EXERCISE

PACKAGES IN JAVA

EXERCISE OBJECTIVE

Create a program to practice handling packages in Java. At the end we should observe the following:
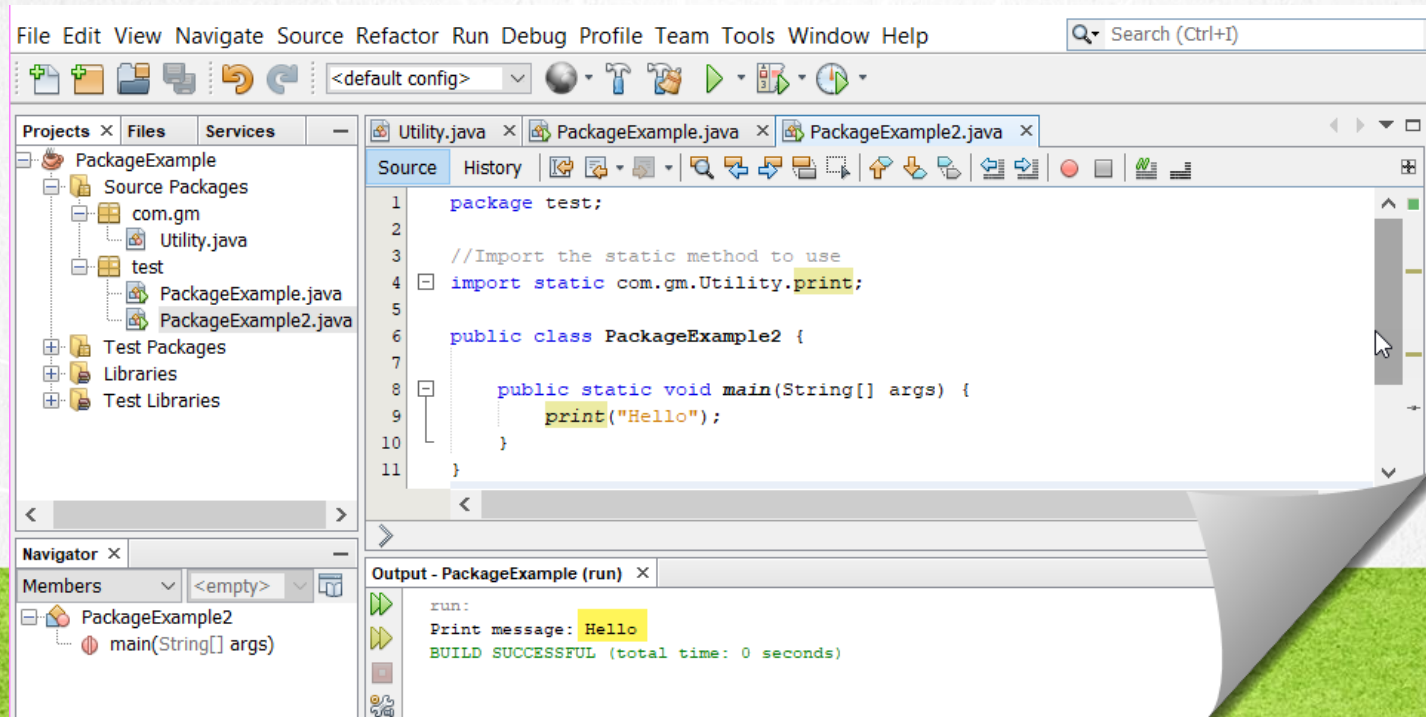
1. CREATE A NEW PROJECT

Create a new project:
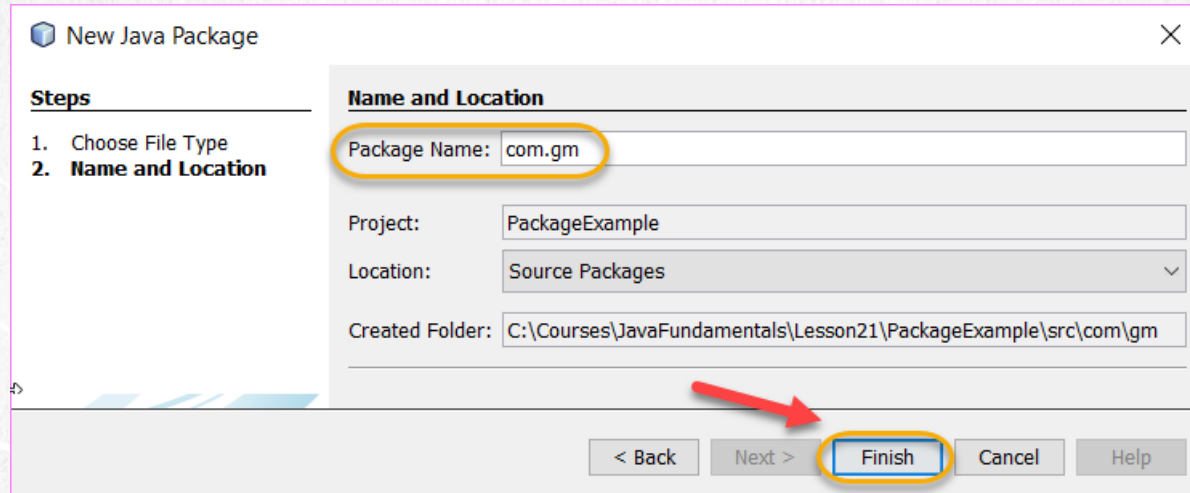
2. CREATE A NEW [PACKAGE

Create a package:
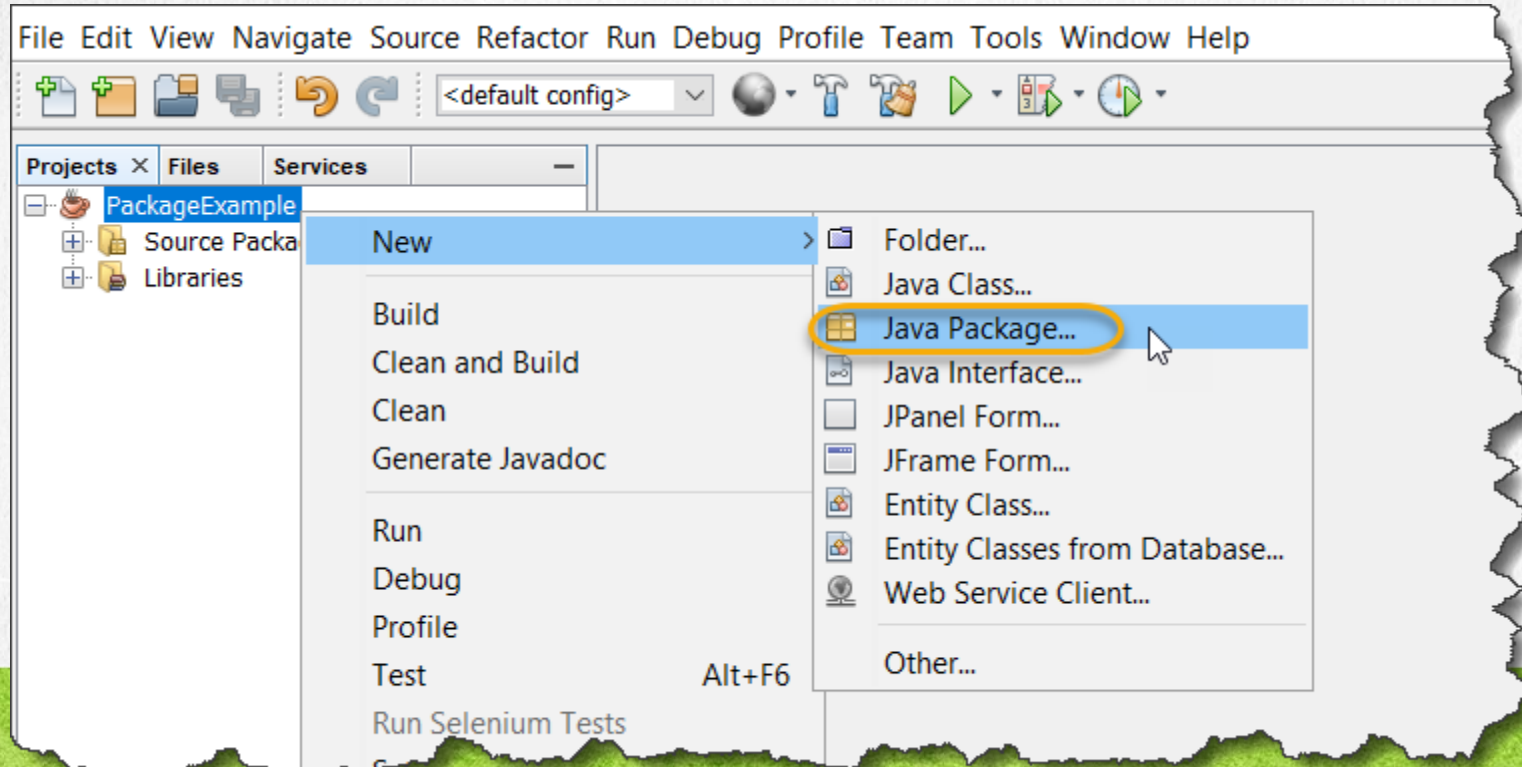
2. CREATE A NEW PACKAGE(CONT)

Create a new package:

3. CREATE A NEW CLASS

Create a new class inside the new package:
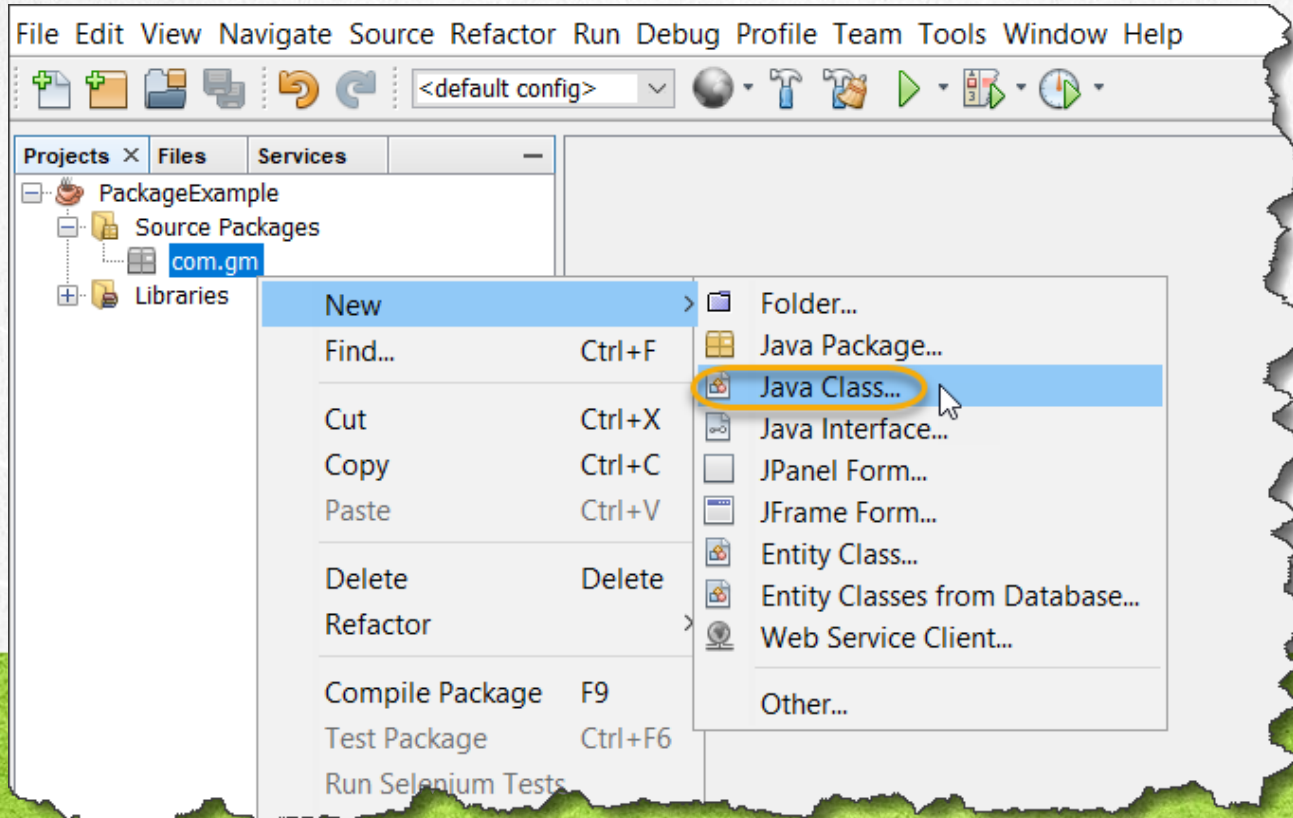
3. CREATE A NEW CLASS (CONT)

Create a new class inside of the new package:

4. MODIFY THE CODE

```java
package com.gm;

public class Utility {

    public static void print(String message){
        System.out.println("Print message: " + message);
    }
}
```

5. CREATE A NEW CLASS

Create a new class in other package:

PASO 5. MODIFICAMOS EL CÓDIGO

PackageExample.java:

```java
package test;

import com.gm.Utility;

public class PackageExample {

    public static void main(String[] args) {
        Utility.print("Hello");
    }
}
```

The result is as follows:

7. CREATE A NEW CLASS

Create a new class in other package:

8. MODIFY THE CODE

PackageExample2.java:

```java
package test;

//Import the static method to use
import static com.gm.Utility.print;

public class PackageExample2 {

    public static void main(String[] args) {
        print("Hello");
    }
}
```
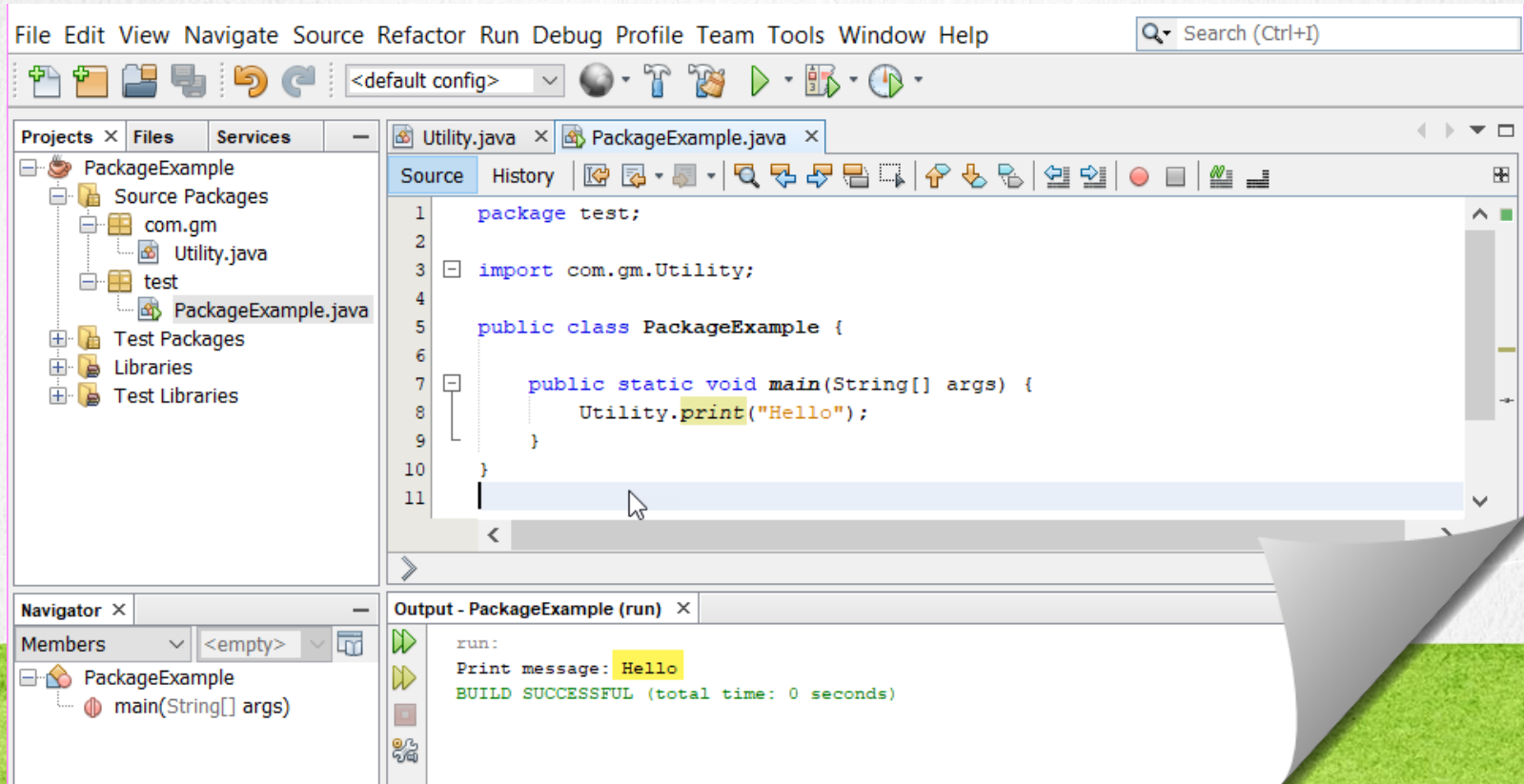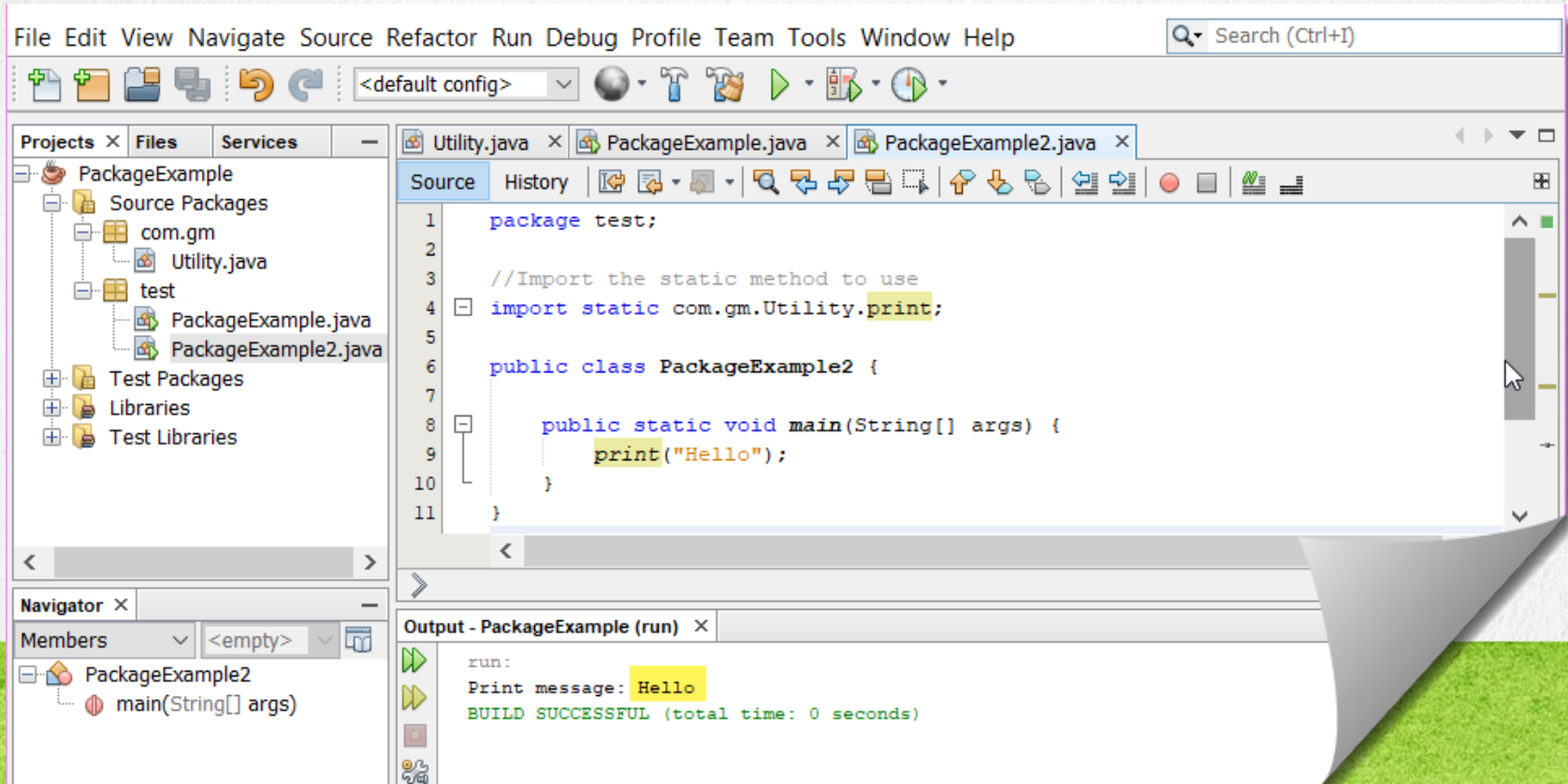
9. EXECUTE THE CLASS

The result is as follows:

EXERCISE CONCLUSION

- With this exercise we have put into practice the most basic of handling packages in Java. As we move forward, we will be able to learn more questions about this topic, especially issues that have to do with inheritance and limits when handling packages.

- For more information about packages in Java:

- https://docs.oracle.com/javase/tutorial/java/package/packages.html

JAVA FUNDAMENTALS

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