

21/2/25
Lab 4 : Setting up a Gradle project, understanding build scripts (Groovy), dependency management & task automation.

Info

WINDOWS

→ Gradle is open source build automation tool, which supports Java, Groovy & Kotlin. Used to automate tasks like compiling code, running tests, creating tasks & Java files.

Requisite :

- 1) In vs code, install gradle for java (extension)
- 2) extension pack for java (vs code)
- 3) Groovy (extension)

After installation, open new folder → new file as new Java project → gradle → filename (name) as groovy.

Once file gets open, go to app → src → main → java → App.java { execute prog to get 'hello world' as O/P.

be in -/java → then `javac lab4g1/App.java`
`java lab4grad.App`
 ex: gradleproj

1) package < filename >

`import java.awt.Desktop;`

`import java.net.URI;`

`public class App {`

`public static void main (String[] args)`

`{`

`String url = "http://www.google.com";`

`if (Desktop.isDesktopSupported())`

`{ Desktop desktop = Desktop.getDesktop();`
`desktop.browse(new URI(url));`

`}`

`else`

`{ System.out.println("Desktop is not supported on this platform");`

`}`

Similarly for App2.java

to run the cmd,

→ gradle task

→ gradle <task name>
hello

O/p... hello, Gradle!