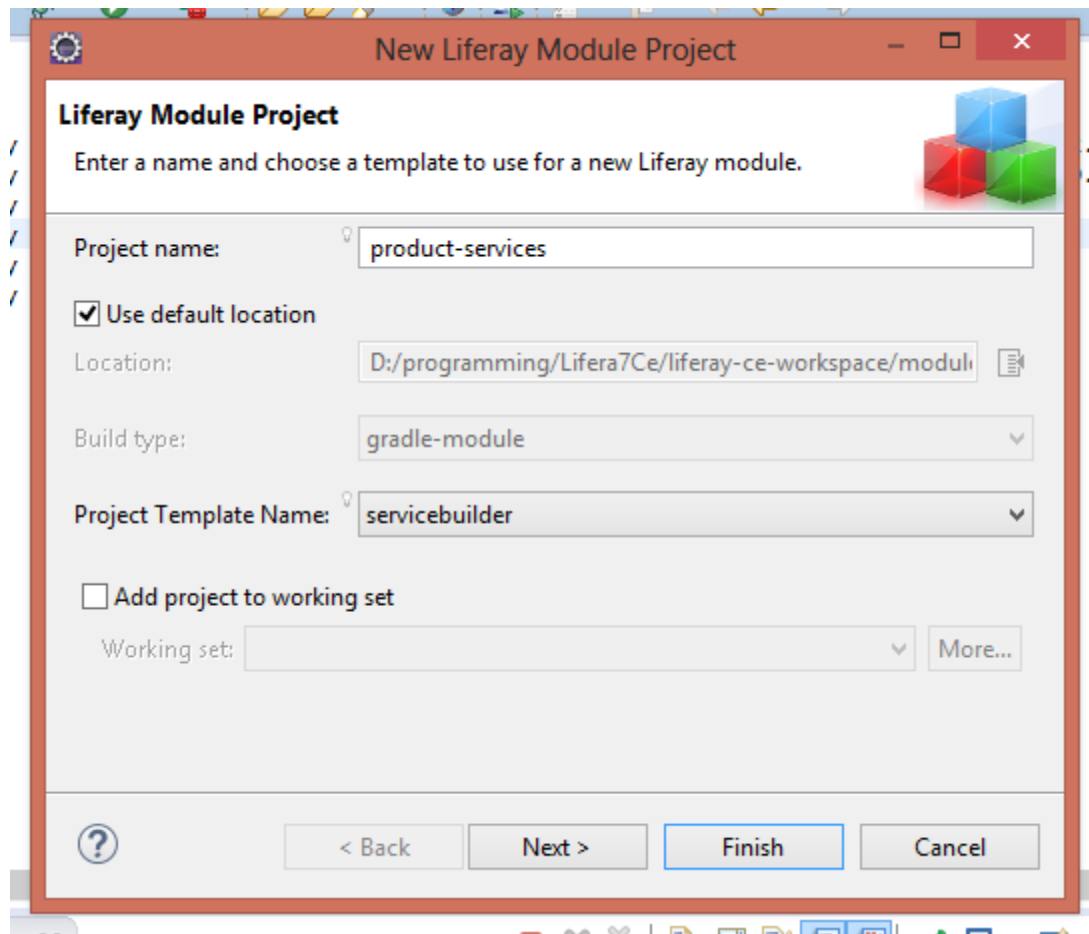
### 3. Liferay7 service builder

Create a module of type “Service Builder” and two sub modules are created.

- Api: This module holds all service builder interfaces such as service, modal
- Service: This module holds all implementation logic

Create a new service builder module in liferay7: Click on **File->New->Liferay module project**





**New Liferay Module Project**

**Liferay Module Project**

Enter a name and choose a template to use for a new Liferay module.

Project name:

☒ Use default location

Location:

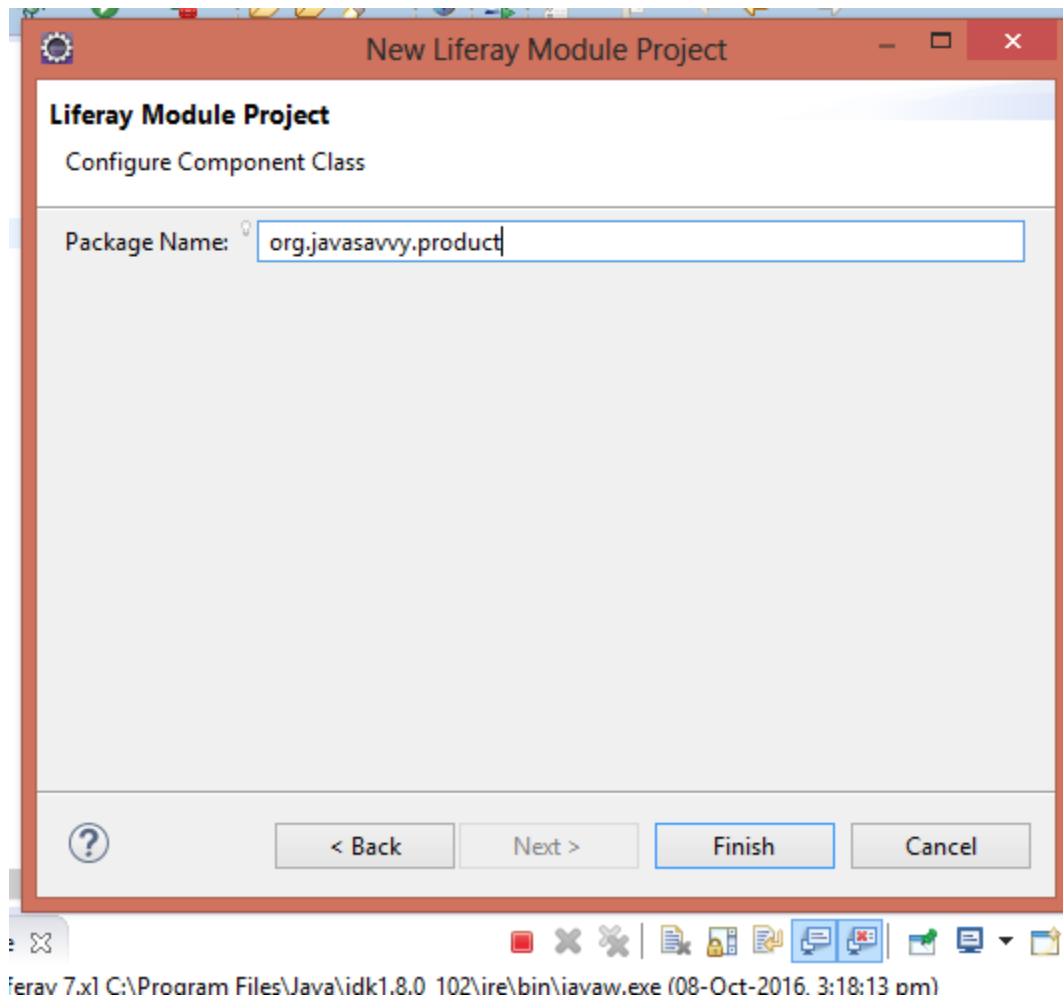
Build type:

Project Template Name:

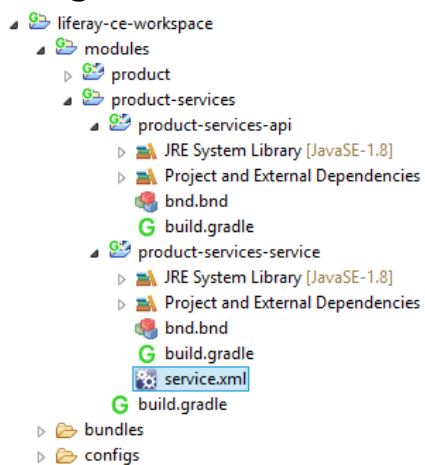
☐ Add project to working set

Working set:  More...

Select Project Template as “serviceBuilder” and provide package name



It will generate two modules as shown in below

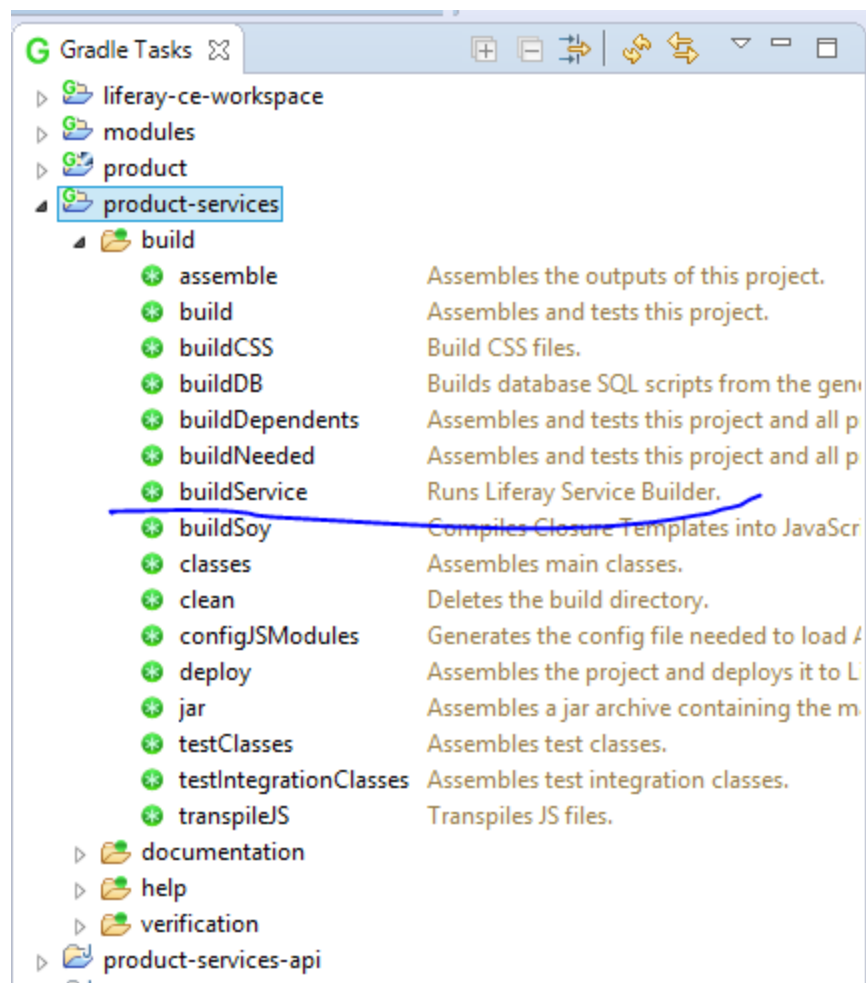


Liferay Service builder generates module called “product-services” . It again will contain “product-services-api” and “product-services-service” sub modules.

**service.xml** file also will be created in product-services-service folder with sample entity “Foo” .

Remove the entity **Foo** and add Product

Now run the service builder from Gradle Tasks - **buildService**. You can also run from project explorer : Right click on **Product-Service->Liferay->Gradle->build-service**. It will generate the all service and implementation layer code.



product-services-api contains service interfaces and wrapper services like in Liferay6

- contains modal interfaces – Product.java

- service layer interface and LocalServiceUtil.java
- persistence layer interface classes and Utilities classes
- common exception classes

Now Service builder is generated and how to add service builder dependency in another module?

Now our UI code is in product module that requires “product-services” as dependency

open the build.gradle file in product module

add below gradle dependency

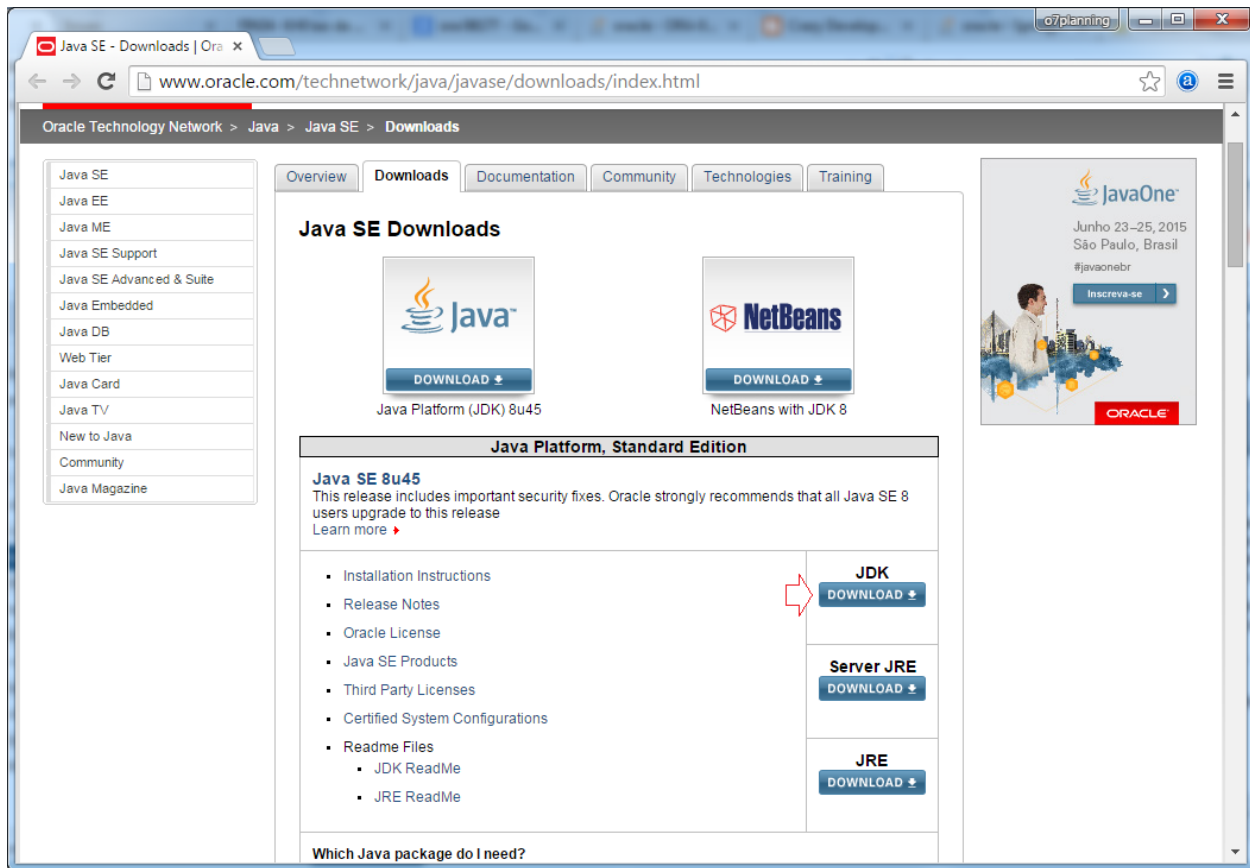
```
dependencies {  
    compileOnly group: "com.liferay.portal", name:  
"com.liferay.portal.kernel", version: "2.0.0"  
    compileOnly group: "com.liferay.portal", name:  
"com.liferay.util.taglib", version: "2.0.0"  
    compileOnly group: "javax.portlet", name: "portlet-api", version:  
"2.0"  
    compileOnly group: "javax.servlet", name: "servlet-api", version:  
"2.5"  
    compileOnly group: "jstl", name: "jstl", version: "1.2"  
    compileOnly group: "org.osgi", name: "org.osgi.compendium", version:  
"5.0.0"  
    // ADD  
    compileOnly project(":modules:product-services:product-services-api")  
}
```

## 4. Download JDK

- <http://www.oracle.com/technetwork/java/javase/downloads/index.html>







Bạn nên kiểm tra xem hệ điều hành của mình là 32bit hay 64bit để download bộ cài **JDK** phù hợp.



**Java SE Development Kit 8 Downloads**

Thank you for downloading this release of the Java™ Platform, Standard Edition Development Kit (JDK™). The JDK is a development environment for building applications, applets, and components using the Java programming language.

The JDK includes tools useful for developing and testing programs written in the Java programming language and running on the Java platform.

See also:

- Java Developer Newsletter (tick the checkbox under Subscription Center > Oracle Technology News)
- Java Developer Day hands-on workshops (free) and other events
- Java Magazine

JDK MD5 Checksum

**Looking for JDK 8 on ARM?**  
JDK 8 for ARM downloads have moved to the JDK 8 for ARM download page.

**Java SE Development Kit 8u45**

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Product / File Description	File Size	Download
Linux x86	146.89 MB	<a href="#">jdk-8u45-linux-i586.rpm</a>
Linux x86	166.88 MB	<a href="#">jdk-8u45-linux-i586.tar.gz</a>
Linux x64	145.19 MB	<a href="#">jdk-8u45-linux-x64.rpm</a>
Linux x64	165.24 MB	<a href="#">jdk-8u45-linux-x64.tar.gz</a>
Mac OS X x64	221.98 MB	<a href="#">jdk-8u45-macosx-x64.dmg</a>
Solaris SPARC 64-bit (SVR4 package)	131.73 MB	<a href="#">jdk-8u45-solaris-sparcv9.tar.Z</a>
Solaris SPARC 64-bit	92.9 MB	<a href="#">jdk-8u45-solaris-sparcv9.tar.gz</a>
Solaris x64 (SVR4 package)	139.51 MB	<a href="#">jdk-8u45-solaris-x64.tar.Z</a>
Solaris x64	95.88 MB	<a href="#">jdk-8u45-solaris-x64.tar.gz</a>
Windows x86	175.98 MB	<a href="#">jdk-8u45-windows-i586.exe</a>
Windows x64	180.44 MB	<a href="#">jdk-8u45-windows-x64.exe</a>

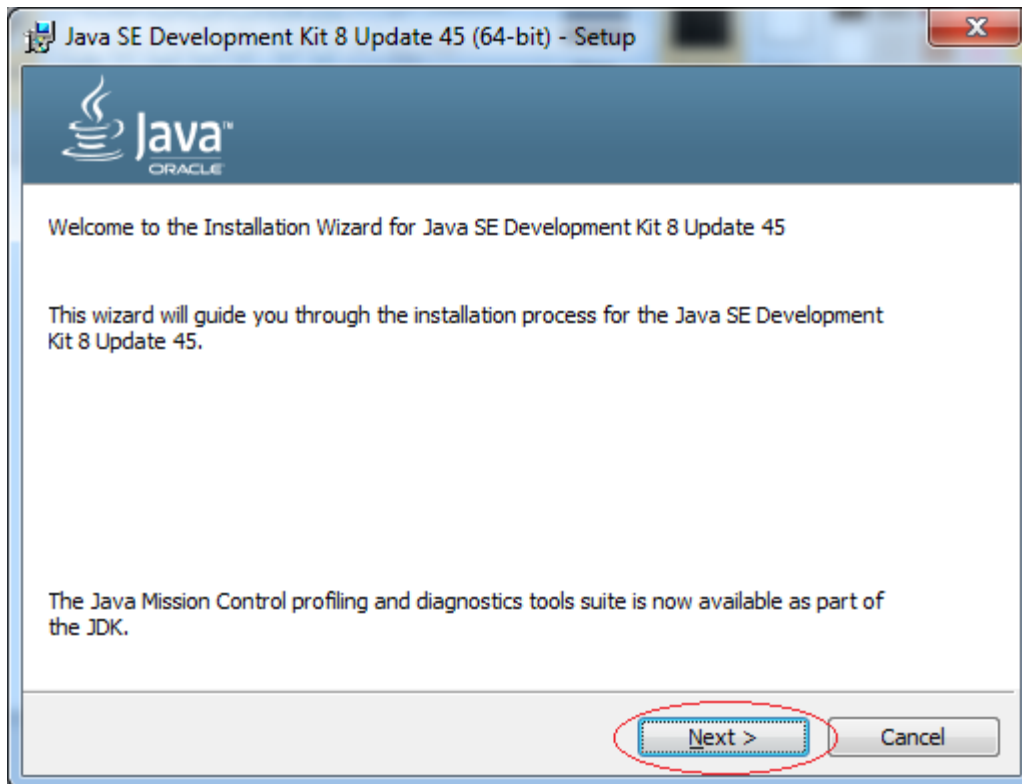
**Java SE Development Kit 8u45 Demos and Samples Downloads**

Kết quả download được:

File Explorer window showing the downloaded file:

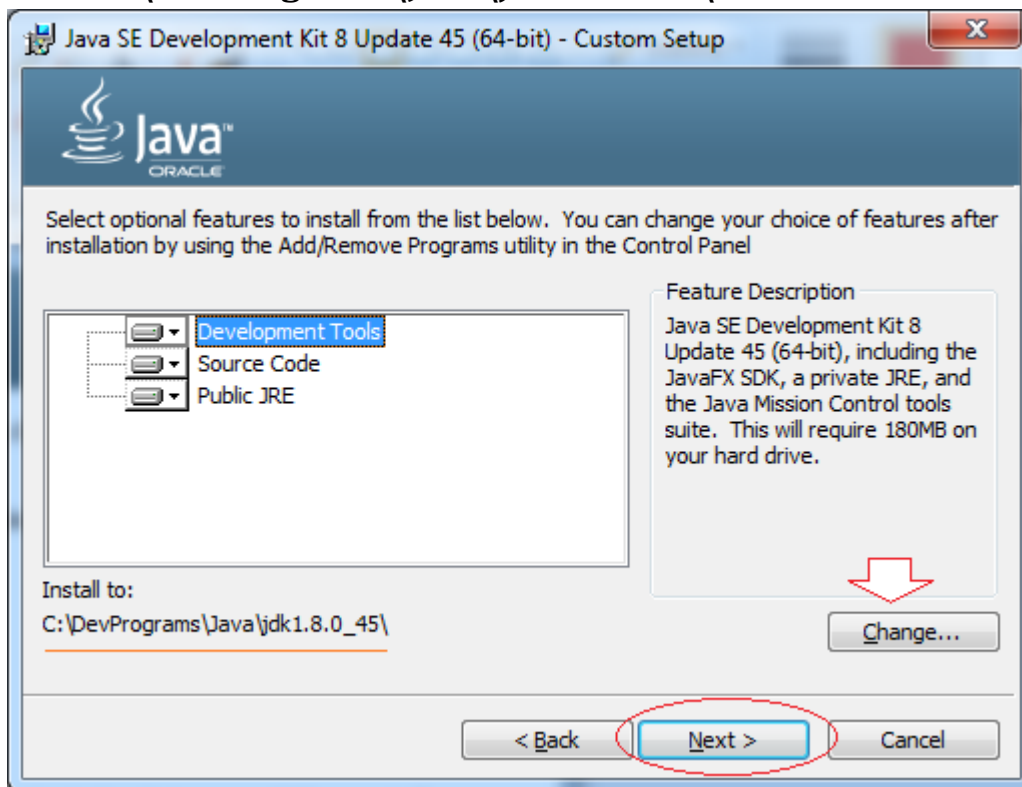
Name	Date modified	Type	Size
jdk-8u45-windows-x64.exe	3/21/2015 1:08 PM	Application	184,515 KB

Cài đặt Java



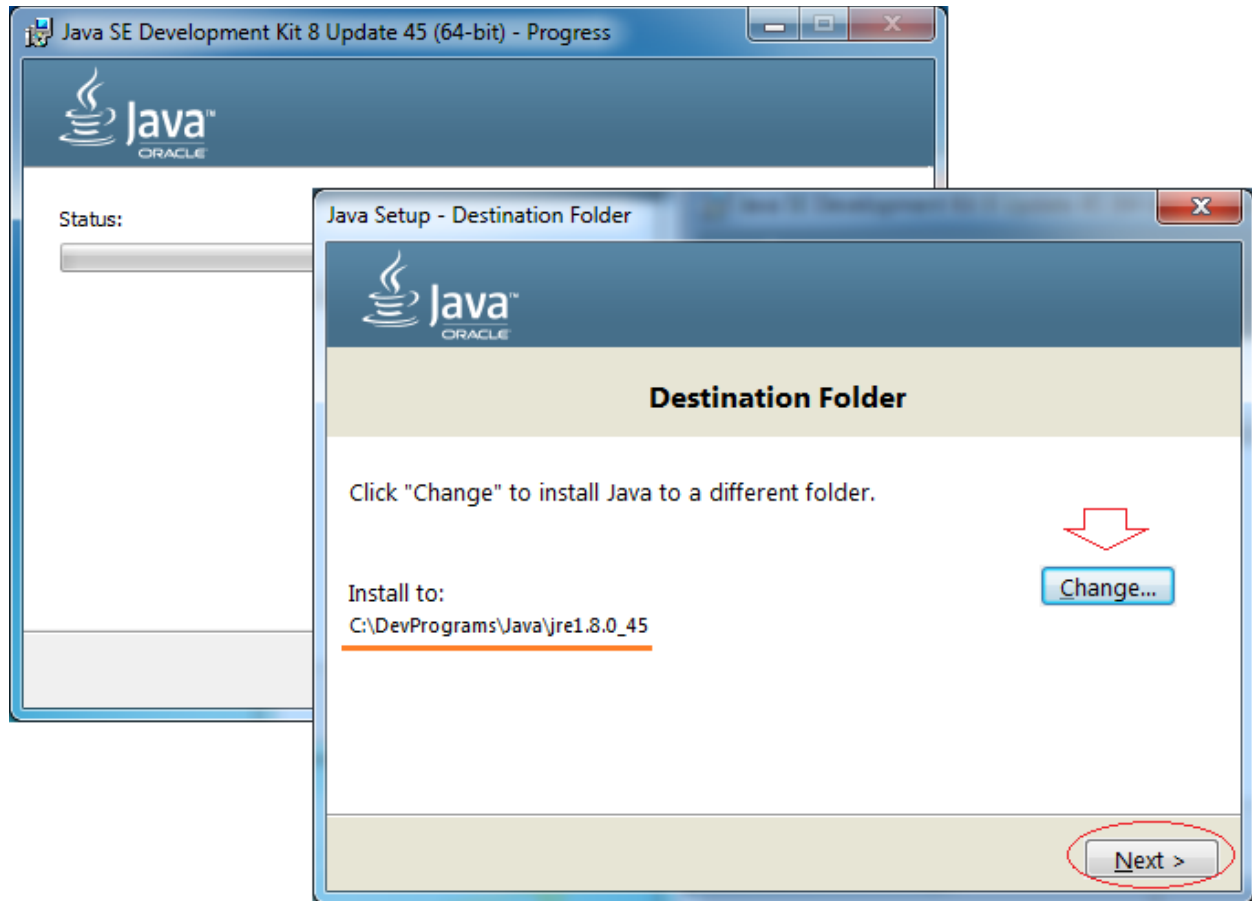
Nhập vào thư mục mà JDK sẽ được cài đặt ra, ở đây tôi đặt là:

- **C:\DevPrograms\Java\jdk1.8.0\_45\**



Ngay sau khi cài đặt xong JDK, bộ cài đặt sẽ tiếp tục hỏi bạn vị trí JRE sẽ được cài ra. Ở đây tôi chọn:

- **C:\DevPrograms\Java\jre.8.0\_45\**

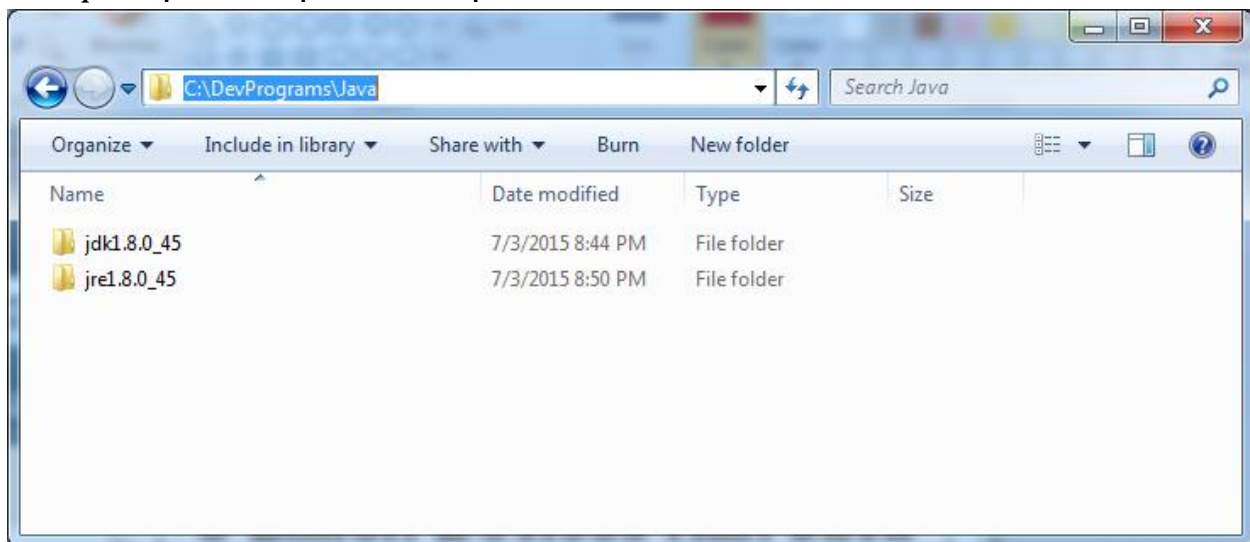


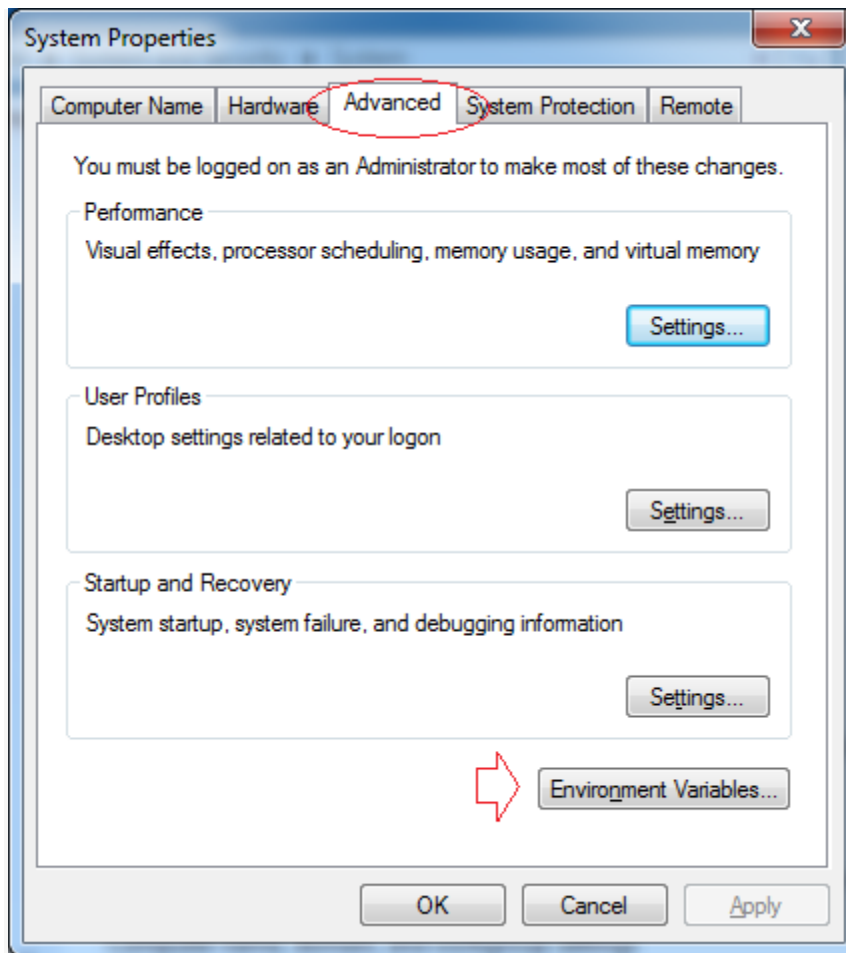
Java đã được cài đặt thành công.



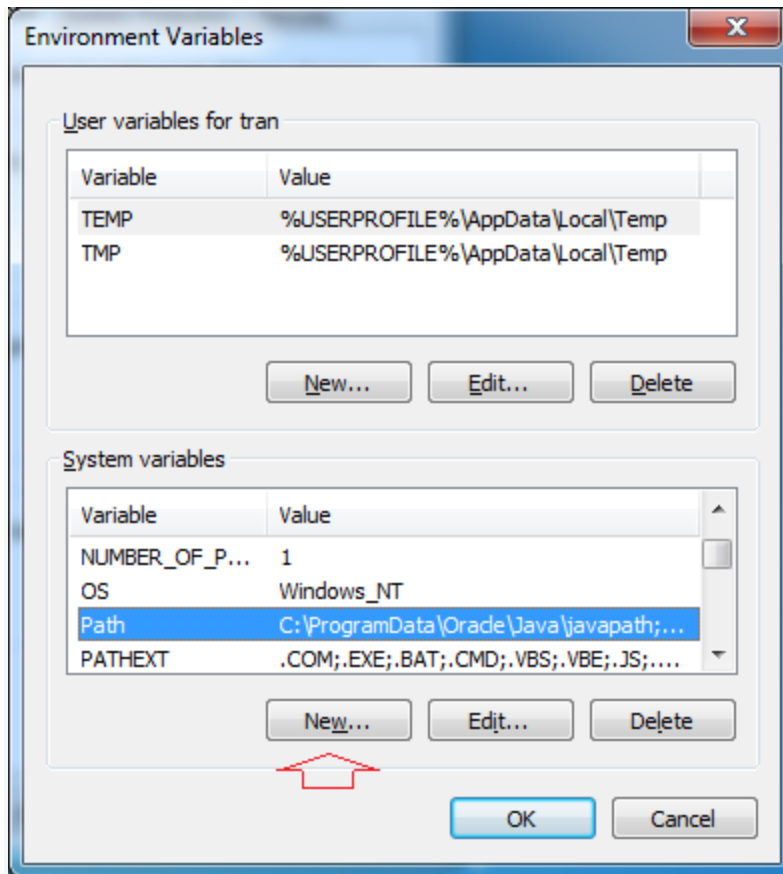


Kết quả bạn có được 2 thư mục:





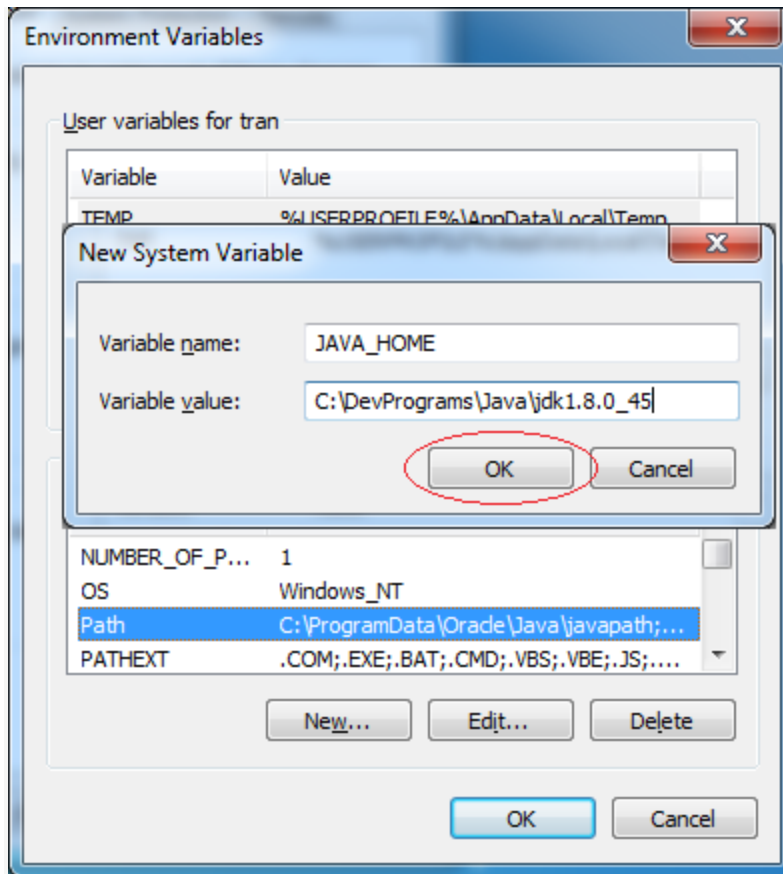
Nhấn **New** để tạo mới một biến môi trường có tên **JAVA\_HOME**.



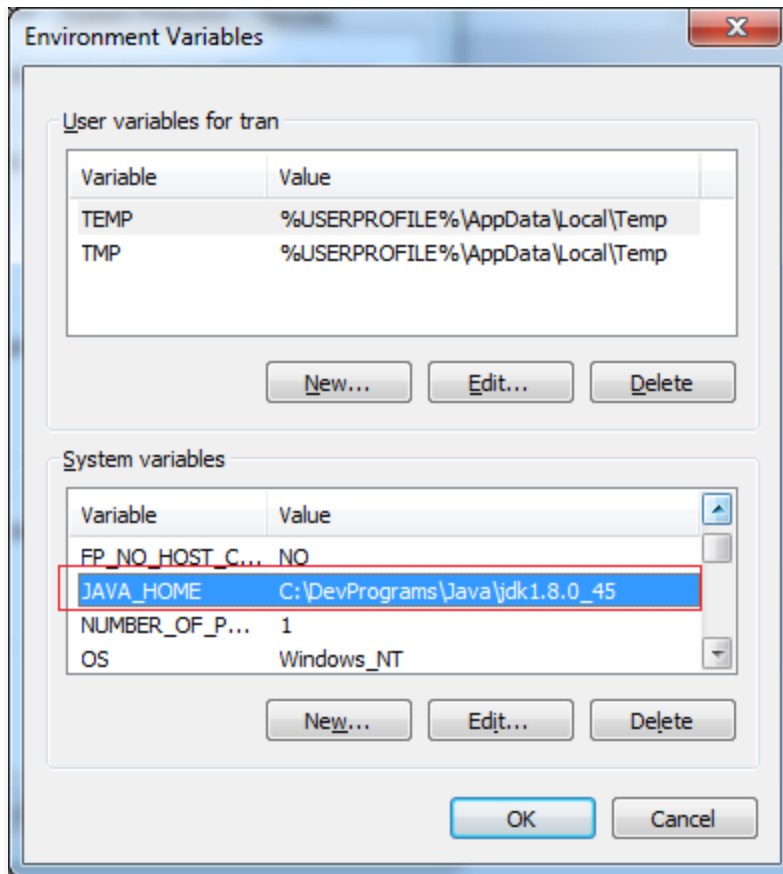
Nhập vào đường dẫn tới thư mục JDK.

- **Variable name:** JAVA\_HOME
- **Variable value:** C:\DevPrograms\Java\jdk1.8.0\_45



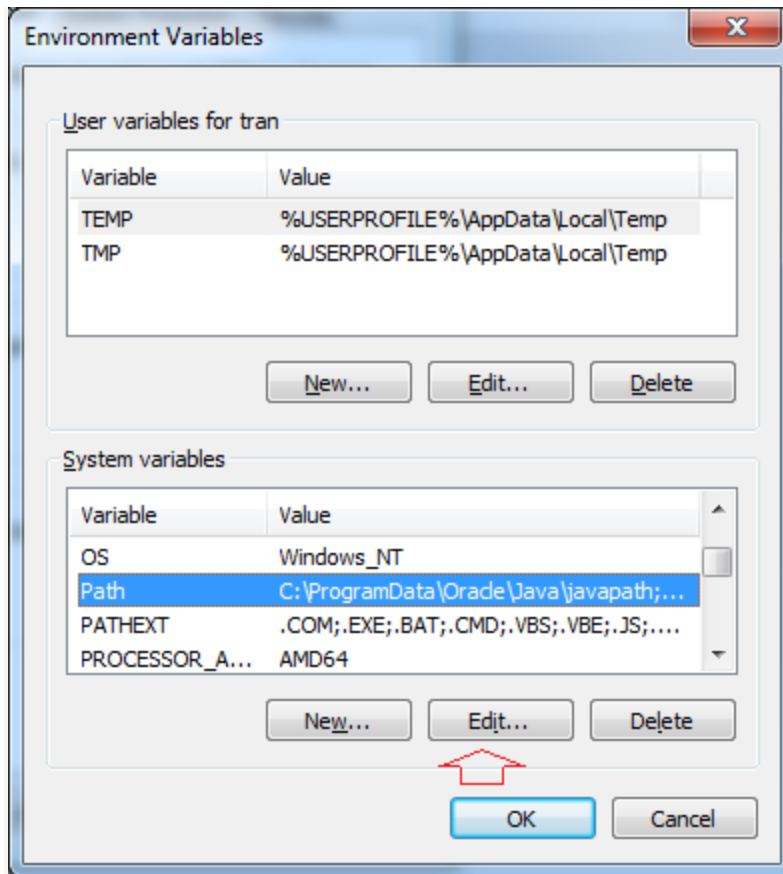






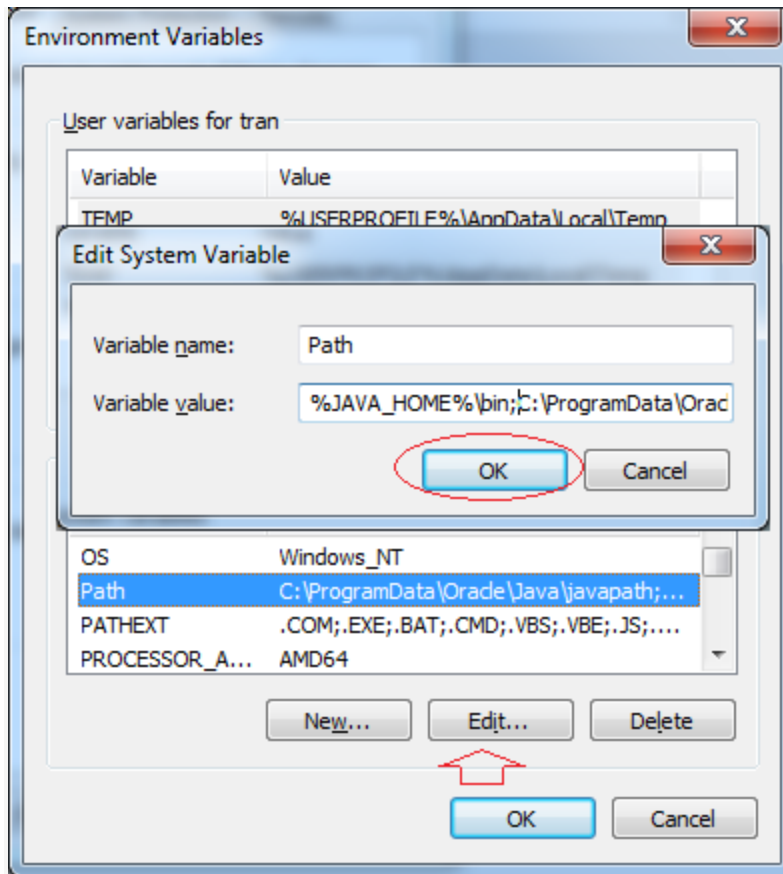
Tiếp theo sửa đổi biến môi trường **path**

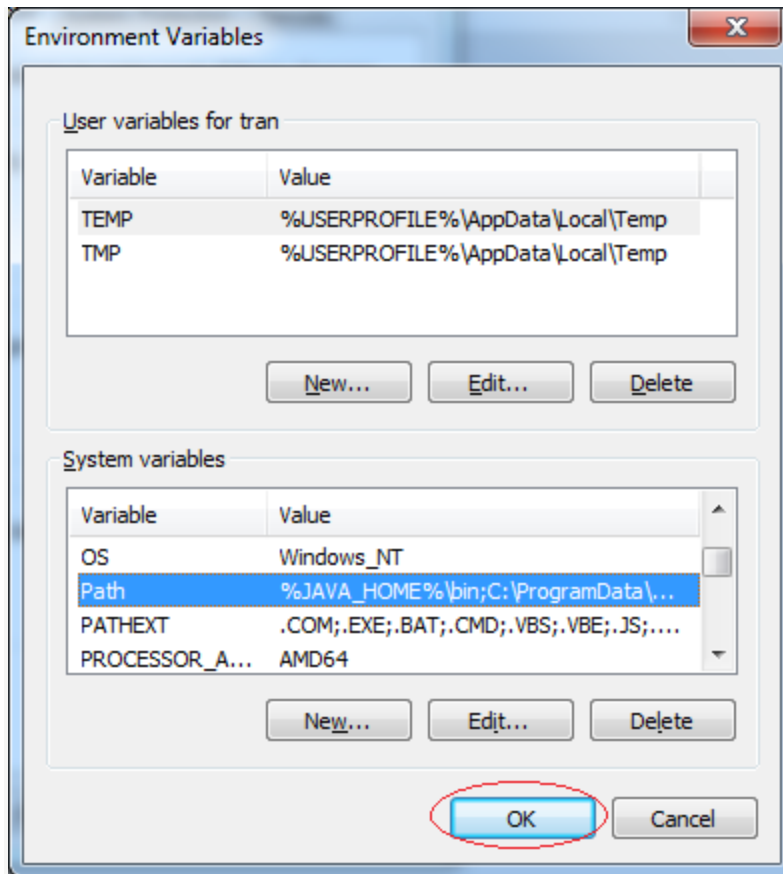




Thêm vào phía trước giá trị của biến môi trường **path**:

- **%JAVA\_HOME%\bin;**

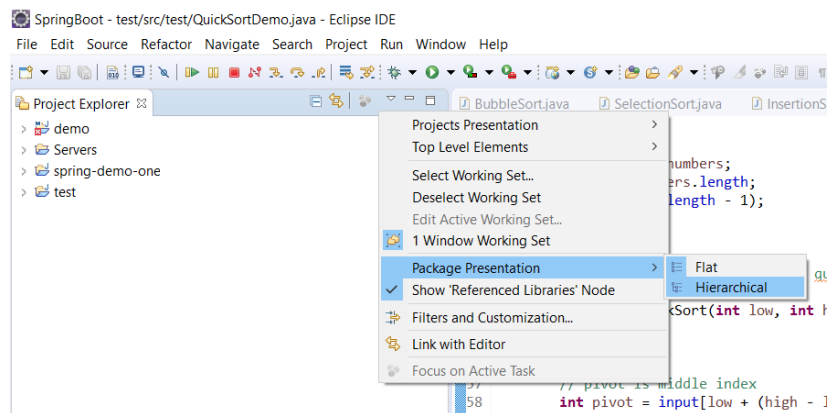




Bạn đã cài đặt và cấu hình Java thành công.

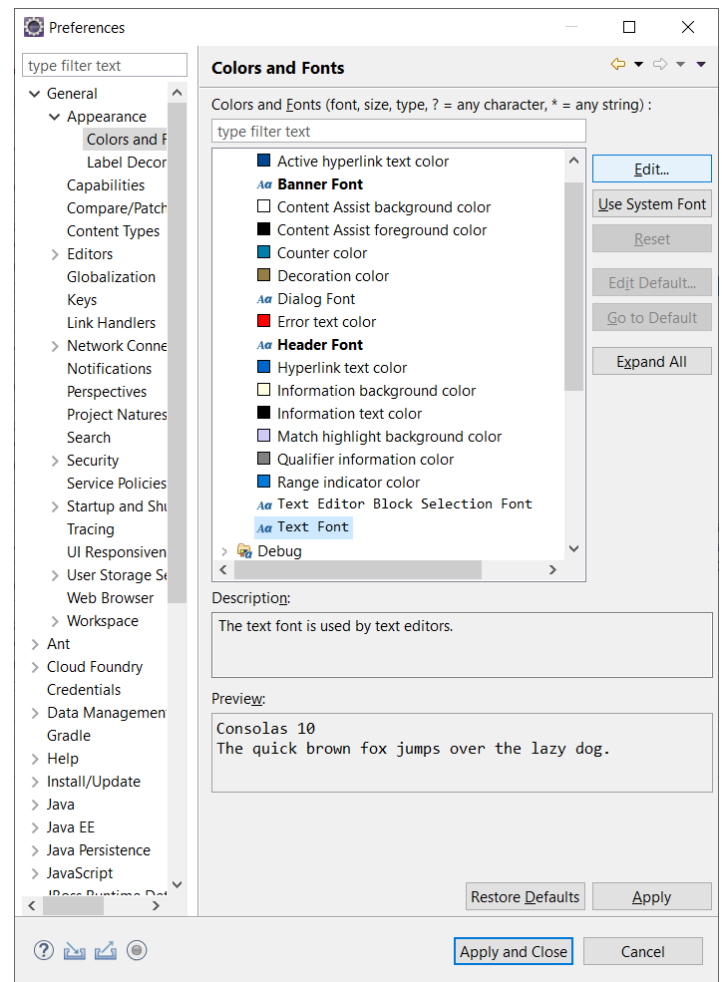
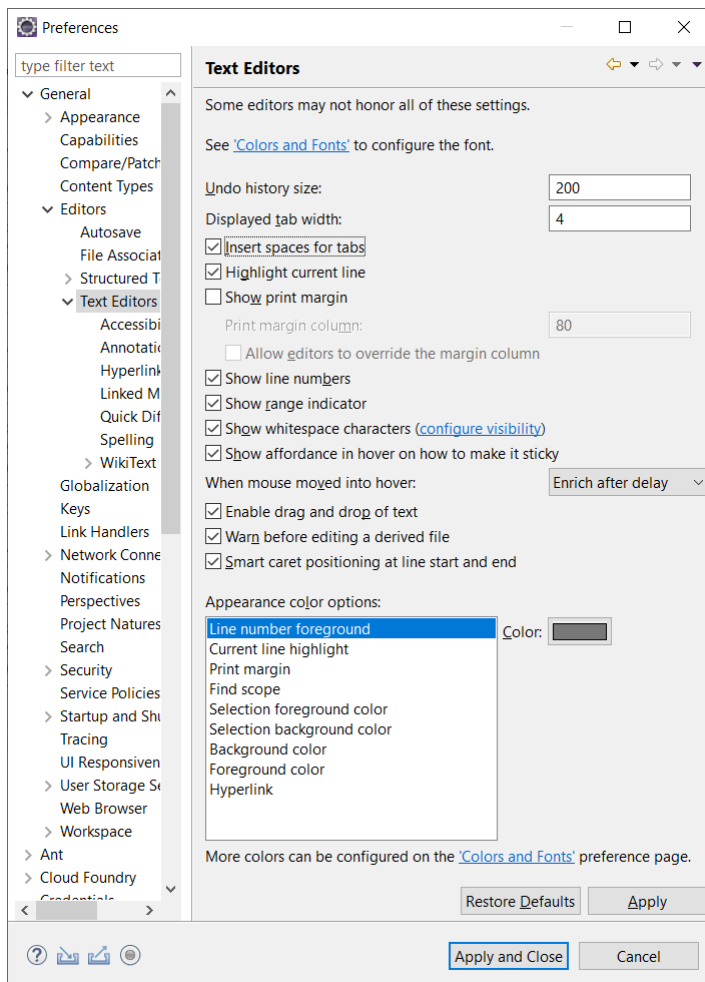
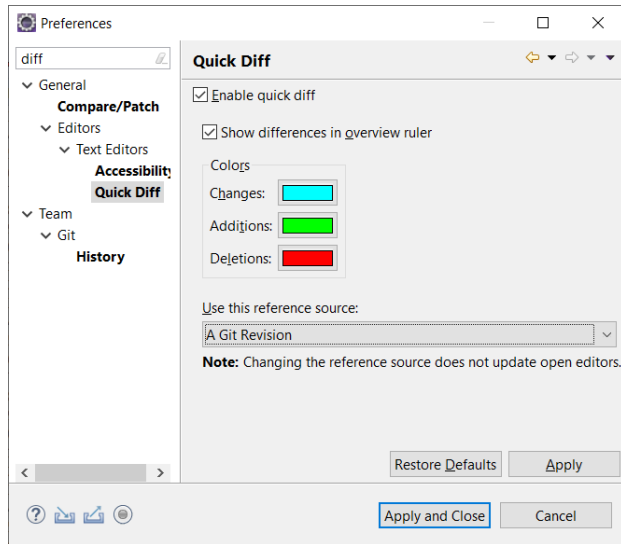
Check: `java -version`

Cách expand xem list file:



Quick diff






## 5. More config

### Install a new software

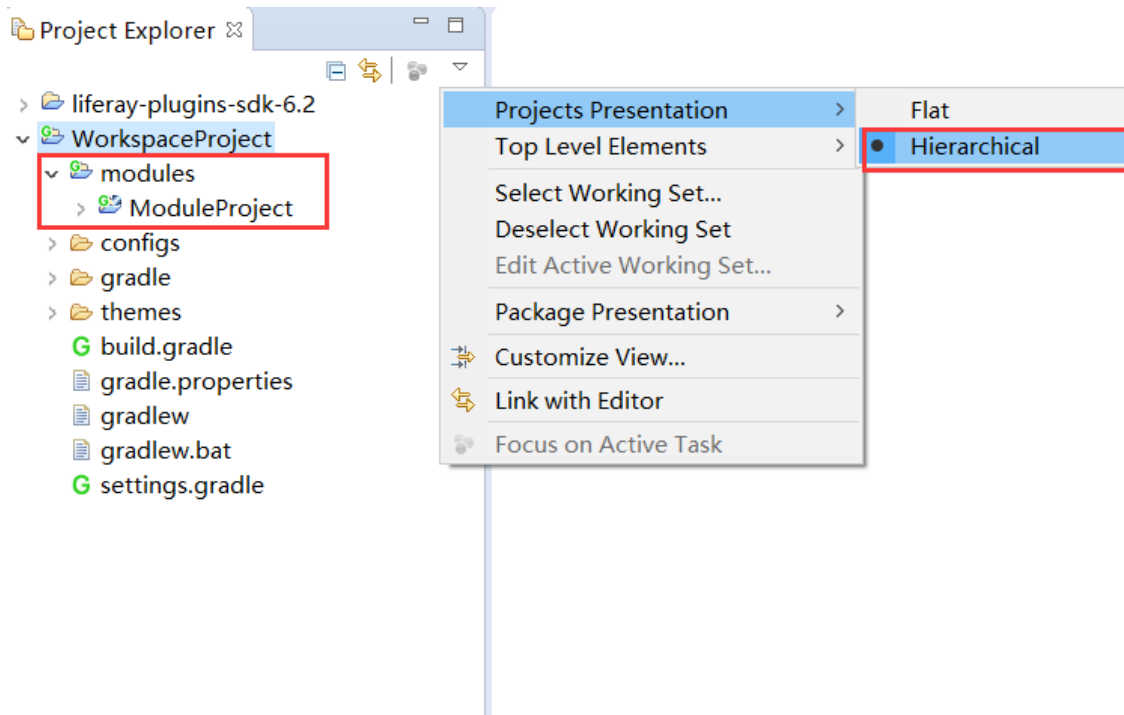
[https://portal.liferay.dev/docs/7-0/tutorials/-/knowledge\\_base/t/installing-liferay-ide](https://portal.liferay.dev/docs/7-0/tutorials/-/knowledge_base/t/installing-liferay-ide)

1. In your browser, go to the [Liferay IDE](#) page. Copy the URL to the update site you're interested in (stable or milestone).
2. Select *Help* → *Install New Software*.
3. In the *Add* dialog, click the *Archive* button and browse to the location of the downloaded Liferay IDE Zip file.
4. You'll see the Liferay IDE components in the list below. Check them off and click Next.
5. Accept the terms of the agreements and click Next, and Liferay IDE is installed. Like other Eclipse plugins you'll have to restart Eclipse to enable it.

### View flat

You can configure your workspace's module presentation by switching between the default *Hierarchical* or *Flat* views. To do this, navigate to the Project Explorer's *View Menu* (  ), select *Projects Presentation* and then select the presentation mode you'd like to display. The Hierarchical view displays subfolders and subprojects under the workspace project, whereas the Flat view displays the workspace's modules separately from the workspace.





### Import template format

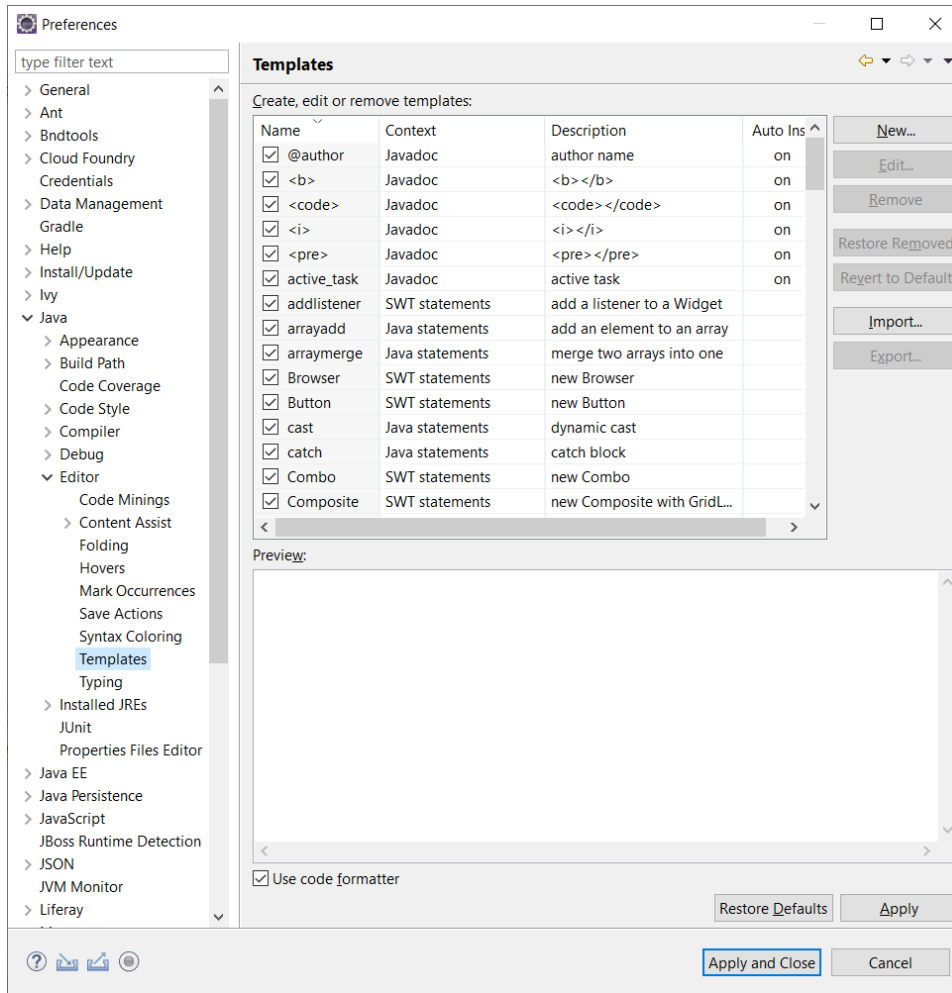
[https://help.eclipse.org/2019-12/index.jsp?topic=%2Forg.eclipse.cdt.doc.user%2Ftasks%2Fcdt\\_t\\_imp\\_code\\_temp.htm](https://help.eclipse.org/2019-12/index.jsp?topic=%2Forg.eclipse.cdt.doc.user%2Ftasks%2Fcdt_t_imp_code_temp.htm)

To import a template

1. Click Window > Preferences.
2. Expand JAVA, expand Editor and click Templates.
3. Click Import.
4. Select the template file that you want to import.
5. Click OK.

The template list is updated to include the template that you imported.





## Setting Proxy Requirements for Liferay IDE

If you have proxy server requirements and want to configure your http(s) proxy to work with Liferay IDE, follow the instructions below.

1. Navigate to Eclipse's *Window* → *Preferences* → *General* → *Network Connections* menu.
2. Set the *Active Provider* drop-down selector to *Manual*.
3. Under *Proxy entries*, configure both proxy HTTP and HTTPS by clicking the field and selecting the *Edit* button.





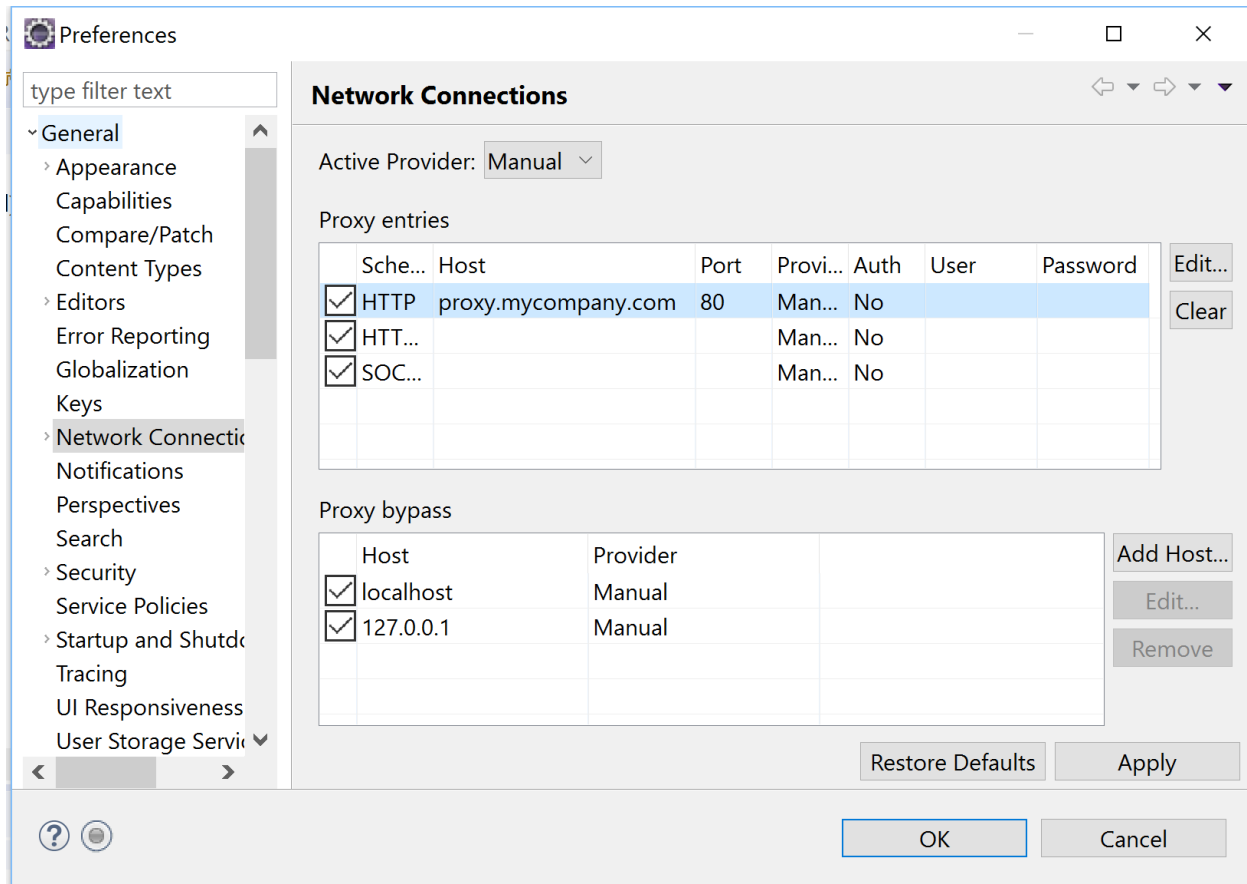


Figure 1: You can configure your proxy settings in IDE's Network Connections menu.

4. For each schema (HTTP and HTTPS), enter your proxy server's host, port, and authentication settings (if necessary).

**Note:** Do not leave whitespace at the end of your proxy host or port settings.

5. Once you've configured your proxy entry, click *OK* → *OK*.

If you're working with a Liferay Workspace in IDE, you'll need to configure your proxy settings for that environment too. See the [Setting Proxy Requirements for Liferay Workspace](#) for more details.

Awesome! You've successfully configured Liferay IDE's proxy settings!

### Updating Liferay IDE

If you're already using Liferay IDE but need to update your environment, follow the steps below:

1. In Liferay IDE, go to *Help* → *Install New Software....*
2. In the *Work with* field, copy in the URL  
<http://releases.liferay.com/tools/ide/latest/stable/>.

3. You'll see the IDE components in the list below. Check them off and click *Next*.

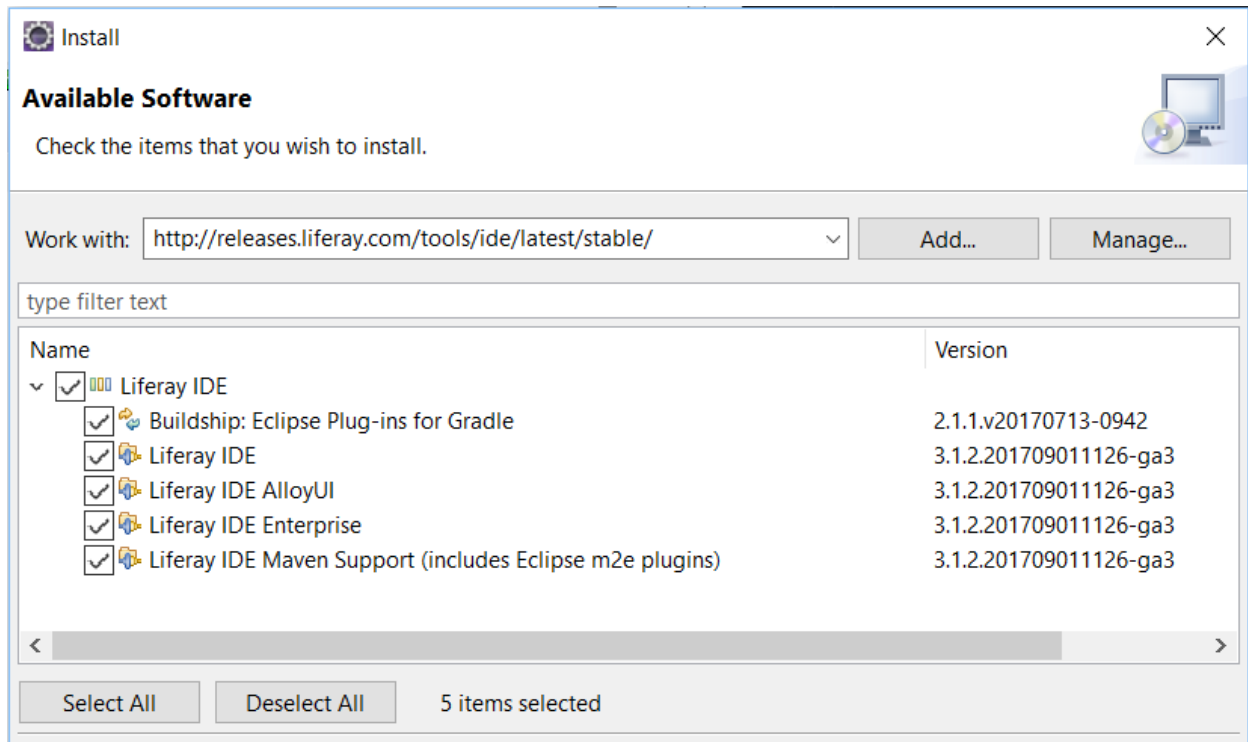


Figure 1: Make sure to check all the IDE components you wish to install.

4. Accept the terms of the agreements. Click *Next*, and IDE is updated. You must restart IDE for the updates to take effect.

You're now on the latest version of Liferay IDE!

## Deploying Modules with Liferay IDE

Deploying modules in Liferay IDE is a cinch. Before deploying your module, make sure you have a Liferay server configured in IDE. To see how to do this, see the [Installing a Server in Liferay IDE](#)

There are two ways to deploy a module to your Liferay server. You should start your Liferay server before attempting to deploy to it.

1. Select the module from the Package Explorer window and drag it to your Liferay server in the Servers window.

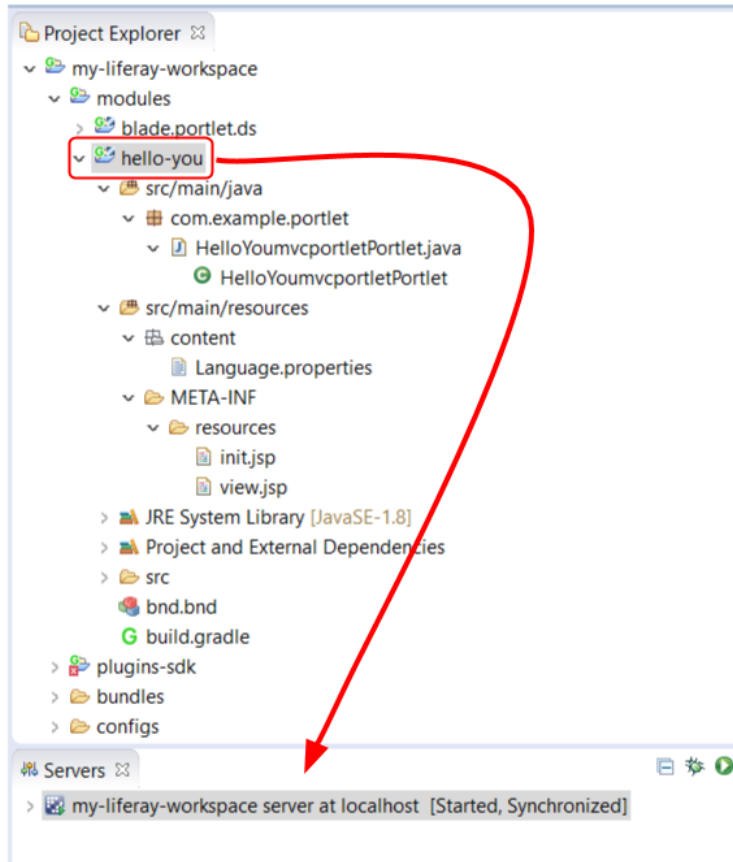


Figure 1: You can use the drag-and-drop method to deploy your module to Liferay Portal.

2. Right-click the server from the Servers window and select *Add and Remove....* Add the module(s) you'd like to deploy from the Available window to the Configured window. Then click *Finish*.

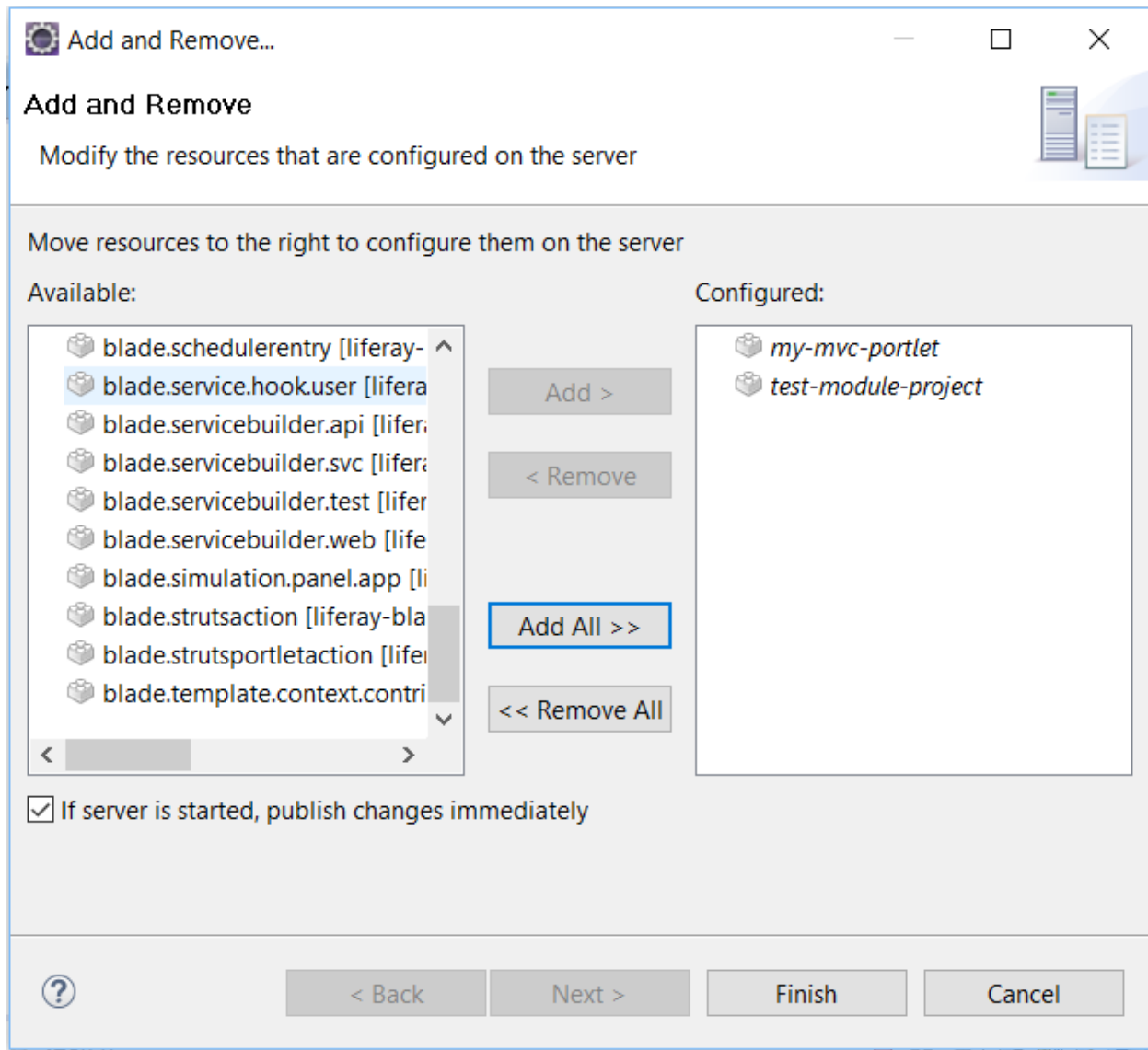


Figure 2: Using the this deployment method is convenient when deploying multiple module projects.

### [Installing a Server in Liferay IDE](#)

Installing a server in Liferay IDE is easy. In just a few steps you'll have your server up and running. Follow these steps to install your server:

1. In the Servers view, click the *No Servers are available* link. If you already have a server installed, you can install a new server by right-clicking in the Servers view and selecting *New → Server*. This brings up a wizard that walks you through the process of defining a new server.

2. Select the type of server you would like to create from the list of available options. For a standard server, open the *Liferay, Inc.* folder and select the *Liferay 7.x* option. You can change the server name to something more unique too; this is the name displayed in the Servers view. Then click *Next*. If you're creating a server for the first time, continue to the next step.

**New Server**

**Define a New Server**

Choose the type of server to create

Select the server type:

- ▼ Liferay, Inc.
  - Liferay 7.x
  - Liferay v6.2 Server (Tomcat 7)
  - Remote Liferay Server (Liferay 6.x)
- > ObjectWeb
- > Red Hat JBoss Middleware
- > Resin
- > SAP

Liferay 7.x

Server's host name: localhost

Server name: Liferay 7.x at localhost

Server runtime environment: Liferay 7.x [Add...](#)

[Configure runtime environments...](#)

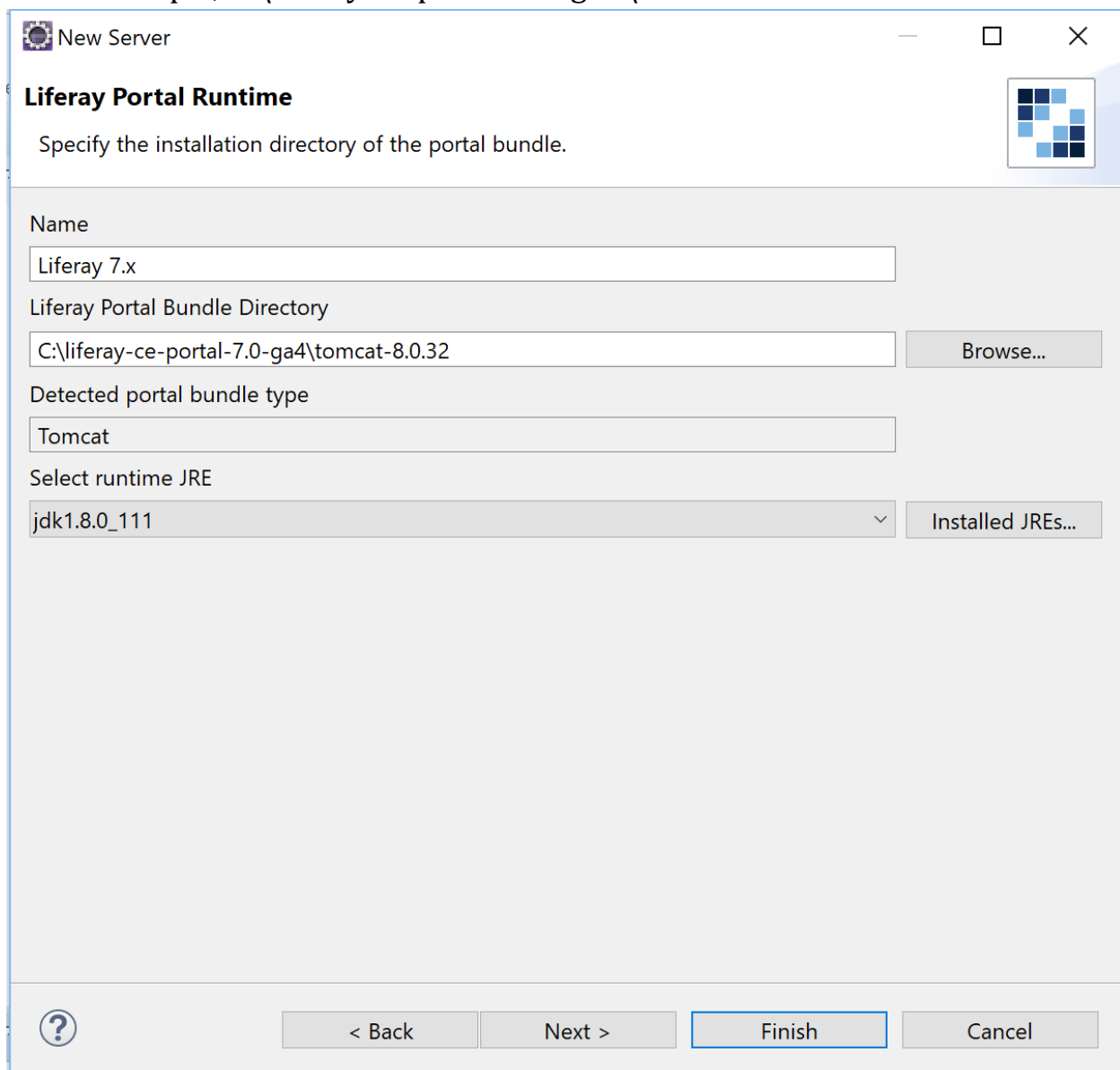
[?](#) < Back Next > Finish Cancel

Figure 1: Choose the type of server you want to create.

**Note:** If you've already configured previous Liferay servers, you'll be provided the *Server runtime environment* field, which lets you choose previously configured runtime environments. If you want to re-add an existing server,

select one from the dropdown menu. You can also add a new server by selecting *Add*, or you can edit existing servers by selecting *Configure runtime environments*. Once you've configured the server runtime environment, select *Finish*. If you selected an existing server, your server installation is finished; you can skip steps 3-5.

3. Enter a name for your server. This is the name for the Liferay Portal runtime configuration used by IDE. This is not the display name used in the Servers tab.
4. Browse to the installation folder of the Liferay Portal bundle. For example, `C:\liferay-ce-portal-7.0-ga4\tomcat-8.0.32`.



**New Server**

**Liferay Portal Runtime**

Specify the installation directory of the portal bundle.

Name  
Liferay 7.x

Liferay Portal Bundle Directory  
C:\liferay-ce-portal-7.0-ga4\tomcat-8.0.32 Browse...

Detected portal bundle type  
Tomcat

Select runtime JRE  
jdk1.8.0\_111 Installed JREs...

? < Back Next > Finish Cancel

Figure 2: Specify the installation folder of the bundle.

5. Select a runtime JRE and click *Finish*. Your new server appears under the Servers view.

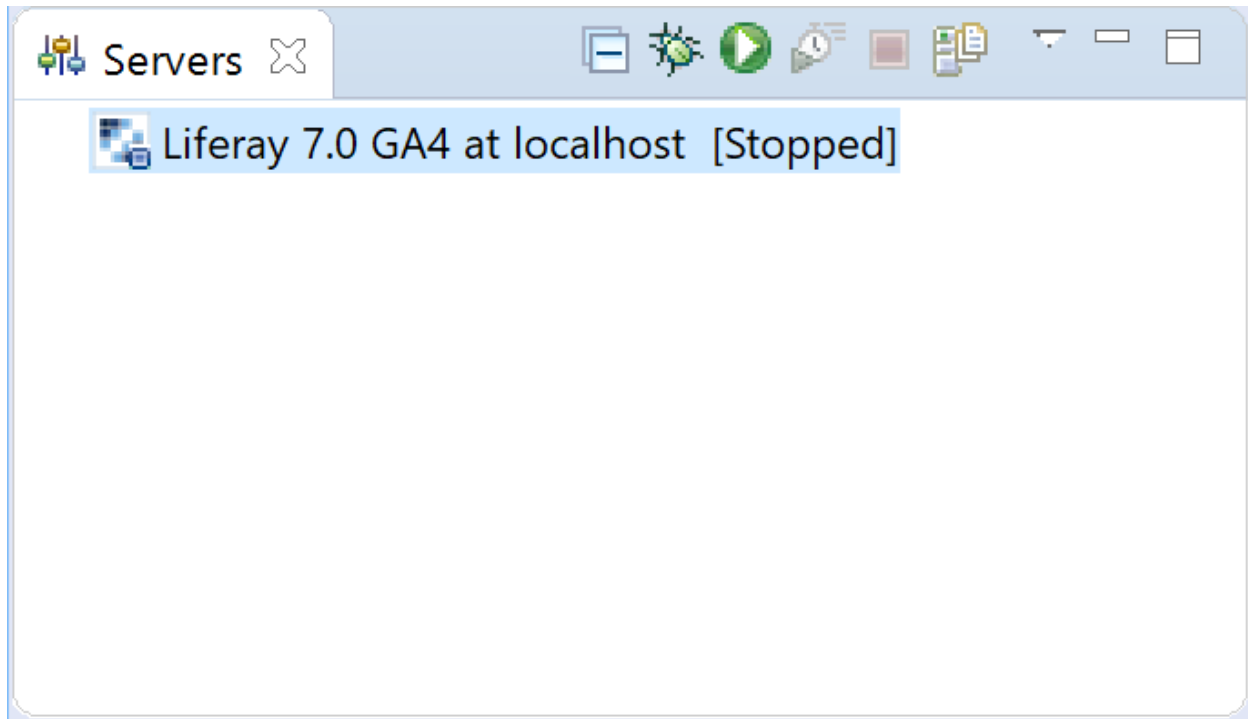


Figure 3: Your new server appears under the \*Servers\* view.

Your server is now available in Liferay IDE!

For reference, here's how the IDE server buttons work with your Liferay Portal instance:

- *Start* (▶): Starts the server.
- *Stop* (■): Stops the the server.
- *Debug* (🐞): Starts the server in debug mode. For more information on debugging in Eclipse, see the [Eclipse Debugging](#) article.

Now you're ready to use your server in Liferay IDE!

## [SEARCH CLASS HIERARCHY](#)

Inspecting classes that extend a similar superclass can help you find useful patterns and examples for how you can develop your own app. For example, suppose your app extends the [MVCPortlet](#) class. You can search classes that extend that same class in IDE by right-clicking the MVCPortlet declaration and selecting *Open Type Hierarchy*. This opens a window that lets you inspect all classes residing in the target platform that extend MVCPortlet.

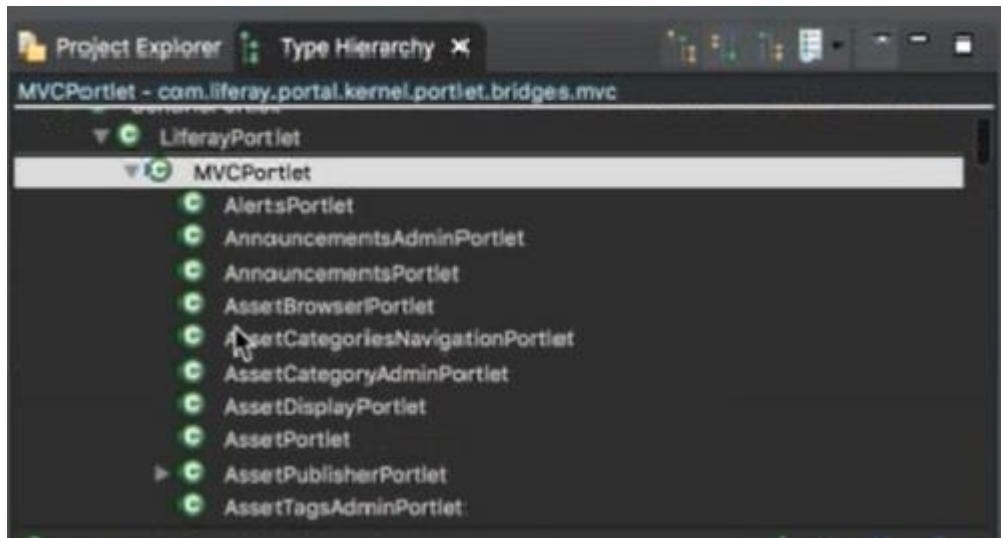


Figure 1: Browse the Type Hierarchy window and open the provided classes for examples on how to extend a class.

## SEARCH METHOD DECLARATIONS

Sometimes you want a search to be more granular, exploring the declarations of a specific method provided by a class/interface. Liferay IDE's advanced search has no limits; Liferay Workspace's target platform indexing provides method exploration too!

Suppose in the [MVCPortlet](#) class you're extending, you'd like to search for declarations of its doView method you're overriding. You can do this by right-clicking the doView method declaration in your custom app's class and selecting *Declarations* → *Workspace*.

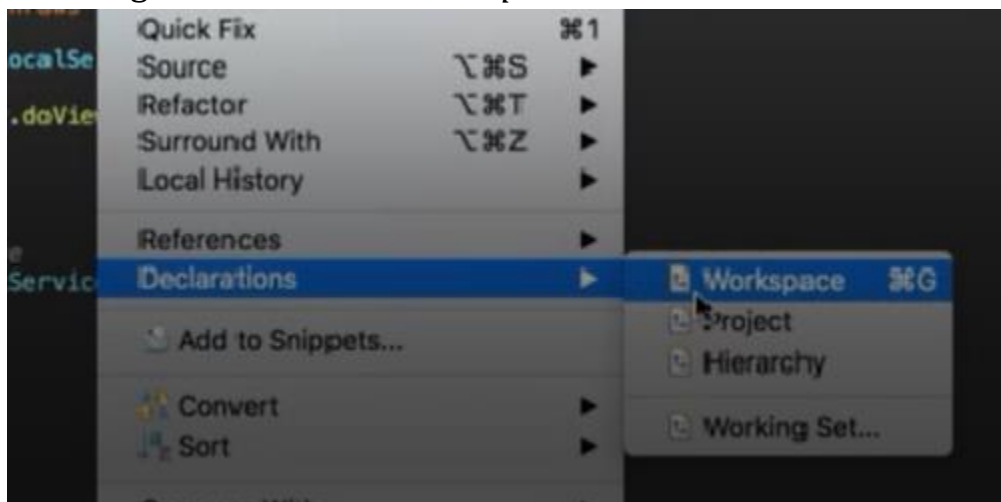


Figure 2: All declarations of the method are returned in the Search window



## Using Gradle in Liferay IDE

**Gradle** is a popular open source build automation system. You can take full advantage of Gradle in Liferay IDE by utilizing **Buildship**, which is a collection of Eclipse plugin-ins that provide support for building software using Gradle with Liferay IDE. Buildship is bundled with Liferay IDE versions 3.0 and higher.

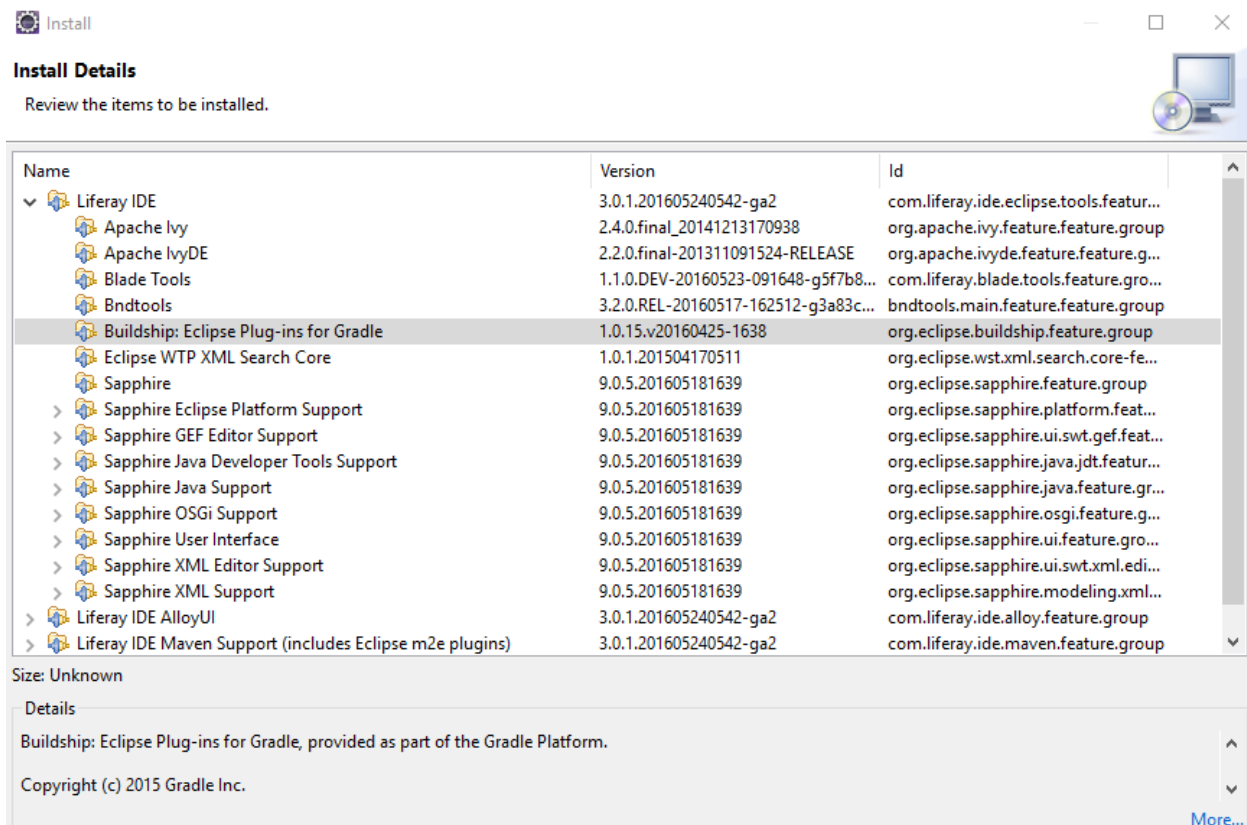


Figure 1: Navigate to \*Help\* → \*Installation Details\* to view plugins included in Liferay IDE.

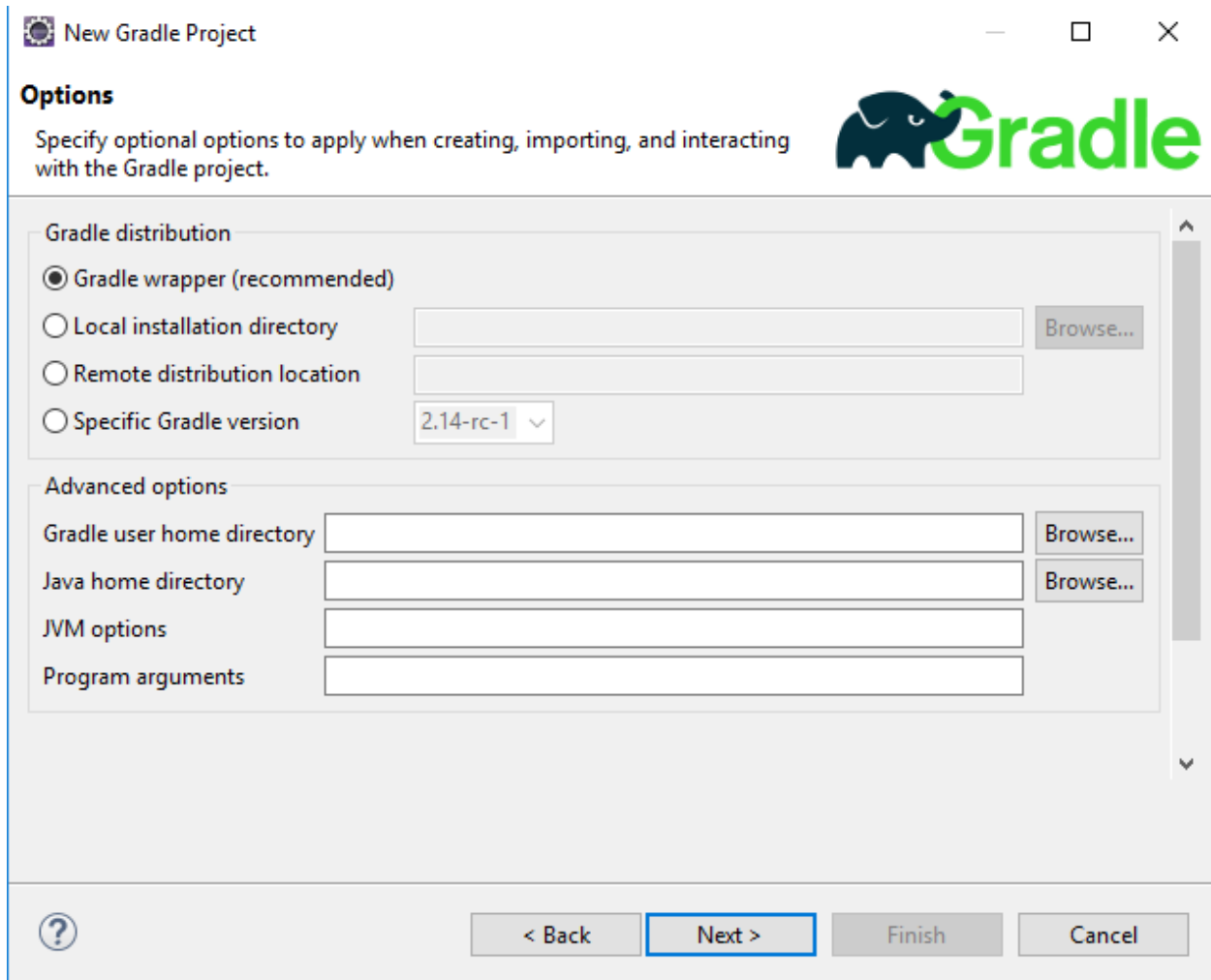
The first thing you'll learn about in this tutorial is creating Gradle projects in IDE.

## CREATING AND IMPORTING GRADLE PROJECTS

You can create a Gradle project by using the Gradle Project wizard.

1. Navigate to *File* → *New* → *Project...* and select *Gradle* → *Gradle Project*. Finally, click *Next* → *Next*.
2. Enter a valid project name. You can also specify your project location and working sets.

3. Optionally, you can navigate to the next page and specify your Gradle distribution and other advanced options. Once you're finished, select *Finish*.



The screenshot shows the 'New Gradle Project' dialog box. The title bar says 'New Gradle Project'. Below the title bar, there's a section titled 'Options' with the text 'Specify optional options to apply when creating, importing, and interacting with the Gradle project.' and the Gradle logo. The dialog is divided into two main sections: 'Gradle distribution' and 'Advanced options'. In the 'Gradle distribution' section, there are four radio buttons: 'Gradle wrapper (recommended)' (selected), 'Local installation directory' (with a text field and a 'Browse...' button), 'Remote distribution location' (with a text field), and 'Specific Gradle version' (with a dropdown menu showing '2.14-rc-1'). In the 'Advanced options' section, there are four text fields: 'Gradle user home directory' (with a 'Browse...' button), 'Java home directory' (with a 'Browse...' button), 'JVM options', and 'Program arguments'. At the bottom of the dialog, there are four buttons: '< Back', 'Next >' (highlighted with a blue border), 'Finish', and 'Cancel'.

Figure 2: You can specify your Gradle distribution and advanced options such as home directories, JVM options, and program arguments. You can also import existing Gradle projects in Liferay IDE.

1. Go to *File* → *Import...* → *Gradle* → *Gradle Project* → *Next* → *Next*.

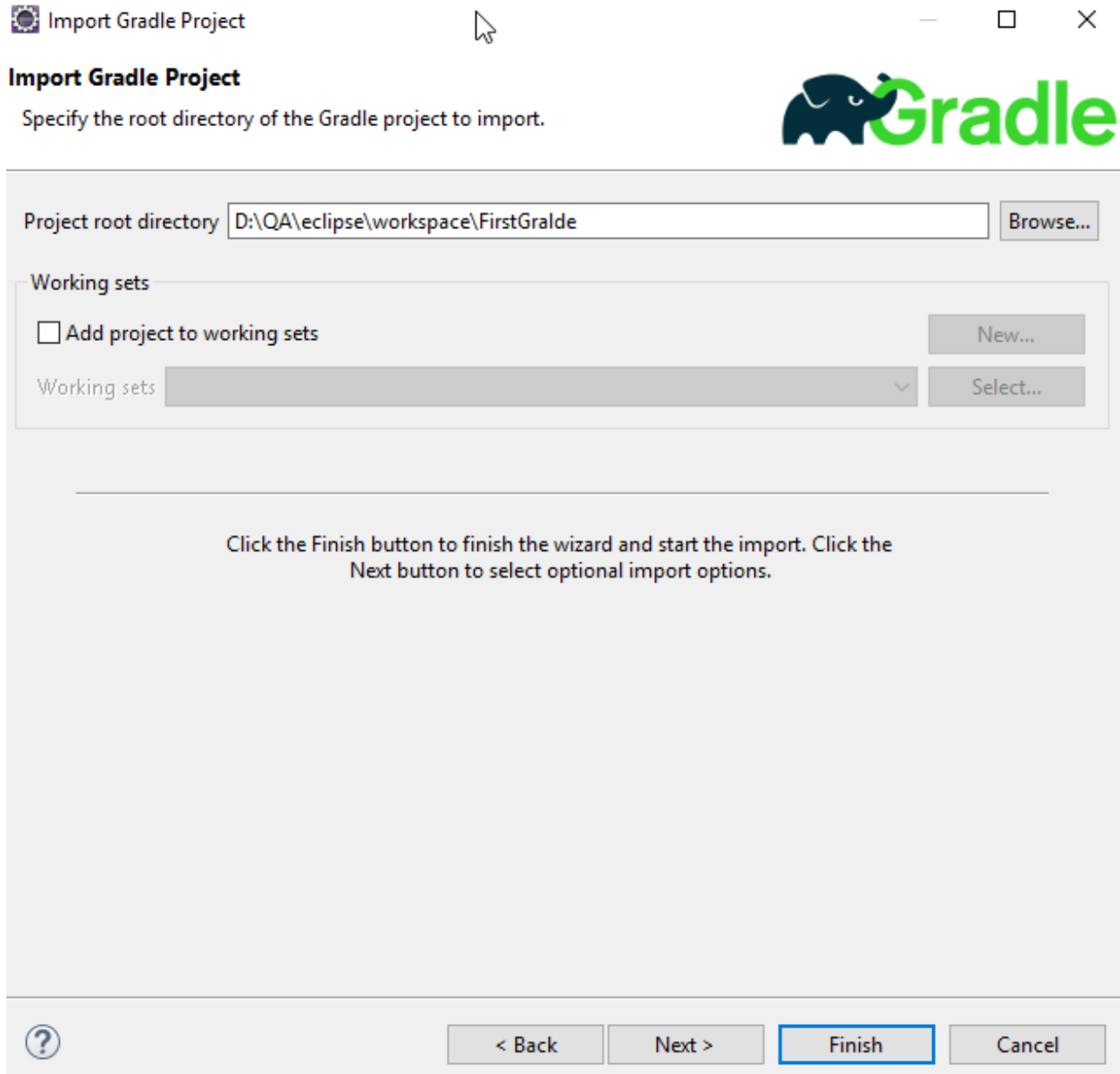


Figure 3: You can specify what Gradle project to import from the \*Import Gradle Project\* wizard.

2. Click the *Browse...* button to choose a Gradle project.
3. Optionally, you can navigate to the next page and specify your Gradle distribution and other advanced options. Once you're finished, click *Next* again to review the import configuration. Select *Finish* once you've confirmed your Gradle project import.



Figure 4: You can preview your Gradle project's import information. Next you'll learn about Gradle tasks and executions, and learn how to run and display them in Liferay IDE.

### [GRADLE TASKS AND EXECUTIONS](#)

Liferay IDE provides two views to enhance your developing experience using Gradle: Gradle Tasks and Gradle Executions. You can open these views by following the instructions below.

1. Go to *Window* → *Show View* → *Other....*
2. Navigate to the *Gradle* folder and open *Gradle Tasks* and *Gradle Executions*.

Gradle tasks and executions views open automatically once you create or import a Gradle project.

The Gradle Tasks view allows you to display the Gradle tasks available for you to use in your Gradle project. Users can execute a task listed under the Gradle project by double-clicking it.

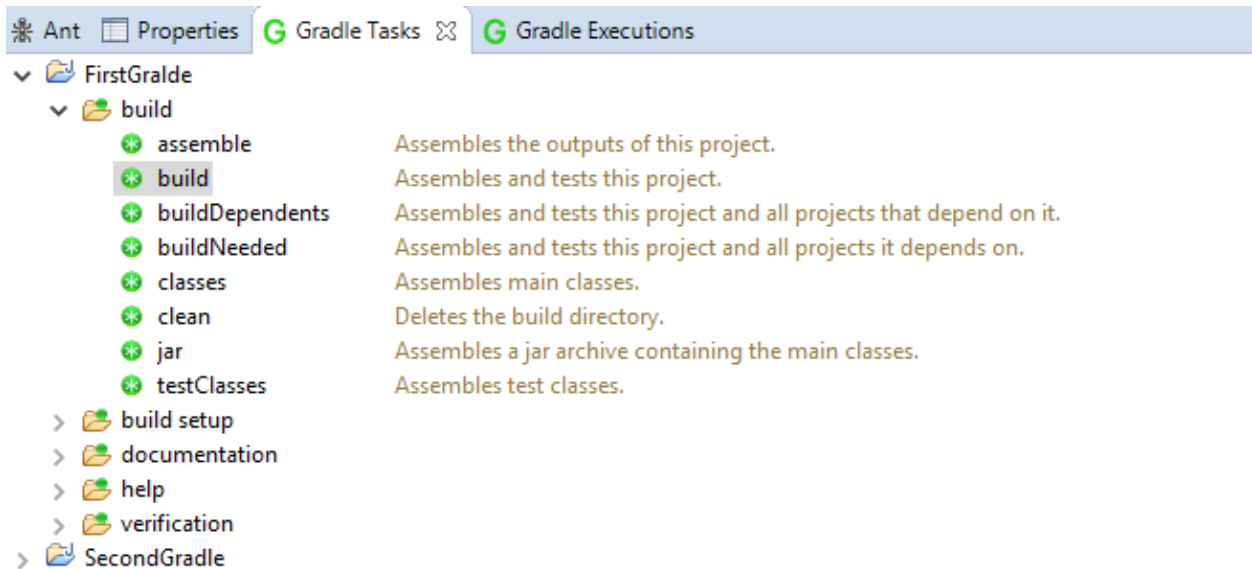


Figure 5: Navigate into your preferred Gradle project to view its available Gradle tasks.

Once you've executed a Gradle task, you can open the Gradle Executions view to inspect its output.



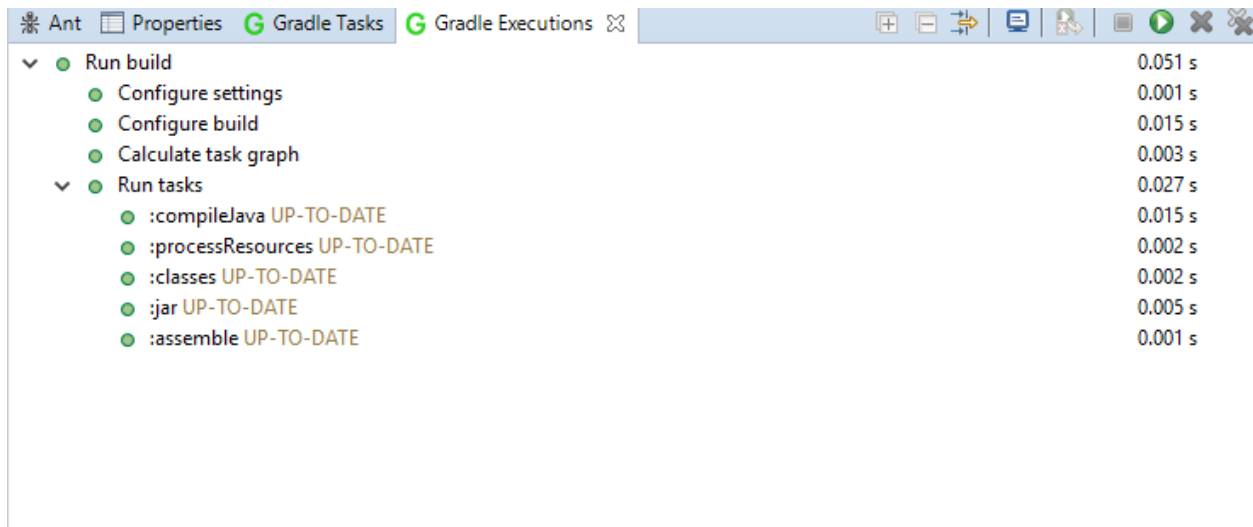


Figure 6: The Gradle Executions view helps you visualize the Gradle build process.

Keep in mind that if you change the Gradle build scripts inside your Gradle projects (e.g., build.gradle or settings.gradle), you must refresh the project so Liferay IDE can account for the change and display it properly in your views.

To refresh a Gradle project, right-click on the project and select *Gradle* → *Refresh Gradle Project*.

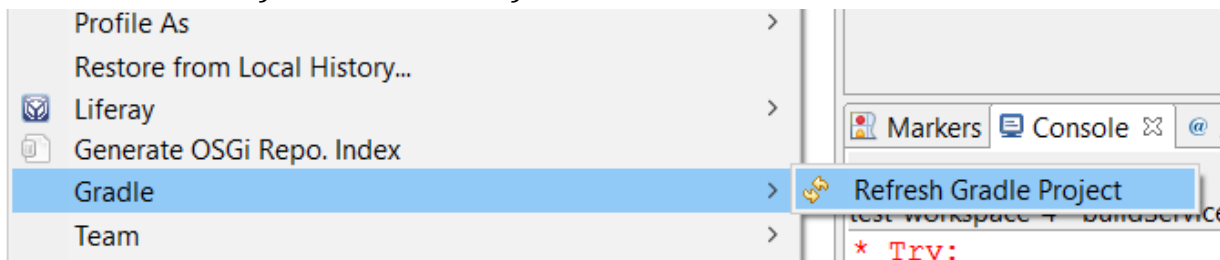


Figure 7: Make sure to always refresh your Gradle project in Liferay IDE after build script edits.

If you prefer Eclipse refresh your Gradle projects automatically, navigate to *Window* → *Preferences* → *Gradle* and enable the *Automatic Project Synchronization* checkbox. If you'd like to enable Gradle's automatic synchronization for just one Gradle project, you can right-click a Gradle project and select *Properties* → *Gradle* and enable auto sync that way. This feature is available in Buildship version 2.2+, so make sure you have the required version.

## Build gradle project

./gradlew cleanEclipse eclipse

## Git

R Click/ Replace/ Head revision

CTRL ALT H: call hierarchi

ALT SHIFT T: Refactor

## Install doma

<https://doma.readthedocs.io/en/stable/getting-started-eclipse/>



