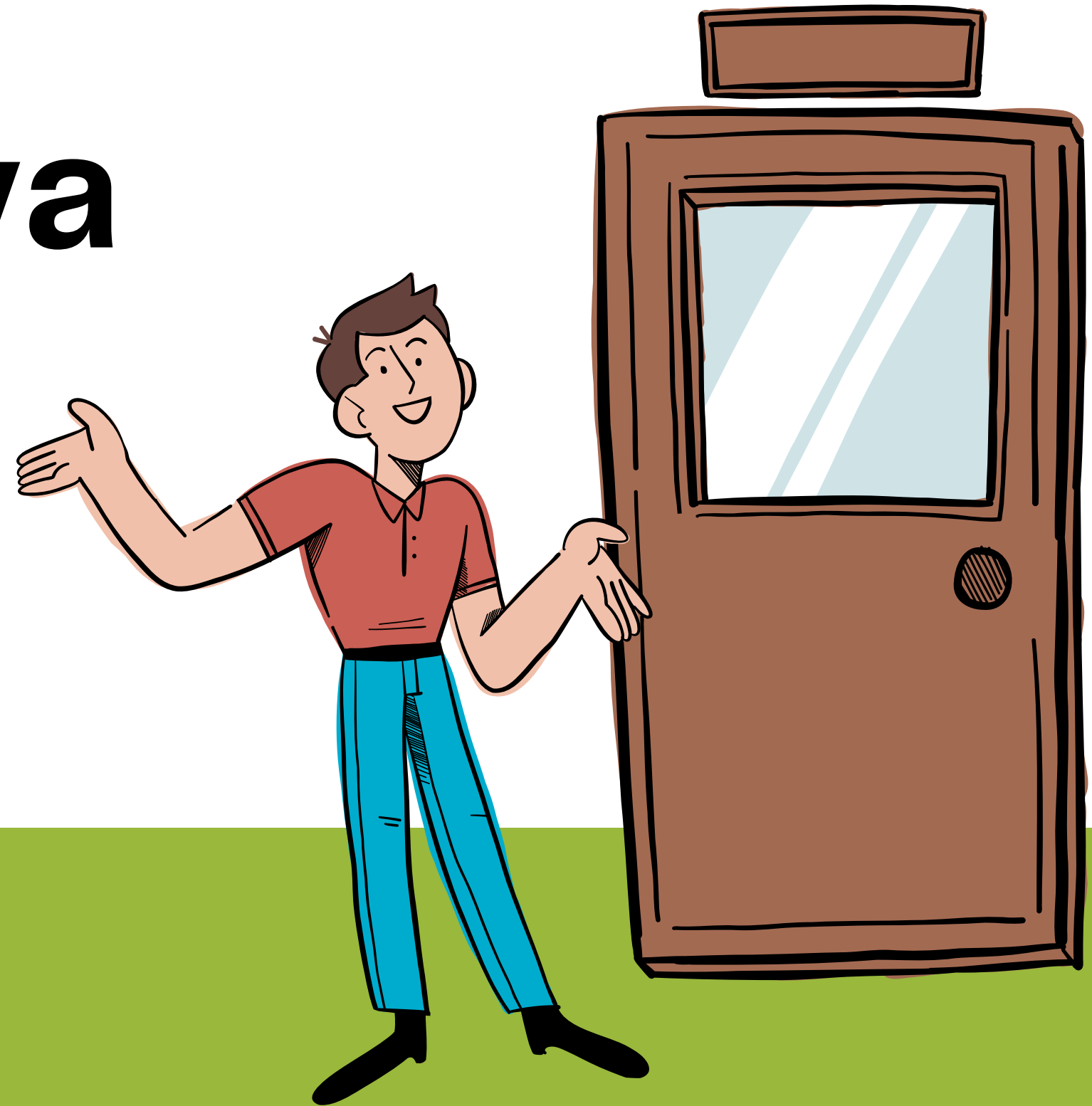


Session 2:

Creating a Java

Main Class



Objectives

After completing this lesson, you should be able to

- Use the Eclipse IDE to create and test Java classes
 - Write a main method
 - Use `System.out.println` to write a String literal to system output

Topics

- Java classes and packages
- The main method

Java Classes

- A Java class is the building block of a Java application.

ShoppingCart.java

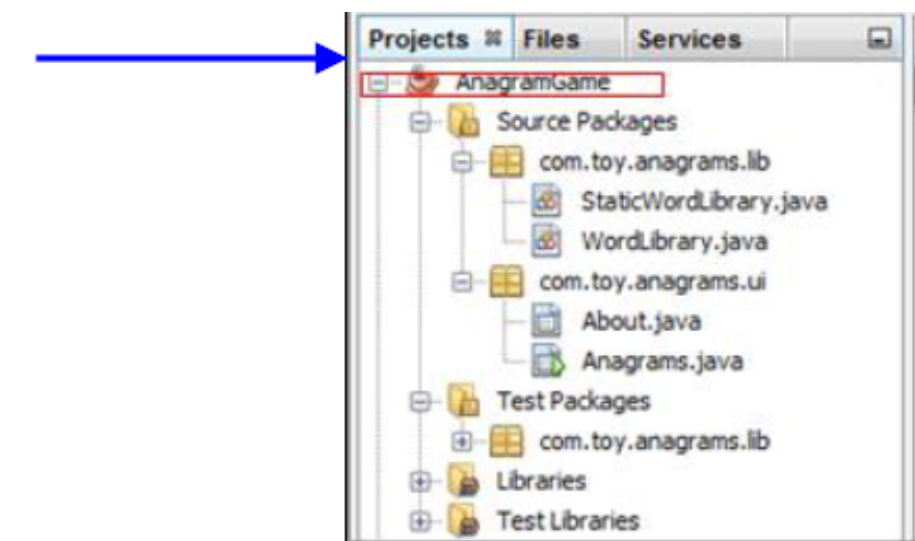


Includes code that

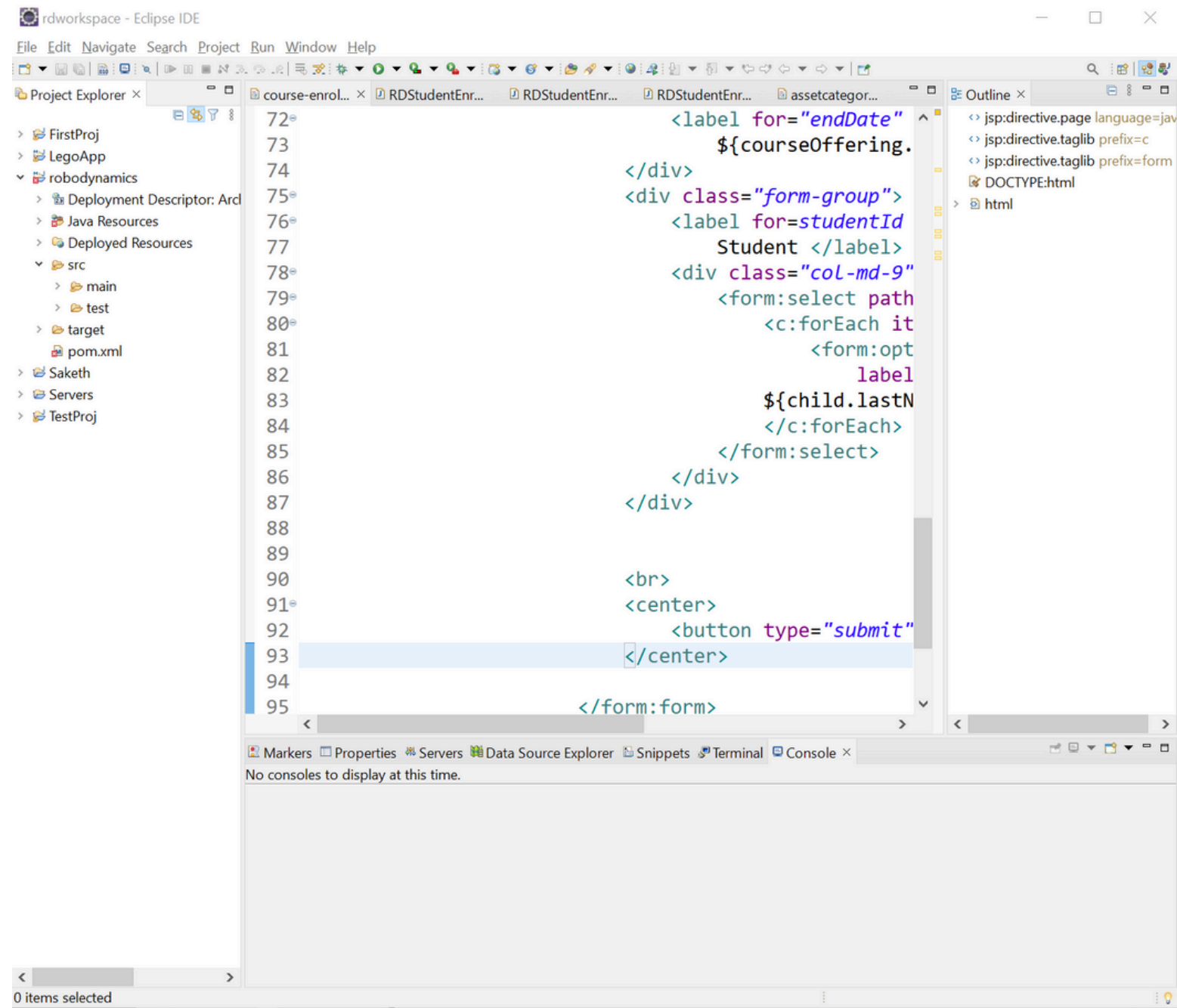
- Allows a customer to add items to the shopping cart
- Provides visual confirmation to the customer

Java IDE

- A Java Integrated Development Environment (IDE) is a type of software that makes it easier to develop Java applications.
- An IDE provides:
 - Syntax checking
 - Various automation features
 - Runtime environment for testing
- It enables you to organize all your Java resources and environment settings into a Project.
- Projects contain packages.
 - Packages contain files, such as .java.

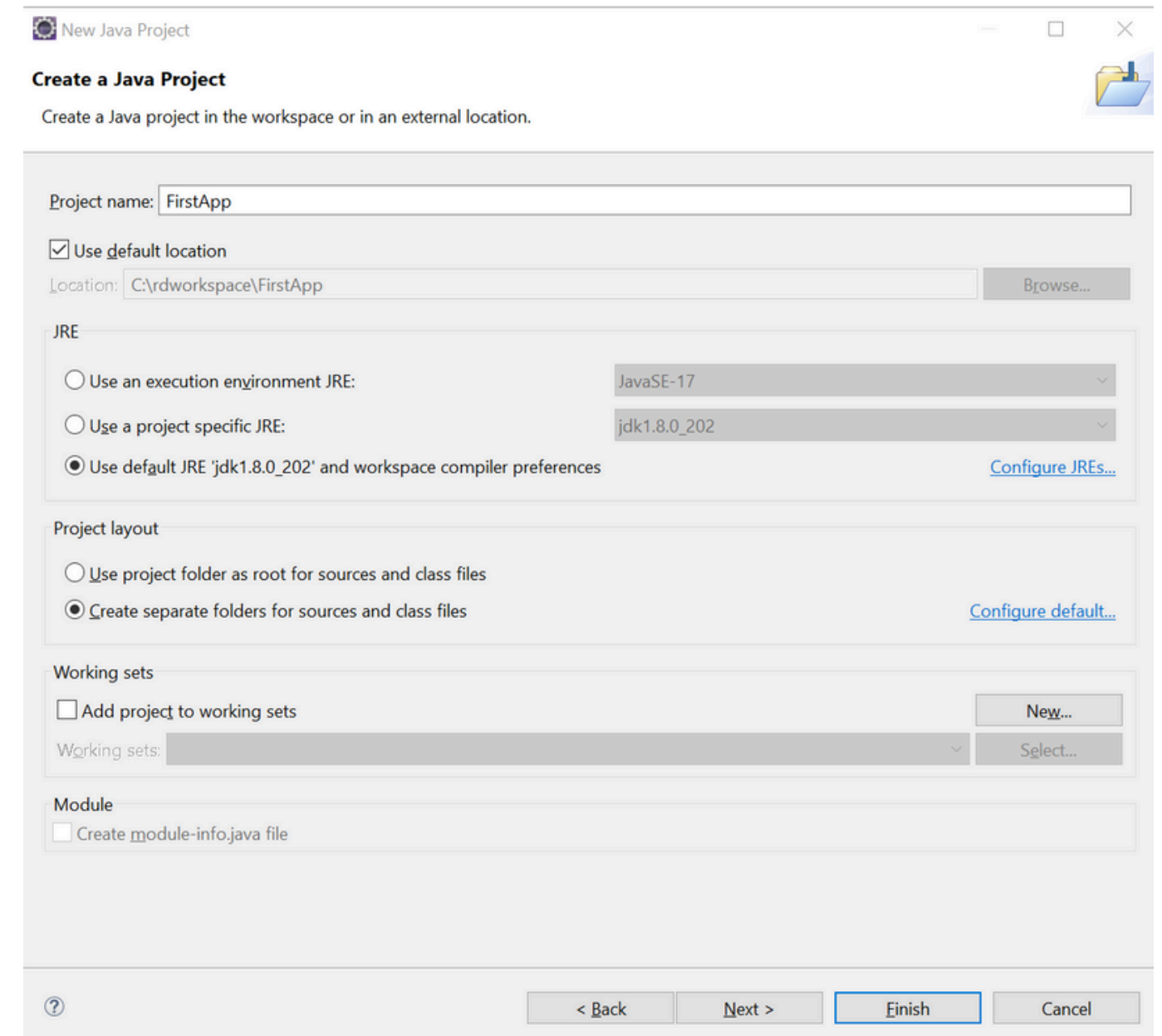


Eclipse IDE



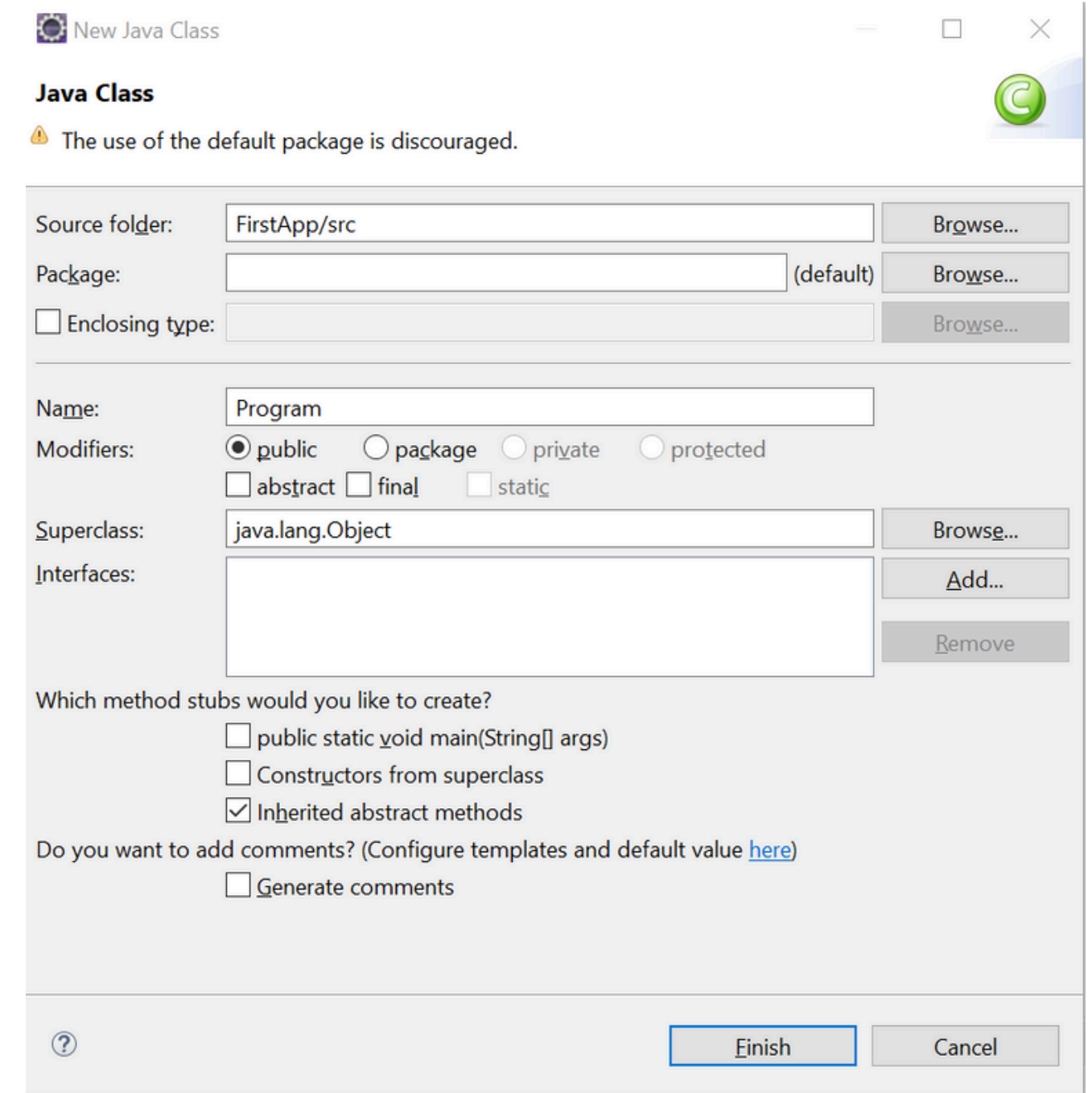
Creating a Java Project

- Select File > New Project.
- Select Java Application.
- Name and set the location for the project.
- Select “Create Main Class” if you want it done for you automatically.
- Click Finish.



Creating a Java Class

- Select File > New File.
- Select your project and choose Java Class.
- Name the class.
- Assign a package.
- Click Finish.



The screenshot shows the 'New Java Class' dialog box. At the top, it says 'Java Class' and has a warning icon with the text 'The use of the default package is discouraged.' Below this, there are three rows for 'Source folder:', 'Package:', and 'Enclosing type:', each with a text field and a 'Browse...' button. The 'Name:' field contains 'Program'. Under 'Modifiers:', there are radio buttons for 'public' (selected), 'package', 'private', and 'protected', and checkboxes for 'abstract', 'final', and 'static'. The 'Superclass:' field contains 'java.lang.Object' with a 'Browse...' button. The 'Interfaces:' field is empty with 'Add...' and 'Remove' buttons. A section titled 'Which method stubs would you like to create?' has checkboxes for 'public static void main(String[] args)', 'Constructors from superclass', and 'Inherited abstract methods' (checked). Below this, it asks 'Do you want to add comments? (Configure templates and default value [here](#))' with a 'Generate comments' checkbox. At the bottom right are 'Finish' and 'Cancel' buttons.

The main Method

- It is a special method that the JVM recognizes as the starting point for every Java program.
- The syntax is always the same:

```
public static void main (String[] args) {  
    // code goes here in the code block  
}
```

- It surrounds entire method body with braces { } .

A main Class Example

The diagram shows a Java code snippet for a class named 'Hello'. The code is enclosed in a yellow rounded rectangle. Annotations with blue arrows point to specific parts of the code: 'Class name' points to 'Hello' in 'public class Hello'; 'main method' points to the 'main' method signature; 'Comments' points to the two lines of comments inside the 'main' method; and 'Program output' points to the 'println' statement.

```
public class Hello {  
  
    public static void main (String[] args) {  
        // Entry point to the program.  
        // Write code here:  
        System.out.println ("Hello World!");  
    }  
}
```

Class name

main method

Comments

Program output

Output to the Console

- Syntax:

```
System.out.println (<some string value>);
```

- Example:

```
System.out.println ("This is my message.");
```

String literal

Be sure to include the
semicolon

Avoid syntax errors

- NetBeans will tell you if you have done something wrong.
- Common errors include:
 - Unrecognized word (check for case-sensitivity error)
 - Missing close quotation mark
 - Unmatched brace
 - Missing semicolon

Compiling and Running a Program by Using NetBeans

