

Java Fundamentals

# 4-1: Getting Started with Eclipse Practice Activities

**Lesson Objectives:**

* Identify components of Eclipse
* Identify components of a Java application
* Compile an application
* Test to ensure application is complete
* Write the code for GalToLit.java
* Modify a program to execute error free
* Modify a program to use a formula to convert units of measure

**Vocabulary:**

Identify the vocabulary word for each definition below.

|  |  |
| --- | --- |
| Camel Case | A naming convention to eliminate spaces in a name, but to ease readability with capitalization. |
| Migrate | To change the different physical location onto which you will store and save your files. |
| Package | Stored inside a project, a mechanism for organizing Java classes into namespaces, or containers. |
| Main method | The method inside a class that runs when the class is compiled and ran. |
| Class | A construct that is used as a blueprint to create objects. Also a construct in which objects are created. |
| Open Perspective | An option to choose a combination of views and editors. |
| Views | Areas within the Eclipse IDE that provide a way to navigate a hierarchy of information and allow modifications to elements. |

**Try It/Solve It:**

* 1. Create a presentation to highlight five or more Views that may be of interest to a programmer using Eclipse. Use the help system to learn about the Views available in Eclipse. Work in teams of two to create and deliver the presentation. The presentation should include the following:
     1. A presentation introduction defining the presentation purpose and the team members.
     2. A list of five or more Views in Eclipse that will be highlighted.
     3. The reason your team selected the five Views to demonstrate.
     4. The process your team went through to choose the five Views.
     5. The actual demonstration and description of the components.
     6. The presentation summary.

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* 1. The pseudo code for converting gallons to liters was described in the lesson. Write the code for the program. The program will convert a specific number of gallons to liters and then display the output.
  2. Modify the code written in step 2 to prompt a user for the number of gallons to compute.
  3. Describe three ways you can test the program that converts gallons to liters.
     1. Run the program
     2. Run the program and change values to see what new values will be returned
     3. Run the program but purposely do things to possibly break the program to see what things can be done to make the program better

A screenshot of a computer

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