

Building Java Projects with Gradle

This guide walks you through using Gradle to build a simple Java project.

What you'll build

You'll create a simple app and then build it using Gradle.

What you'll need

- About 15 minutes
- A favorite text editor or IDE
- JDK 6 (<http://www.oracle.com/technetwork/java/javase/downloads/index.html>) or later

How to complete this guide

Like most Spring Getting Started guides (/guides), you can start from scratch and complete each step, or you can bypass basic setup steps that are already familiar to you. Either way, you end up with working code.

To **start from scratch**, move on to Set up the project.

To **skip the basics**, do the following:

- Download (<https://github.com/spring-guides/gs-gradle/archive/master.zip>) and unzip the source repository for this guide, or clone it using Git (/understanding/Git):

```
git clone https://github.com/spring-guides/gs-gradle.git (https://github.com/spring-guides/gs-gradle.git
```

- cd into `gs-gradle/initial`
- Jump ahead to Install Gradle.

When you're finished, you can check your results against the code in `gs-gradle/complete`.

Set up the project

First you set up a Java project for Gradle to build. To keep the focus on Gradle, make the project as simple as possible for now.

Create the directory structure

In a project directory of your choosing, create the following subdirectory structure; for example, with

```
mkdir -p src/main/java/hello on *nix systems:
```

```
└─ src
  └─ main
    └─ java
      └─ hello
```


