# java from scratch Knowlage Base

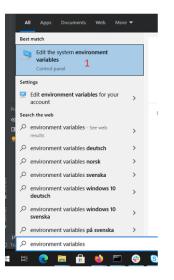
- Mastering Agile and Scrum: Video Training Series
- Program
- Introduction
- The architecture of an operating system
- The structure of files and directories
- Navigating through directories
- **Environment variables**
- Extracting archives
- Installing the software
- Monitoring the usage of system resources
- Ending control questions
- Software Installations
- IntelliJ EduTools installation
- Introduction
- A brief history of Java
- First program
- Types of data
- Operators
- Conditional statements
- Loops

java from scratch Knowlage Base

## **Environment variables**

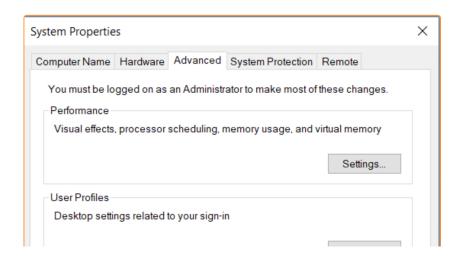
Operating systems often contain a lot of application programs that require different software to run, e.g. a programming language or an additional library. System variables have been created to speed up communication between software and to speed up the way a user runs software. A variable in its definition is a certain object in which we can store a value. For instance in X = 10, the variable X has a value of 10. In the case of operating systems, there are defined (environment) variables that contain the necessary information for the proper operation of the system and the software installed on it .

### **Environment Variables on Windows**

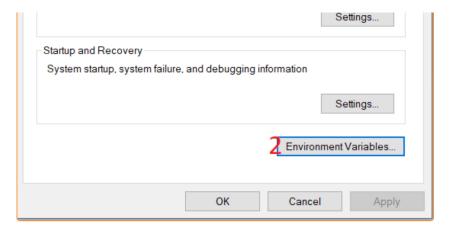


Windows environment variables can be viewed using the graphical user interface. For this purpose, after expanding the start menu, enter the password "Environment Variables". And select the environment variables edit window (1).

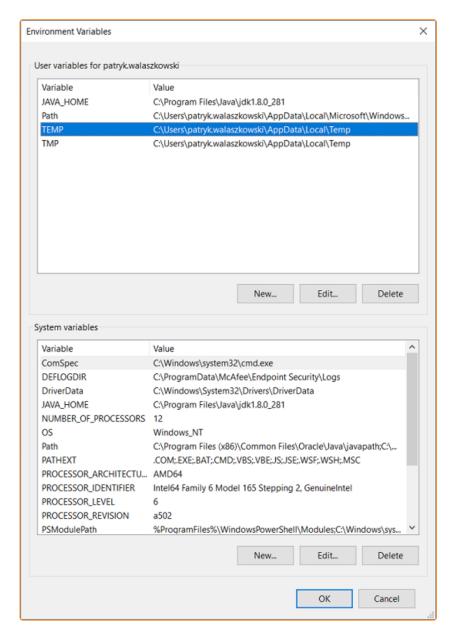
Then go to the "Environment Variables" tab (2).



· · ·	
0	Arrays
0	Object-oriented programming
0	Conclusion
0	Assignments
$\bigcirc$	Basics of GIT – video training
$\odot$	HTTP basics – video training
0	Design patterns and good practices video course
0	Prework Primer: Essential Concepts in Programming
0	Cybersecurity Essentials: Must-Watch Training Materials
0	Java Developer – introduction
0	Java Fundamentals – coursebook
0	Java fundamentals slides
0	Java fundamentals tasks
•	Test 1st attempt   after the block: Java fundamentals
0	Test 2nd attempt   after the block: Java fundamentals
0	GIT version control system coursebook
0	Java – Fundamentals: Coding slides
0	Java fundamentals tasks
0	Software Testing slides
0	Software Testing Coursebook
0	Software Testing tasks
0	Test 1st attempt   after the block: Software testing
0	Test 2nd attempt   after the block: Software testing
<b>○</b>	Java – Advanced Features coursebook



A window will open where we can see all environment variables and create a new or edit an existing environment variable. Environment variables are divided into variables for the currently logged in user and system-wide variables.



Examples of Windows environment variables:

- %USERNAME% name of the current user,
- %HOMEPATH% name of the user's home directory,

- -----

	lava – Advanced Features Ilides
	lava – Advanced Features asks
	est 1st attempt   after the block: Java Advanced Features
	est 2nd attempt   after the block: Java Advanced Features
	lava – Advanced Features: Coding slides
$\bigcirc$ J	lava – Advanced Features: Coding tasks
b	est 1st attempt   after the block: Java Advanced Features coding
b	est 2nd attempt   after the block: Java Advanced Features coding
O [	Oata bases SQL coursebook
O [	Databases SQL slides
O [	Databases – SQL tasks
$\bigcirc$ (	Coursebook: JDBC i Hiberate
( E	Excercises: JDBC & Hibernate
	est 1st attempt   after the lock: JDBC
	est 2nd attempt   after the plock: JDBC
_	Design patterns and good practices
	Design patterns and good practices slides
	Design Patterns & Good Practices tasks
( F	Practical project coursebook
( F	Practical project slides
	HTML, CSS, JAVASCIRPT Coursebook
	HTML, CSS, JAVASCRIPT

• %COMPUTERNAME% - the computer name.

A characteristic feature of environment variables in Windows are the %% characters. We put the variable name between them. Going back to the example of X=10 – for Windows we would write this situation as % X% = 10. The value stored in the environment variables can be displayed in the command line with the command echo% VARNAME.

```
C:Usersjohn.doe>echo %COMPUTERNAME%
MY_LAPTOP
```

We can use the command line to set the environment variable by calling the SET command. Note – this setting of the environment variable is active only when using the command line. When we close or restart the terminal, the variable will have to be set again.

```
C:Usersjohn.doe>set MY_VARIABLE="TEST"
C:Usersjohn.doe>echo %MY_VARIABLE%
"TEST"
```

### Linux/macOS Environment Variables

The purpose of environment variables on Linux/macOS is identical to Windows. The big difference in Unix systems is the way environment variables are defined and stored. On Unix-derived systems, environment variables are stored in a special <code>.bashrc</code> hidden file. By default, this file is located in the user's home directory, which is accessed by the \$ HOME environment variable

```
onworks@onworks-Standard-PC-i440FX-PIIX-1996: ~

onworks@onworks-Standard-PC-i440FX-PIIX-1996: ~$ cd $HOME

onworks@onworks-Standard-PC-i440FX-PIIX-1996: ~$ la

total 108

drwxr-xr-x 16 onworks onworks 4096 Aug 30 2019 .

drwxr-xr-x 3 root root 4096 Mai 5 2019 .

-rw------ 1 onworks onworks 94 Mai 31 2019 .bash_history

-rw-r--r-- 1 onworks onworks 220 Mai 5 2019 .bash_logout

-rw-r---- 1 onworks onworks 3771 Mai 5 2019 .bash_c

drwx----- 11 onworks onworks 4096 Mai 5 2019 .cache
```

The file can also be opened in any text editor. It is not recommended to edit the file without admin knowledge as it may crash your system.

Examples of environment variables on Linux / macOS are:

- \$H0ME path to your home directory
- \$H0STNAME the computer name
- \$0STYPE the type of operating system

An important difference from the Windows family is that the variables contain a dollar sign and the variable name. Returning to the example of X = 10 on Linux we would write this situation as X = 10. The value stored in the environment variables can be displayed in the terminal with the command echo X = 10.

O
<ul> <li>Test 1st attempt   after the block: HTML,CSS,JS</li> </ul>
<ul> <li>Test 2nd attempt   after the block: HTML,CSS,JS</li> </ul>
<ul> <li>Frontend Technologies coursebook</li> </ul>
Frontend technologies slides
Frontend Technologies tasks
<ul> <li>Test 1st attempt   after the block: FRONTEND TECHNOLOGIES (ANGULAR)</li> </ul>
<ul> <li>Test 2nd attempt   after Frontend technologies</li> </ul>
Spring coursebook
<ul><li>Spring slides</li></ul>
<ul><li>Spring tasks</li></ul>

```
onworks@onworks-Standard-PC-i440FX-PIIX-1996: ~
onworks@onworks-Standard-PC-i440FX-PIIX-1996: ~$ echo $HOSTNAME
onworks-Standard-PC-i440FX-PIIX-1996
onworks@onworks-Standard-PC-i440FX-PIIX-1996:~$
```

We can use the command line to set the environment variable by calling the command export. Note – such setting of the environment variable is active only when using the terminal. When we close or restart the terminal, the variable will have to be set again. If you want to set the environment variable permanently, edit the <code>.bashrc</code> file by adding a new line with the export command, the name and value of the variable.

```
onworks@onworks-Standard-PC-i440FX-PIIX-1996: ~

onworks@onworks-Standard-PC-i440FX-PIIX-1996: ~$ export MY_VARIABLE="TEST"
onworks@onworks-Standard-PC-i440FX-PIIX-1996: ~$ echo $MY_VARIABLE
TEST
onworks@onworks-Standard-PC-i440FX-PIIX-1996: ~$
```

#### **Complete Lesson**