# Lecture 02: Getting Started, Part I

Sierra College CSCI-12 Spring 2015 Weds 01/28/15

## **Announcements**

#### General

- Office hours formalized:
  - Mondays 8:30am-9:30am and 12:30pm-1:30pm, in V-105 or in lab
  - Syllabus posted on Canvas has been updated (update your own hardcopy)
- Any questions about the syllabus, or about how the course will be run??
- Any problems with:
  - Enrolling via MySierra?
  - Installing Java/jGRASP?
  - Obtaining textbook?

### New assignments

- LAB02: Hello World (posted today, due Tues 2/3)
  - A simple, getting started program in Java (most will finish today)
  - Demo'd in class, you will implement in lab (step-by-step handout)
- HW02: Canvas Intro (posted today, due Tues 2/3)
  - Simple, get-your-feet-wet in Canvas assignment
  - Make sure you do ALL 3 PARTS:
    - Discussion board post (personal intro to the class)
    - Canvas messaging (answer a few syllabus questions)
    - VARK inventory (post a text file to me)

# **Lecture Topics**

### • Last time:

- Course intro/overview
- Syllabus

### Today:

- Finish up Canvas and advice (from last lecture)
- Introduction to Java and jGRASP
- "Hello World" program demo

# **Elements of Programming**

- Many skilled, real-world fields of endeavour require at least two things:
  - Raw materials
  - Tools with which to manipulate those materials
- Examples:
  - Baking
    - Flour, sugar, baking powder, yeast, ...
    - Oven, mixer, baking sheets, bowls, ...
  - Carpentry
    - Lumber, nails, wood screws, bolts, ...
    - Table saw, hammer, drill, level, sander, ...
- For any software development, we usually need the following two elements:
  - The software language itself
  - Some development environment, in which to write, compile, execute, and test software
- Fortunately for us in this Java course, both of the above are FREE downloads with easy installations!

## Java Versions

- The current development versions of Java are:
  - Java SE 7u75 (as of 1/23/15)
    - Java 7 is sufficient for the purposes of this course
  - Java SE 8u31 (as of 1/23/15)
  - If you are interested, there is a web link to a history of Java releases in this lecture module:
    - http://en.wikipedia.org/wiki/Java version history
- Java is a free download from Oracle
  - http://www.oracle.com/technetwork/java/javase/downloads/index.html
  - URL is also given in the syllabus
- When downloading Java, be aware that there are two variants:
  - Java JDK
  - Java JRE

## **Java Variants**

#### JRE (Java Runtime Environment)

- Contains everything required to <u>run</u> Java applications on your system/browser
- Often called the "Java runtime"
- Modern systems or browsers are typically already "Java-enabled" with this

#### JDK (Java Development Kit)

- The bundle of software required if you want to <u>develop</u> Java applications
- Language, class libraries, compiler, etc.
- THIS is what we need to do work in CS-12

#### From the Oracle download site:

#### Which Java package do I need?

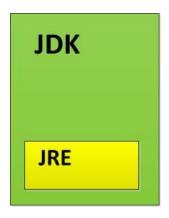
 Software Developers: JDK (Java SE Development Kit). For Java Developers. Includes a complete JRE plus tools for developing, debugging, and monitoring Java applications.



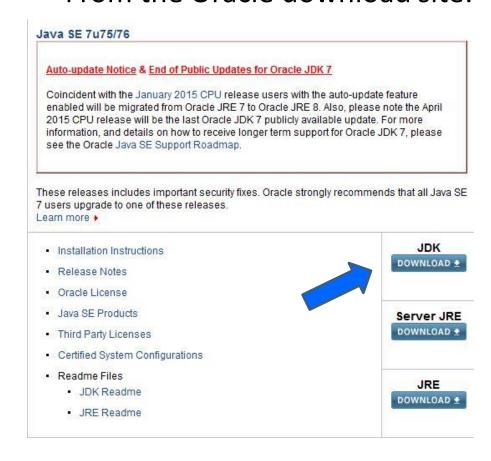
- Administrators running applications on a server: Server JRE (Server Java Runtime Environment) For deploying Java applications on servers. Includes tools for JVM monitoring and tools commonly required for server applications, but does not include browser integration (the Java plug-in), auto-update, nor an installer. Learn more
- End user running Java on a desktop: JRE: (Java Runtime Environment). Covers most end-users needs. Contains everything required to run Java applications on your system.

### Java JDK vs. JRE

- The JDK is a SUPERSET of the JRE
  - Contains the JRE, plus much more



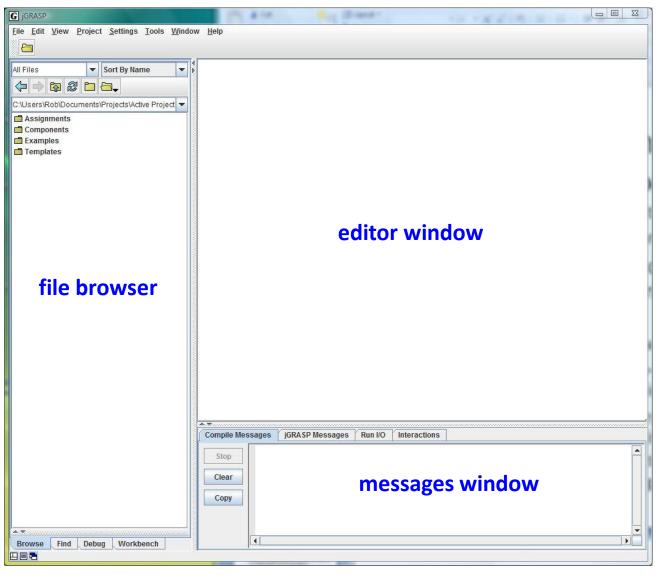
 The Java 7 JDK is installed in the V-103 lab From the Oracle download site:



## What's An IDE?

- An IDE (Integrated Development Environment) is:
  - A cleanly integrated toolchain of software development tools
  - All tools live under one common application framework.
- There may be many capabilities in an IDE, but we will be most interested in these 3: editing, compiling, debugging
  - Editor: allows us to write and modify Java code
  - Compiler: an easy-to-use interface for compiling into Java bytecode (turning it into native 1's and 0's) for execution
  - Debugger: lets us step thru our program's execution path, to trace the logic and discover where any problems may be
    - It's like a code execution simulator
    - We can't run a debugger UNTIL our code has cleanly compiled first

# The jGRASP IDE



# Why jGRASP?

- Other alternatives exist (Eclipse, NetBeans, BlueJ, etc.), so why jGRASP??
- It's free (well, so are many others)
  - No-cost download from <u>www.jgrasp.org</u>

### It's simple

- Easy to use, fully-featured... but not too much so
- There can sometimes be a tendency to go "off into the weeds" with all the buttons and features of higher-powered tools
- It keeps the focus on the language and not the tool

### It doesn't do too much of the work for us

- Other tools will sometimes do too much work automatically for us (typing completion, context-aware editors)
- We don't want this while we are LEARNING a language
- Once you've learned the language, by all means use a more professional-grade tool!

## Software Installations

- Installation of Java and jGRASP is quick and easy
  - Both are very slam-dunk, reliable installs
- 1) Download both installers (Java 7 JDK and jGRASP)
  - See the URLs on prior slides
  - Select the OS/processor appropriate to your system
  - You should probably perform the installs with Admin privileges
- 2) Run each installer
  - Install the Java JDK <u>first</u>
  - <u>Then</u> install jGRASP
    - jGRASP needs to know where Java is installed
  - The default settings for both installs should be fine

## Hello World

- Today's first lab assignment is the traditional "Hello World" program
  - Write a simple program to display some user-specified text
  - Full details in the assignment handout you will get
- A simple, trivial first program, but it does have some very useful features
  - Initial exposure to the language and IDE
  - Ability to display output to the screen
  - Confirms language, compiler, IDE are all working
  - Gives us a working starting point for following programs
- Two-pass implementation:
  - We will demonstrate it in class
  - You will implement it yourself during lab period (from a handout)

### For Next Time

- Lecture prep
  - Review Monday's lecture notes over weekend
  - Textbook prep reading (posted in schedule)
- Assignments
  - Complete Hello World if not finished in lab
  - Work on the Canvas HW assignment (3 parts)
- Enjoy the Super Bowl commercials
  - Hopefully the game this year, too ;-)