BlueJ

Lets get started.

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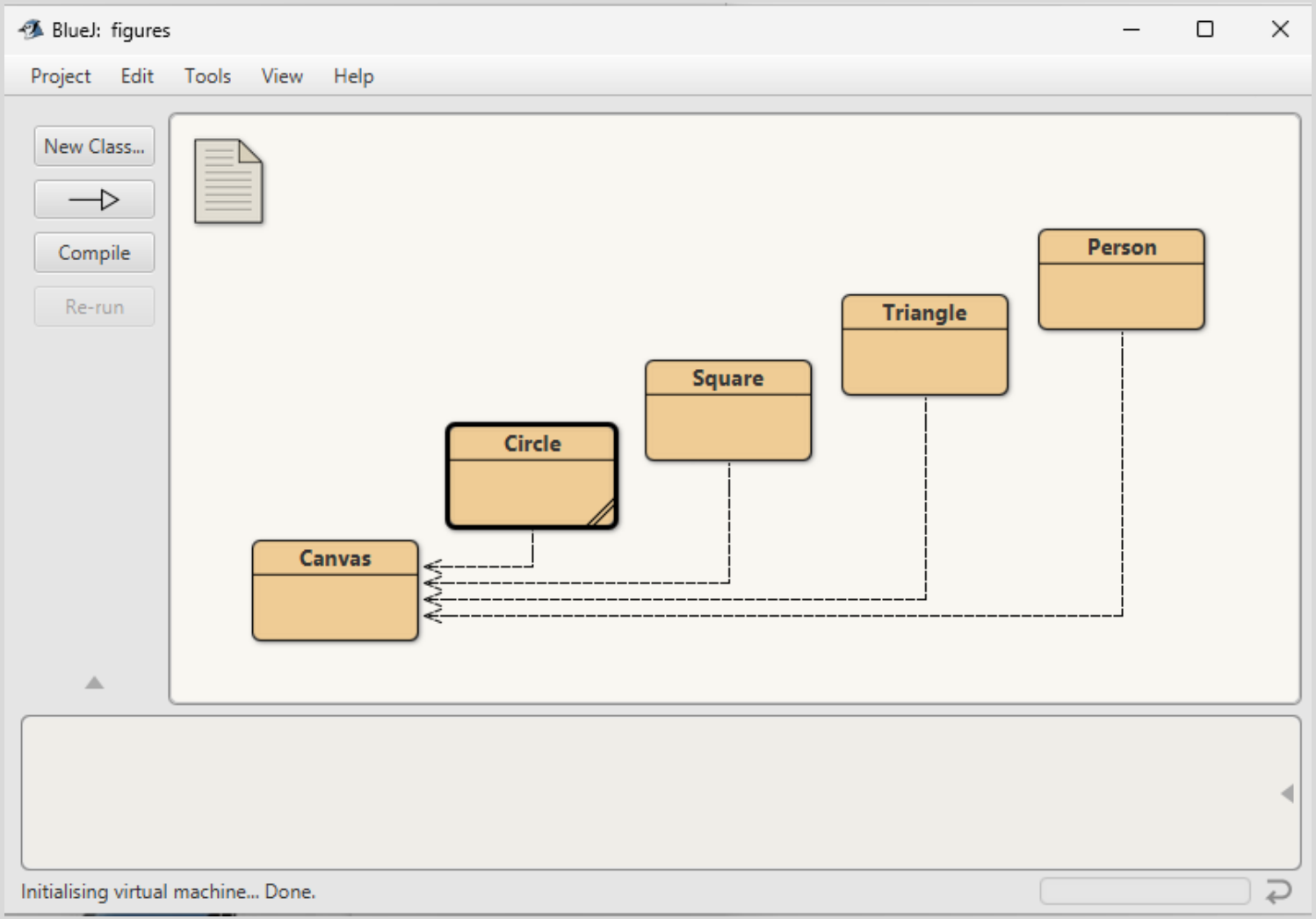
What is BlueJ?

BlueJ is a free, beginner-friendly integrated development environment (IDE) for the Java programming language, designed to teach object-oriented programming concepts.



Why are we using BlueJ?

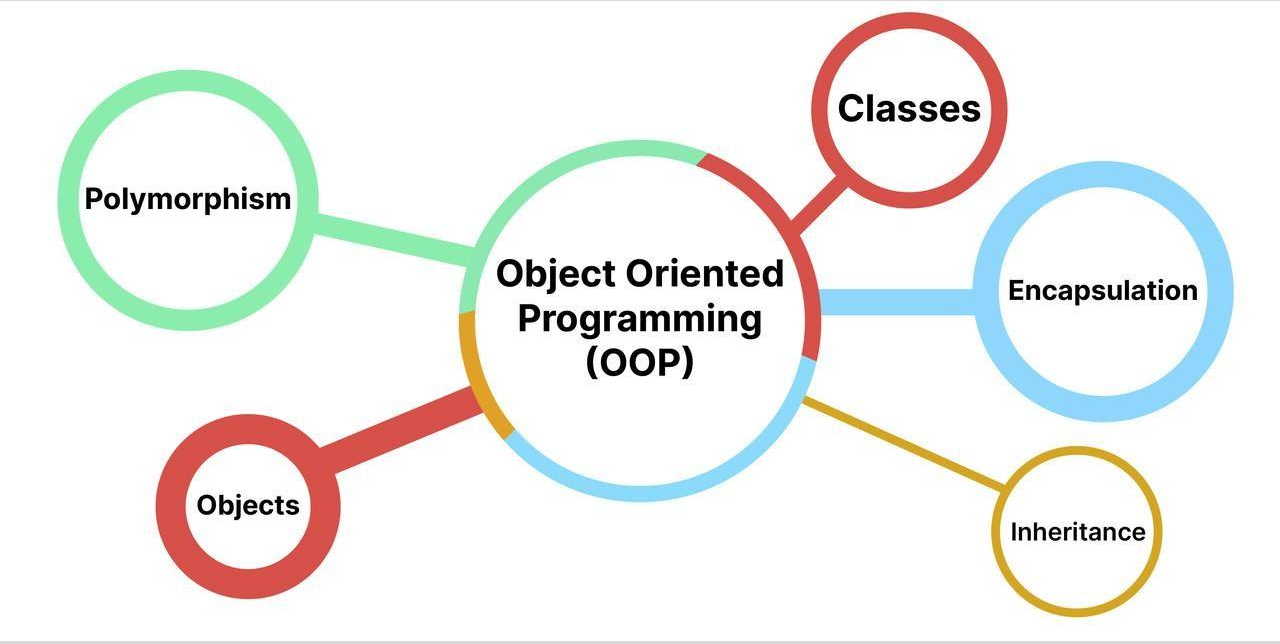
- Simple, non-intimidating interface
- Interactive object creation
- Powerful visualisation of class structure and objects
- Makes complex Object-Oriented Programming (OOP) concepts easier for beginners to grasp and experiment with.

What is Programming?

Programming IS
problem solving.

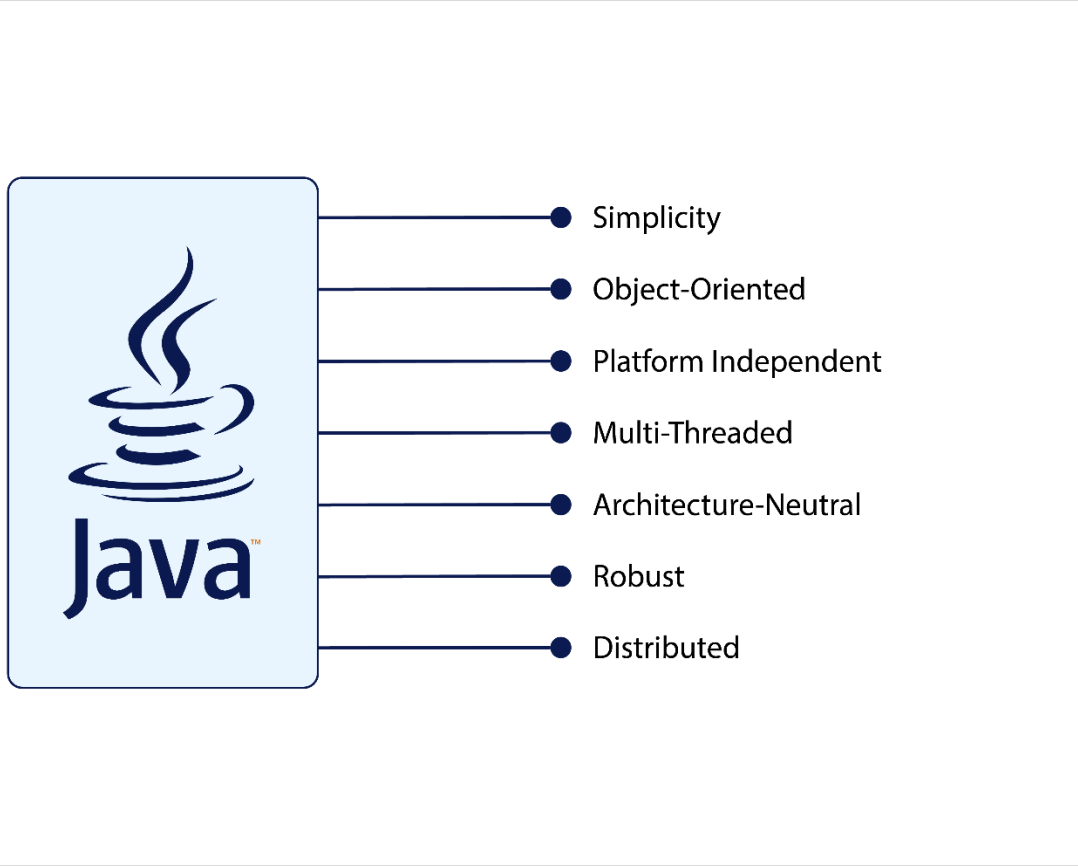
What is Object Oriented Programming (OOP)?

- Object-oriented programming is based on the concept of objects
- In object-oriented programming data structures, or objects are defined, each with its own properties or attributes.
- Each object can also contain its own procedures or methods



What is Java?

- Java is a multiplatform, object-oriented programming language that runs on billions of devices worldwide.
- It powers applications, smartphone operating systems, enterprise software, and many well-known programs.
- Despite having been invented over 20 years ago, Java is currently the most popular programming language for app developers.

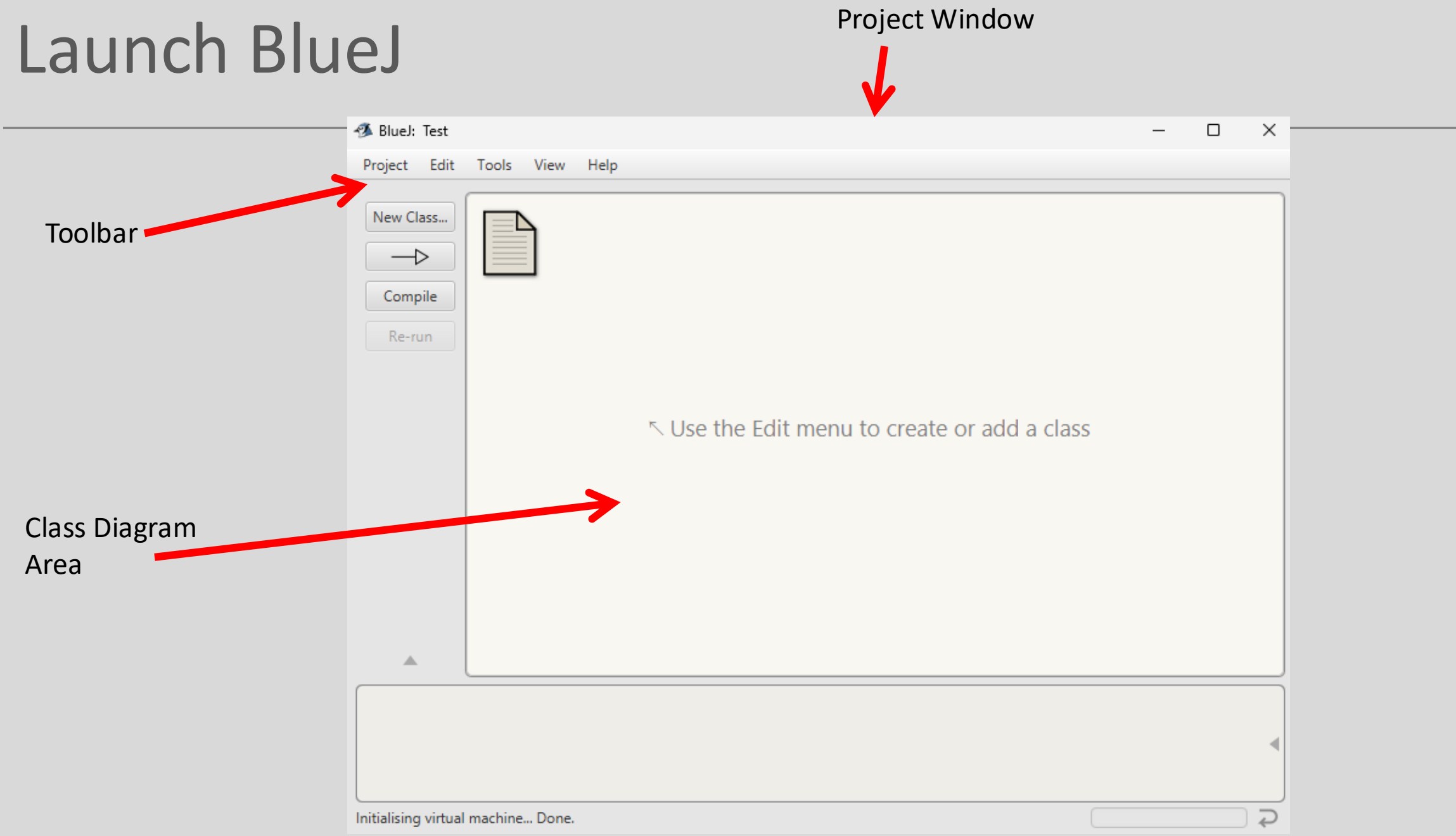


Flow of Control in a Program

- Each program you write will typically have:

Sequence	Things that will be done in a **particular order**
Selection	Things that will be done **conditionally**
Iteration	Things that will be done **repetitively**

Launch BlueJ

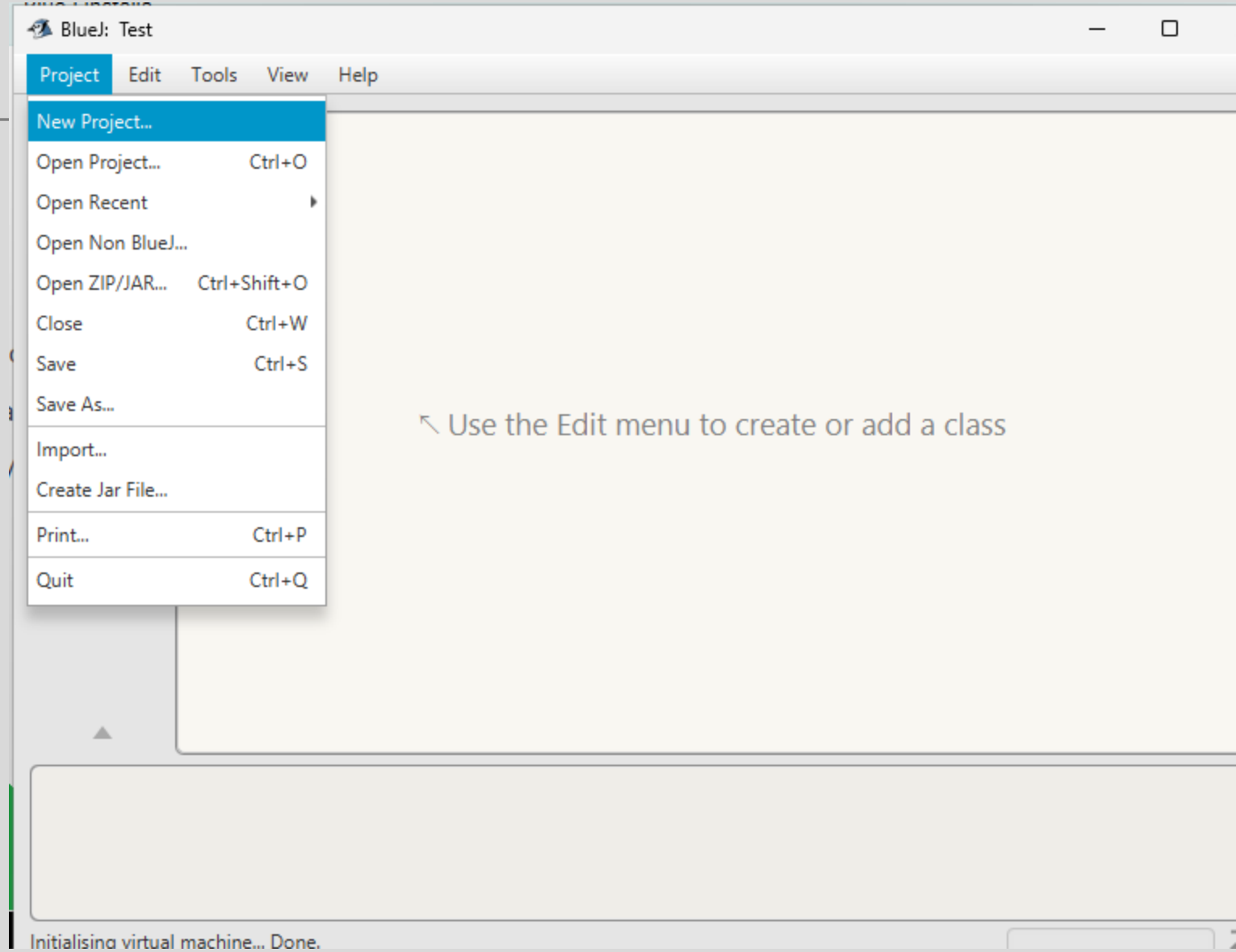


Hello World

BlueJ

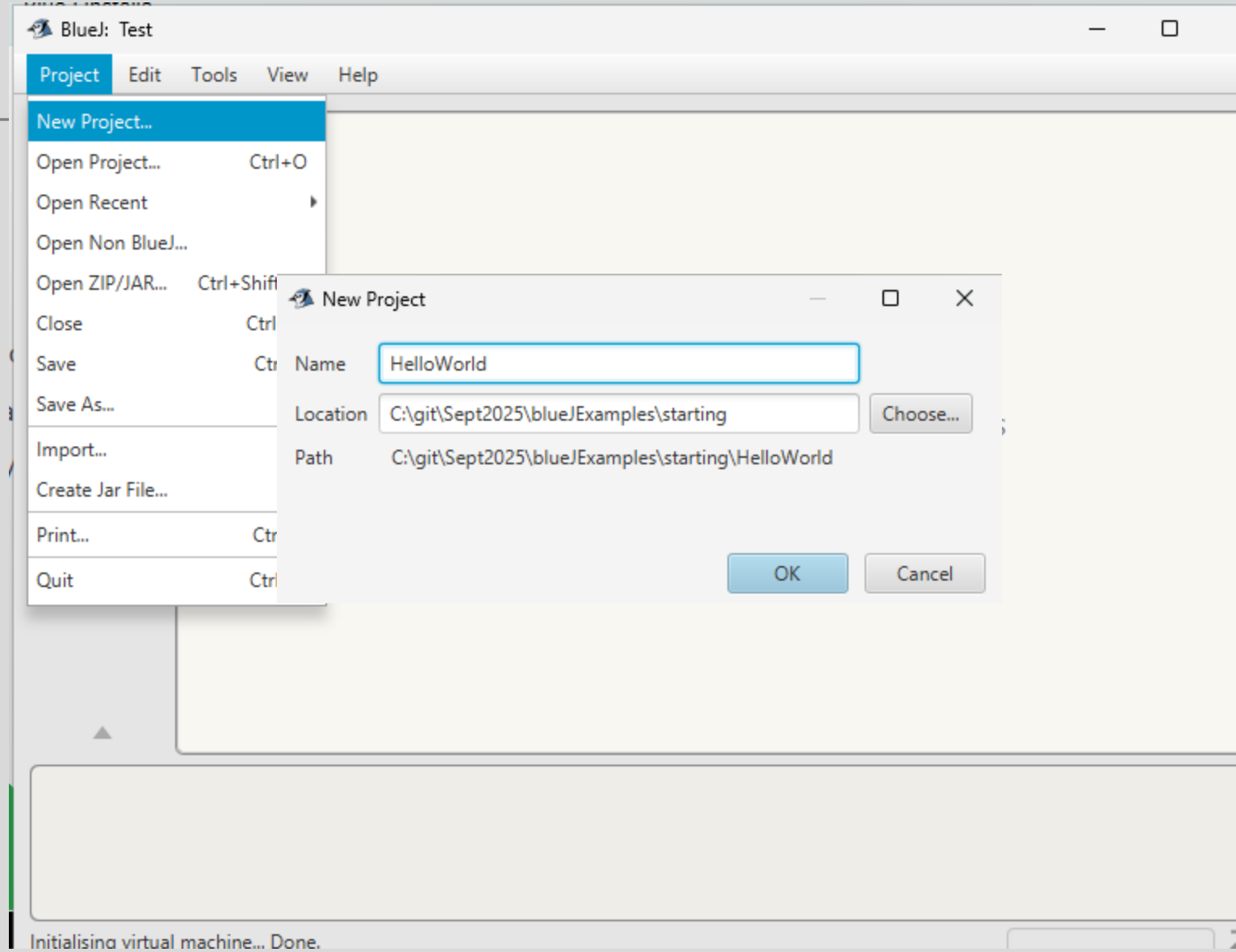
New Java Project

- Click on Project -> New Project



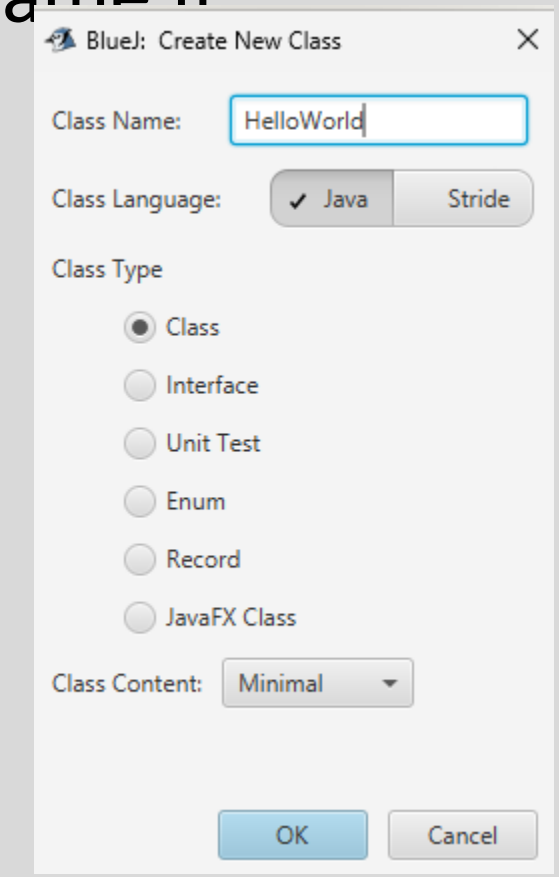
New Java Project

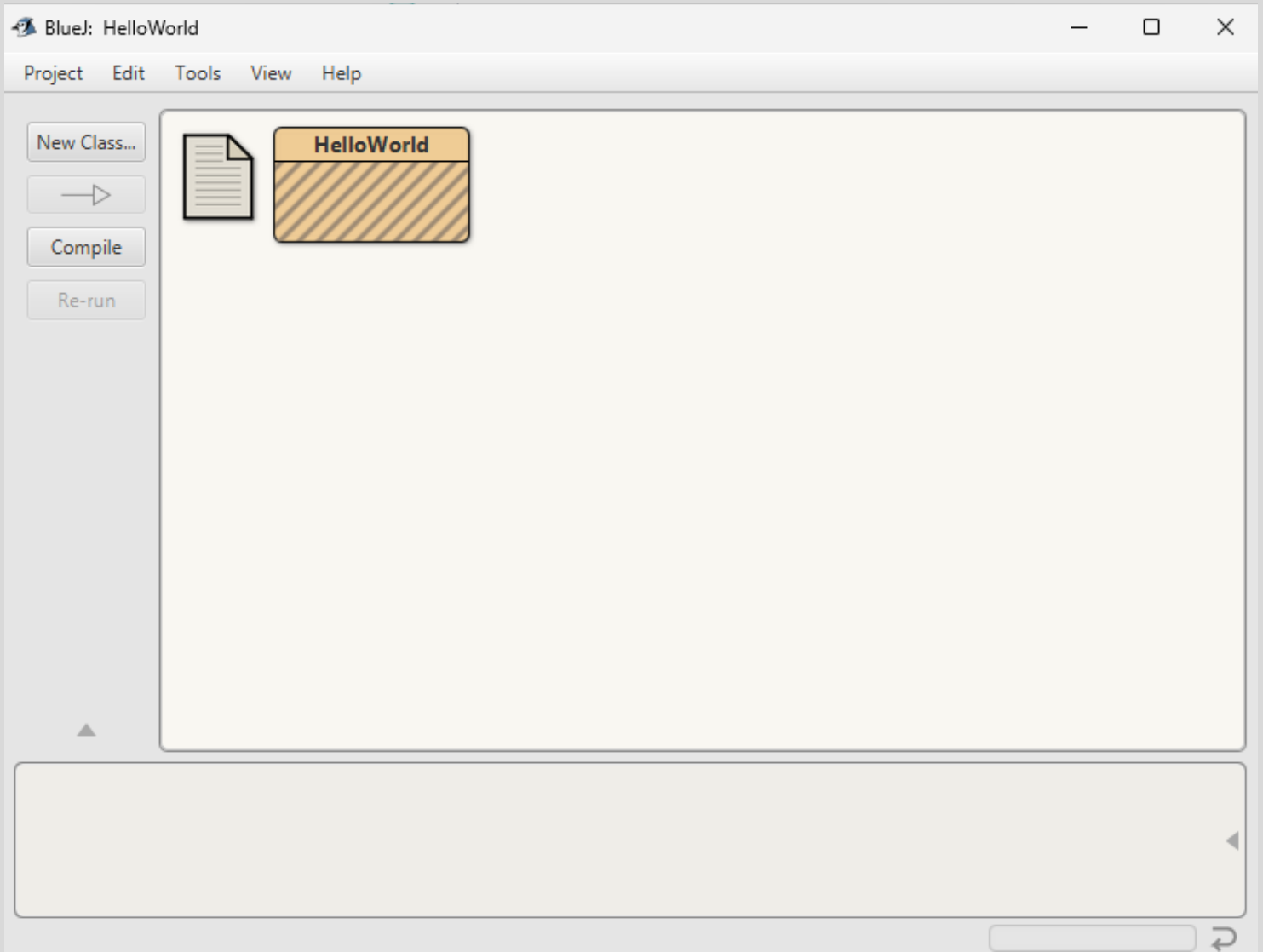
- Give your project a name and location, press OK



New Java Project

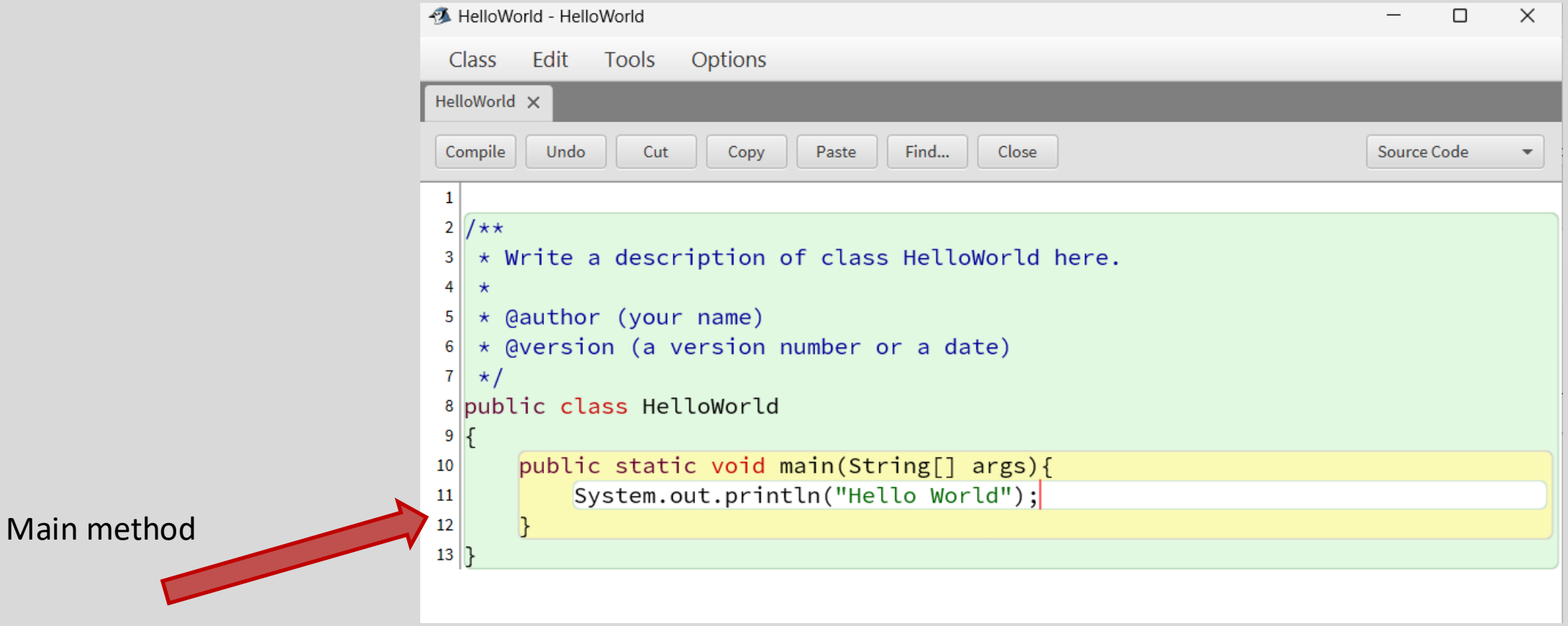
- Click on New Class, and name it



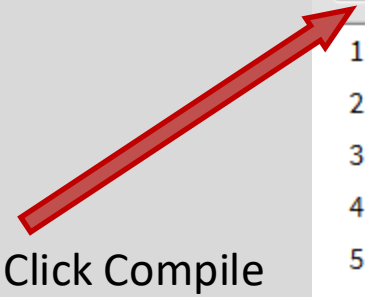


main method

- Double-Click on the HelloWorld class, and add the following code



Compile



HelloWorld - HelloWorld

Class Edit Tools Options

HelloWorld

Compile Undo Cut Copy Paste Find... Close Source Code

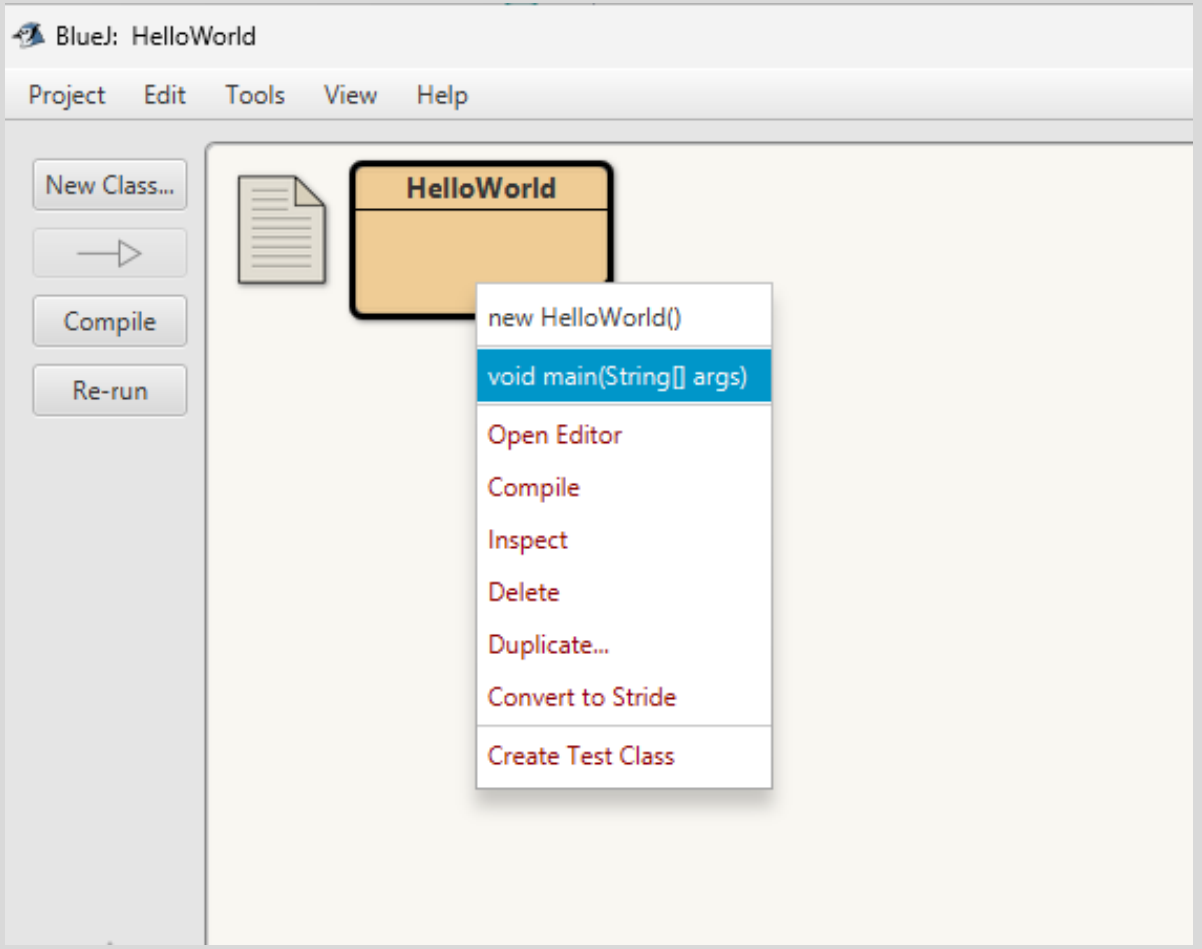
```
1
2  /**
3   * Write a description of class HelloWorld here.
4   *
5   * @author (your name)
6   * @version (a version number or a date)
7   */
8  public class HelloWorld
9  {
10     public static void main(String[] args){
11         System.out.println("Hello World");
12     }
13 }
```

Class compiled - no syntax errors

saved

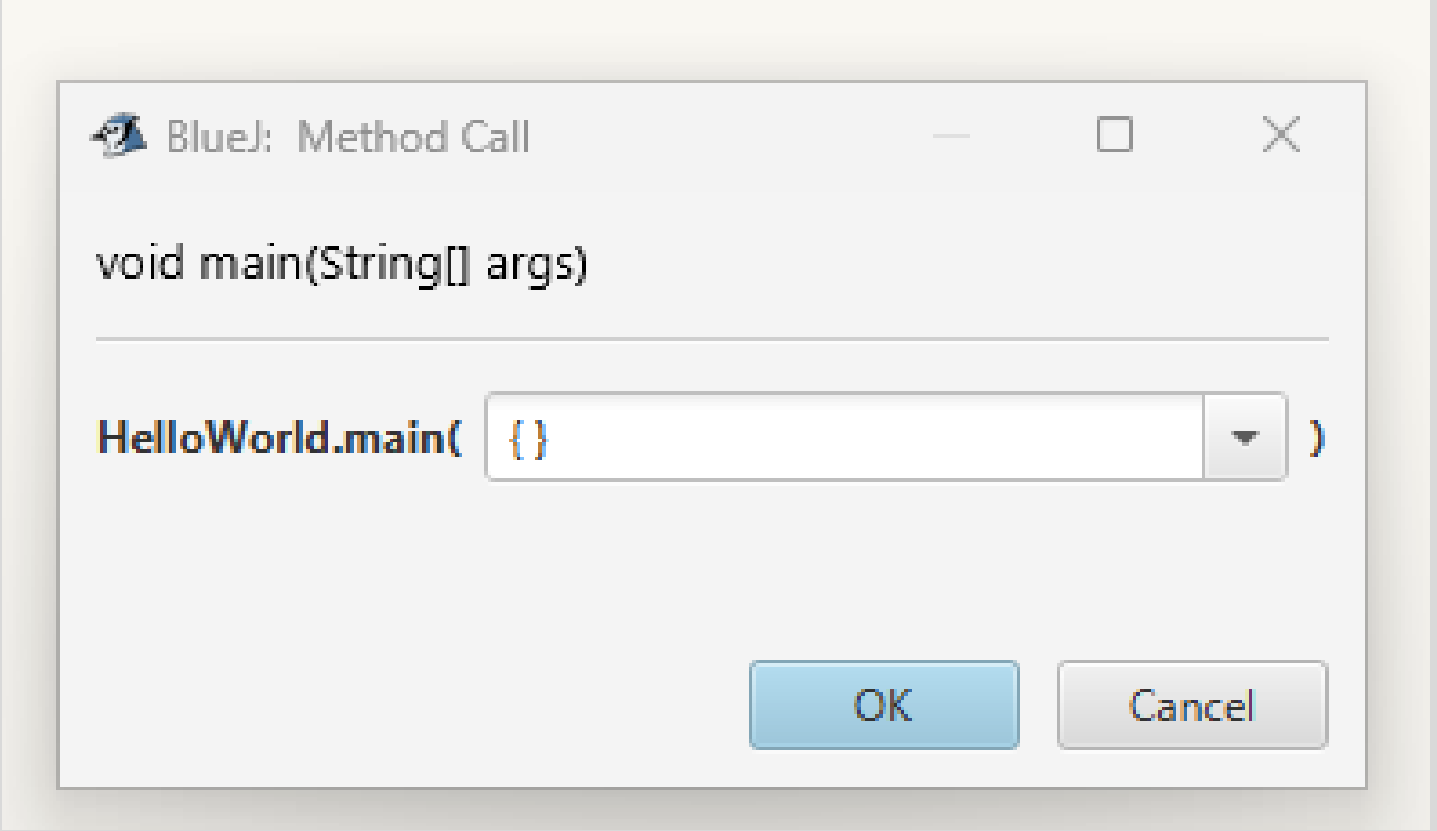
Run your Code

- Right-Click on your class, and choose your main method



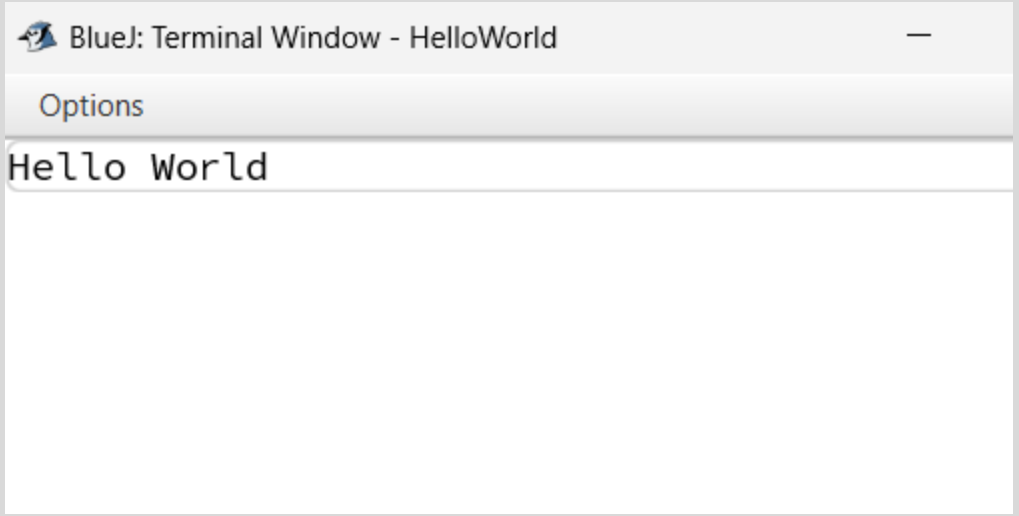
Run your Code

- Click OK



Output

- You should see the following in your code window



Questions?