

[NetBeansLab2]

Dynamic NetBeans Asteroids Game

March 1, 2022

Introduction: In this assignment, we apply the NetBeans Platform in the Asteroid game setting. The focus will be on loading and unloading NetBeans modules dynamically.

Objectives: The objective of this assignment is to get familiar with the NetBeans module system, provide sufficient information to get started with CODA practice using NetBeans platform, and appreciate the component-oriented features of the NetBeans platform.

Classwork: I expect you to focus on the NetBeans module system and how to load and unload NetBeans modules using the auto update service API.

- Port the components from previous class work and use the NetBeans module system to register the services and the Lookup to find the service providers.
- Generate an "Update Center (UC)" using the maven deploy profile
Select the deployment profile, see [app pom.xml].
Remember to add all modules as dependencies when you build the NetBeans Update Site.
Clean and install the <AppName>-app module.
- In the build target directory you will now find the "netbeanssite" folder, that is your update center location.
- Install the "SilentUpdate" module in your game [SilentUpdate] .
- Change the URL in "Bundle.properties" file from the "SilentUpdate" module to point to the update centers updates.xml file.
- Use the "Update Center" to load a components by adding the update descriptors in the update centers updates.xml file.

Uploading Modules to UC: For updating your modules from the "Update Center" follow the steps below:

- Build your module by right clicking on the module in the NetBeans IDE and chose "Clean and Build".
- From the NetBeans IDE Files view unfold the .NBM file in the "target" folder.
- In the .NBM file your will find an "info" folder that contains a "info.xml" file.
- Open the "info.xml" file and copy the content of the <module> tag (including the tag).
Exclude the licens information.
- Copy the .NBM file to the location of your "Update Center".
- Paste the <module> tag information into the "updates.xml" file.