Codenvy Documentation

1. Create a new workspace

- a. Go to Dashboard > Create workspace
 - i. Select Source: new from blank
 - ii. Select Workspace: create new workspace from stack
 - Select stack authoring
 - Type in: FROM codenvy/ubuntu jdk8 x11
 - iii. Configure workspace: type in desired workspace name
 - iv. Template: select blank-project
 - NOTE: This project blank project will be later deleted
 - v. Click Create
 - vi. Delete blank project inside workspace
- b. Or go to Workspaces > Add Workspace
 - i. Name workspace
 - ii. Click on the Runtime tab
 - Select Stack Authoring
 - Type in: FROM codenvy/ubuntu_jdk8_x11
 - iii. Click Save

2. Create a new Maven Project

- a. Click Workspace on the top menu > Create Project
 - i. Choose Maven under JAVA
 - ii. Name project
 - iii. Click next
 - Artifact ID: *whatever you choose you must remember it because it will be used in the pom.xml file
 - Group ID: *better to keep it same as Artifact ID, it will also be used in the pom.xml file
 - **Version:** 1.0
 - Packaging: JAR
 - iv. Click create
- b. Right click on project folder > create new folder > name it "lib"

3. Upload files

a. Small files

- i. Click on the folder you want the file to be uploaded into, i.e. lib
- ii. Click on the Project tab at the top of the menu
- iii. Choose Upload file
- iv. Select the file you want to upload from your local computer and clickUpload
- b. Big files (around 40 MB or more)
 - Save you files in a repository on GitHub or Bitbucket (or whatever you choose)
 - ii. In Codenvy, go to terminal
 - iii. Navigate to your folder, i.e. cd ProjectName/folderName/
 - iv. Clone your remote repository inside the lib folder

4. Adding Source code

- a. Right Click on src/main/java folder
 - i. Click New
 - ii. Click on Java Package
 - iii. Upload/Add source code inside java package

5. Jar files

- a. Make sure jar files are inside the lib folder
- b. For each jar file come up with a
 - Group ID: *this preferably should be the package name of the java file you're referencing from
 - Example:
 - a. From the Dyehard.jar, if you are referencing GameWindow.java from the Engine package, then group id would be Engine
 - ii. **Artifact ID:** *anything you want
- c. Rename your jars
 - i. Artifact ID-1.0.jar
- d. In the terminal, navigate to your project folder: cd ProjectName
 - i. For each jar run this command

mvn install:install-file -Dfile=/projects/ProjectName/lib/nameOfJar.jar - DgroupId=GroupIDForJar -DartifactId=ArtifactIDForJar -Dversion=1.0 - Dpackaging=jar

*NOTE: Make sure the main class doesn't inherit from any class from your jar files, or else the executable jar created by Maven will not execute.

6. Modify pom.xml file

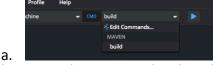
*Modify the green highlighted sections

```
*Modify the yellow highlighted sections if needed
```

```
<?xml version="1.0" encoding="UTF-8"?>
project xmlns="http://maven.apache.org/POM/4.0.0"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:schemaLocation="http://maven.apache.org/POM/4.0.0
http://maven.apache.org/xsd/maven-4.0.0.xsd">
  <modelVersion>4.0.0</modelVersion>
  <groupId>Project Group ID
 <artifactId>Project Artifact ID</artifactId>
  <version>1.0-SNAPSHOT</version>
  <packaging>jar</packaging>
  cproperties>
    </properties>
  <dependencies>
   <dependency>
     <groupId>Jar1 Group ID/groupId>
     <artifactId>Jar1 Artifact ID</artifactId>
     <version>1.0</version>
   </dependency>
   <dependency>
     <groupid>Jar2 Group ID/groupid>
     <artifactId>Jar2 Artifact ID</artifactId>
     <version>1.0</version>
   </dependency>
   <dependency>
   </dependency>
  </dependencies>
  <bul>d
<plugins>
  <plugin>
   <groupId>org.apache.maven.plugins/groupId>
   <artifactId>maven-install-plugin</artifactId>
   <version>2.5.2</version>
   <executions>
     <execution>
       <id>install-external</id>
       <phase>clean</phase>
       <configuration>
         <file>${basedir}/lib/nameOfJar1.jar</file>
         <repositoryLayout>default</repositoryLayout>
```

```
<groupId>Jar1_Group_ID
          <artifactId>Jar1_Artifact_ID</artifactId>
          <version>1.0</version>
          <packaging>jar</packaging>
          <generatePom>true</generatePom>
          <file>${basedir}/lib/nameOfJar2.jar</file>
          <repositoryLayout>default</repositoryLayout>
          <groupId>Jar2 Group ID/groupId>
          <artifactId>Jar2 Artifact ID</artifactId>
          <version>1.0</version>
          <packaging>jar</packaging>
          <generatePom>true</generatePom>
        </configuration>
        <goals>
          <goal>install-file</goal>
        </goals>
      </execution>
    </executions>
  </plugin>
  <plu>plugin>
    <groupId>org.apache.maven.plugins</groupId>
    <artifactId>maven-jar-plugin</artifactId>
    <version>2.3.1</version>
    <configuration>
      <archive>
        <manifest>
          <mainClass>packageOfMainClass.NameOfMainClass/mainClass>
          <addClasspath>true</addClasspath>
          <classpathPrefix>${basedir}/lib/</classpathPrefix>
        </manifest>
      </archive>
    </configuration>
 </plugin>
</plugins>
</build>
</project>
```

7. Create Maven build command



b. Go to the commands tab and click on the drop down button

- c. Click Edit Command
- d. Add a Maven Command
 - i. Name: build
 - ii. **Preview URL:** http://\${server.port.6080}

8. Run Java Swing Project

- a. In the command tab, choose the Maven build command
- b. Click the blue play button
- c. After build is done, click on the preview URL
 - i. noVNC window will open
- d. In the noVNC window
 - i. Right click and choose Terminal
 - ii. Do the following commands
 - Navigate to target folder inside the project folder: cd ProjectName/target
 - Run executable jar file inside target: java –jar nameOfJar.jar
- e. If you make a change in the code
 - i. Close noVNC window
 - ii. Build the project again
 - iii. Click on the preview URL
 - iv. Do those commands in noVNC all over again