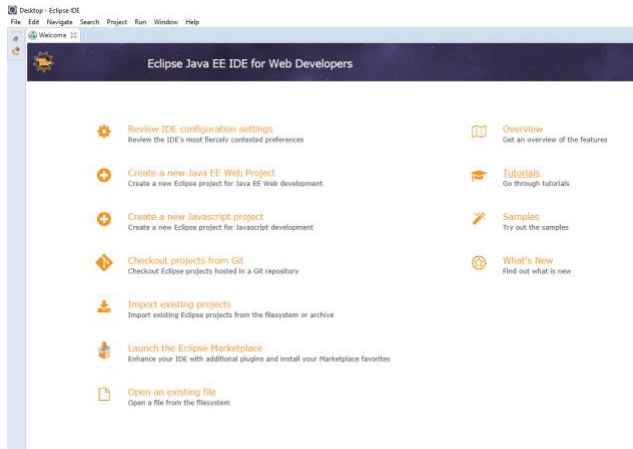


CSD 3464 – Assignment Submission Instructions

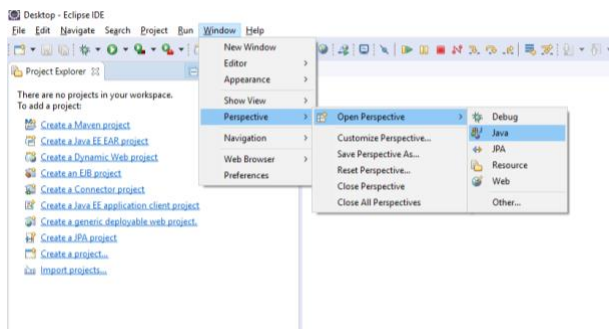
Note: This document assumes you have properly installed the Eclipse IDE for Enterprise Developers.

Instructions – Create a Java Project

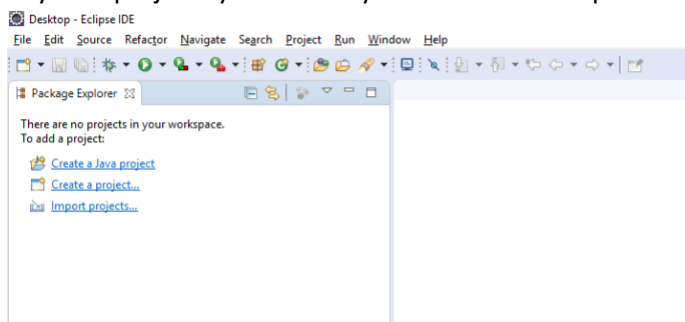
1. Start by opening the Eclipse IDE. You may see a screen similar to that below.



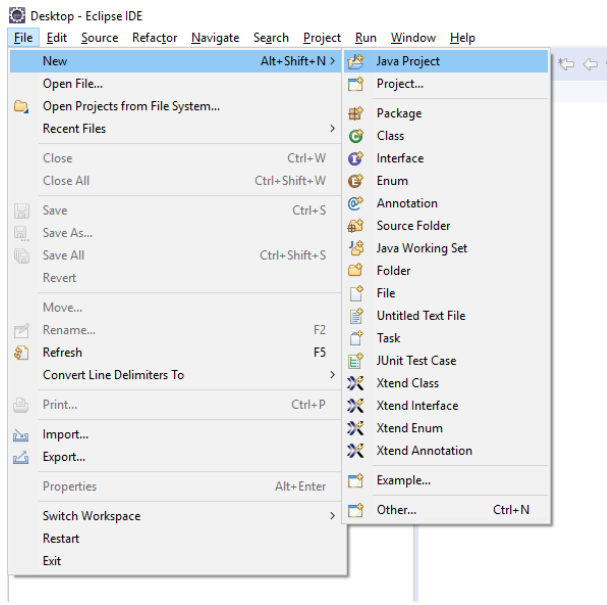
2. Close the tab by clicking the "X" icon next to "Welcome".
3. In the toolbar select "Window" → "Perspective" → "Open Perspective" → "Java".



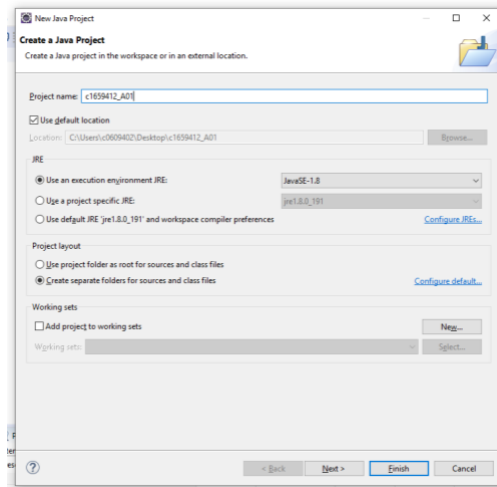
4. You are now in the Java perspective and should see the "Package Explorer". This pane will show any Java projects you have in your current Workspace.



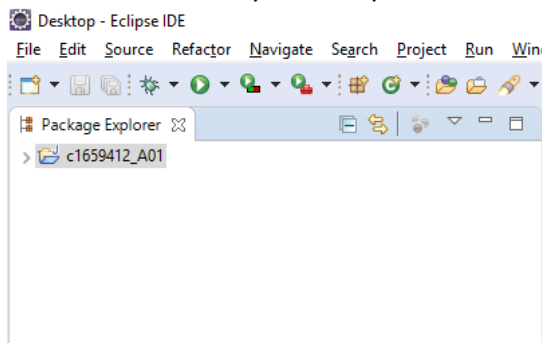
5. Create a Java Project. In the toolbar select "File" → "New" → "Java Project".



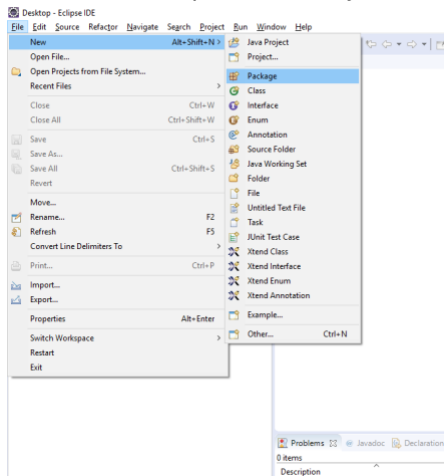
6. A new window will appear as shown below. Start by entering your project name. Your project name MUST be in the format **c#####_A##**. For example, if your c number is c1659412 and the assignment you are completing is Assignment 01, your project name should be **c1659412_A01**. Once your project name is entered click the “Finish” button.



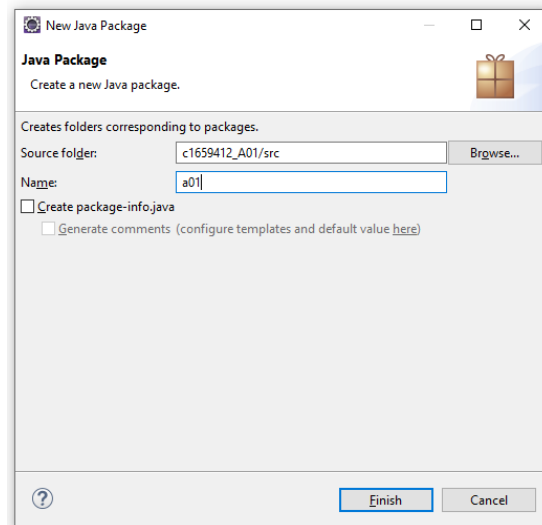
7. You should now see your newly created Java project in the Package Explorer.



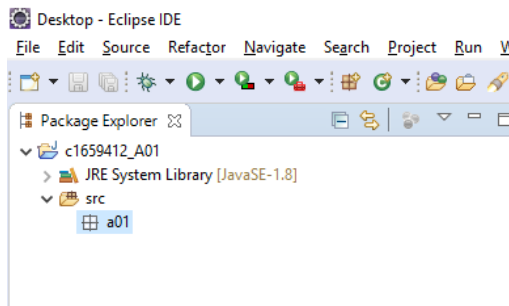
8. Select the newly created Project and then in the toolbar select “File” → “New” → “Package”.



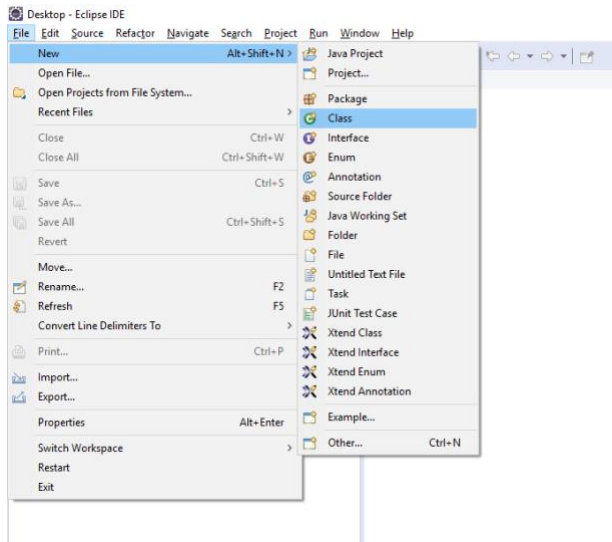
9. A new window will appear as shown below. Your **Package** name should be in the format **a##** where **##** is the assignment number you are completing; for example, for Assignment 01 your **Package** should be **a01**. Click “Finish” in the bottom right hand corner.



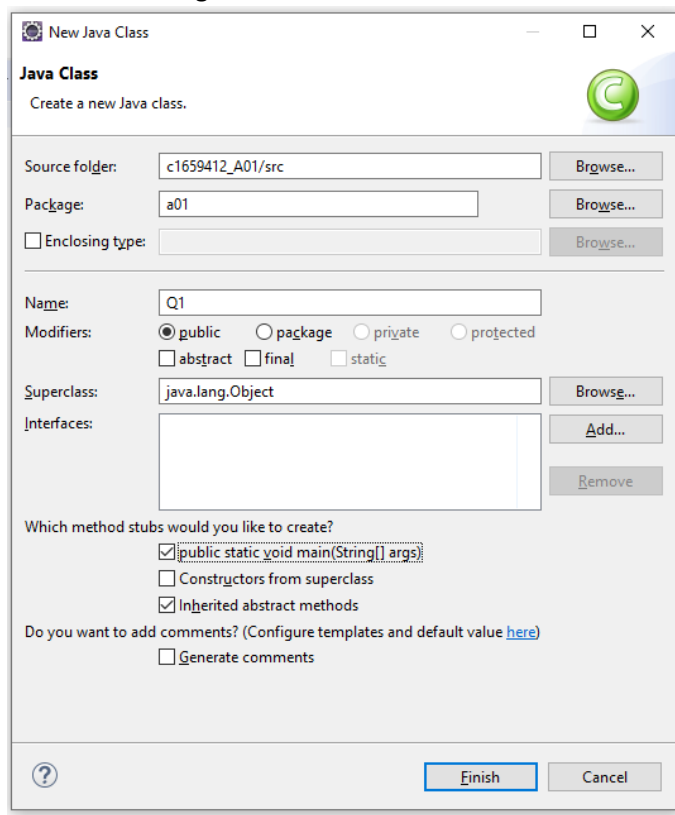
10. You should now see the newly created package in your Package Explorer.



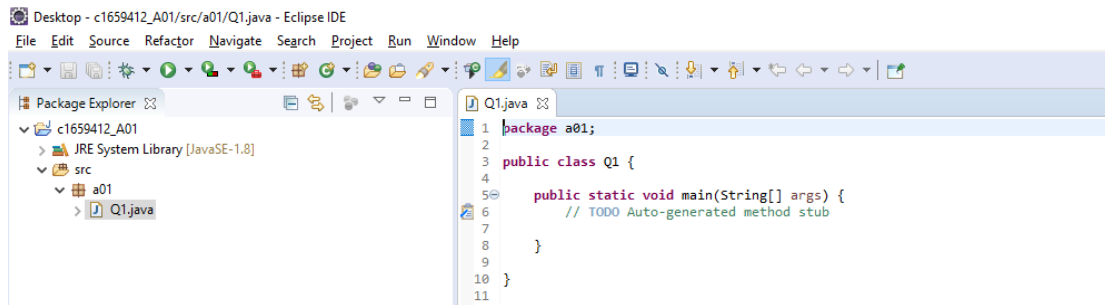
11. Select the newly created package and then in the toolbar select “File” → “New” → “Class”.



12. A new window will appear as shown below. Your class Name should be in the format Q# where the # is the question number in the assignment you are answering; for example, if you are answering Question 01 from Assignment 01 your class name should be Q1.
13. In the same window as that for step 12 ensure the checkbox next to the text “public static void main(String args[])” is selected. This will auto-generate the main method for class. Click “Finish” in the bottom right hand corner of the window.



14. You should now see the newly created Java Class in your Package Explorer.



15. In **each** Java class that contains a *main* method, you must include the following Java multiline comment.

```
/******
```

Assignment 01

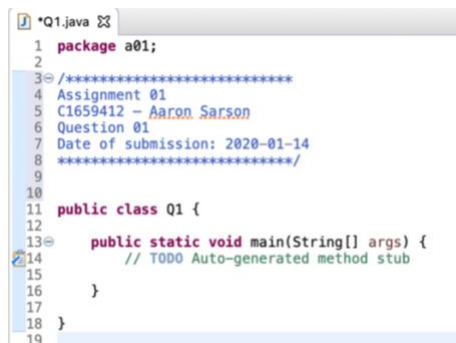
C1659412 – Aaron Sarson

Question 01

Date of submission: 2020-01-14


```
*****/
```

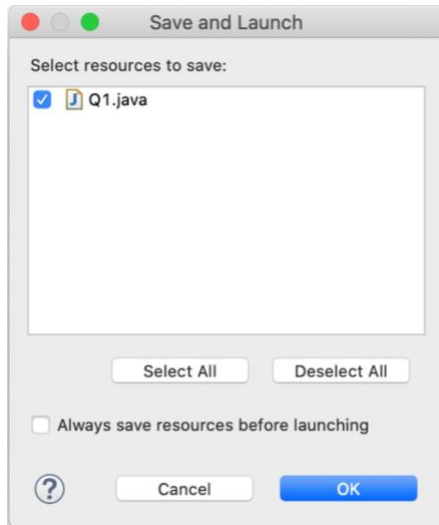
Note: You should replace the above information with your c#, name, question number, and date of submission.



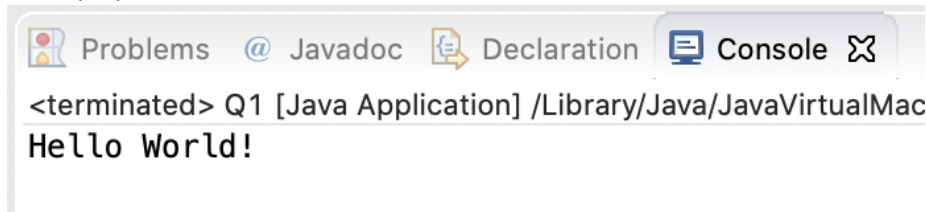
16. Delete the “// TODO Auto-generated method stub” comment from the Java class and replace it with the Java code required to answer the corresponding question.

```
1 package a01;
2
3 /******
4 Assignment 01
5 C1659412 – Aaron Sarson
6 Question 01
7 Date of submission: 2020-01-14
8 *****/
9
10 public class Q1 {
11
12     public static void main(String[] args) {
13         System.out.println("Hello World!");
14     }
15 }
16
17
18 }
```

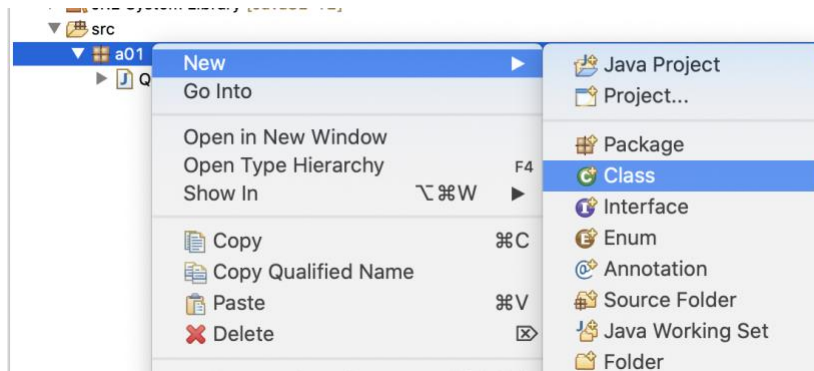
17. To run the code from Step 16, select the green play button in the toolbar . The first time the green play button is selected a new window will appear and you must select the Java class with the *main* method you would like to execute. Click “OK”.



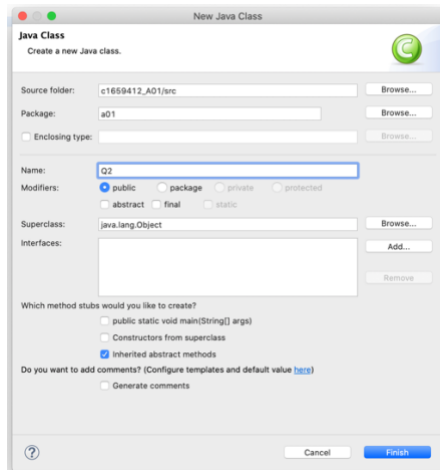
This will cause the *main* method in the selected Java class to execute. Any output produced will be displayed to the console window at the bottom of the IDE.



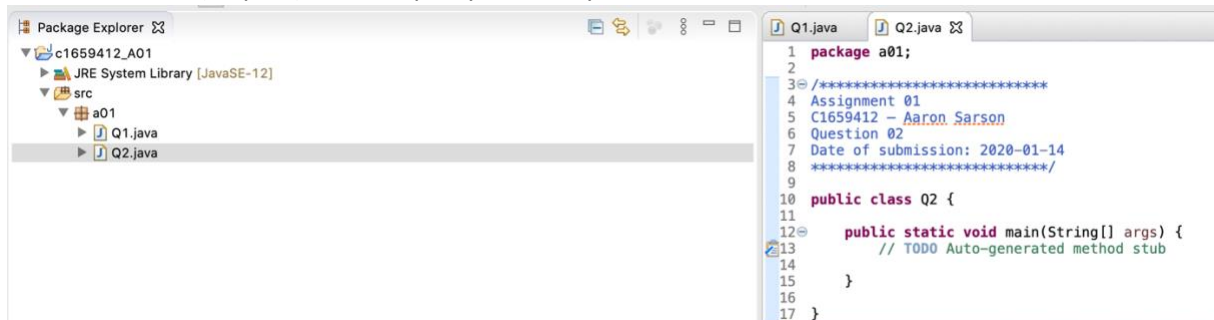
18. Most assignments have more than one question to answer. To add more Java classes, right-click the **package** you would like to add an additional Java class to from the “Package Explorer” → “New” → “Class”.



19. A new popup window will appear as shown below. Note the **Package** name is automatically populated. You must specify the module **Name** in the format Q# as done so previously in step 12. **Remember:** To select the checkbox next to “public static void main(String args[])” to autogenerate a main method stub. Select “Finish” in the bottom right hand corner of the window.



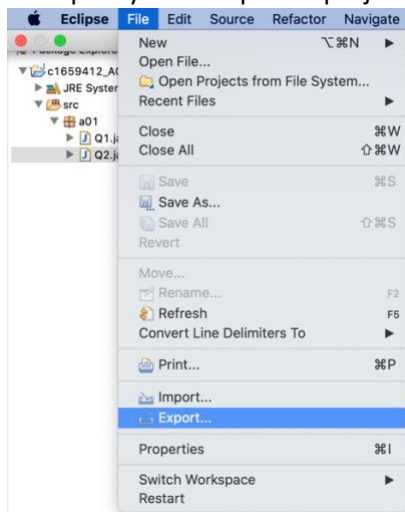
20. The new Java class should now appear in the Package Explorer. Remember to add the required comment block (step 15) to the top of your newly created Java class.



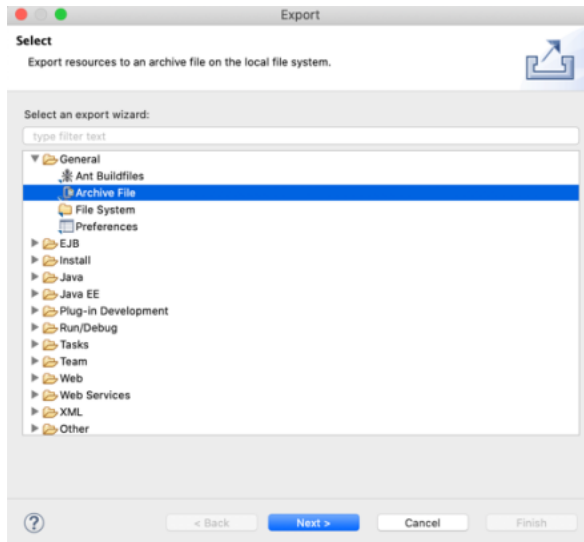
Instructions – Export Project

Once you have complete answering all the questions in the assignment you need to export the project. The exported project will be in the form of a zipped folder which will be submitted to the appropriate D2L drobox.

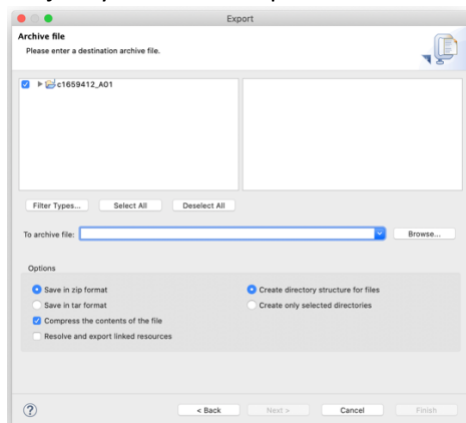
1. To export your completed project, select “File” → “Export” as shown below.



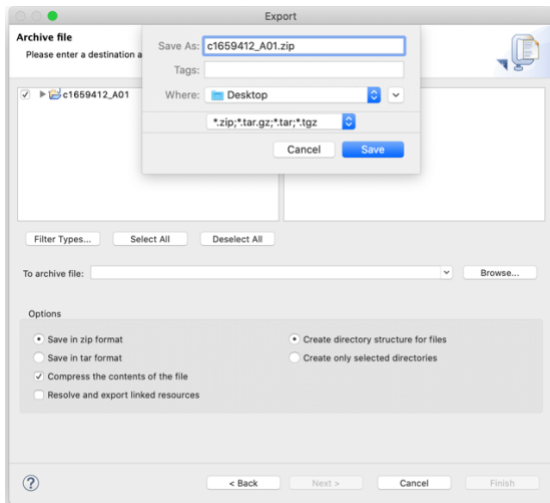
2. A new window will appear as show below. Select “General” → “Archive File” and then click the “Next >” button.



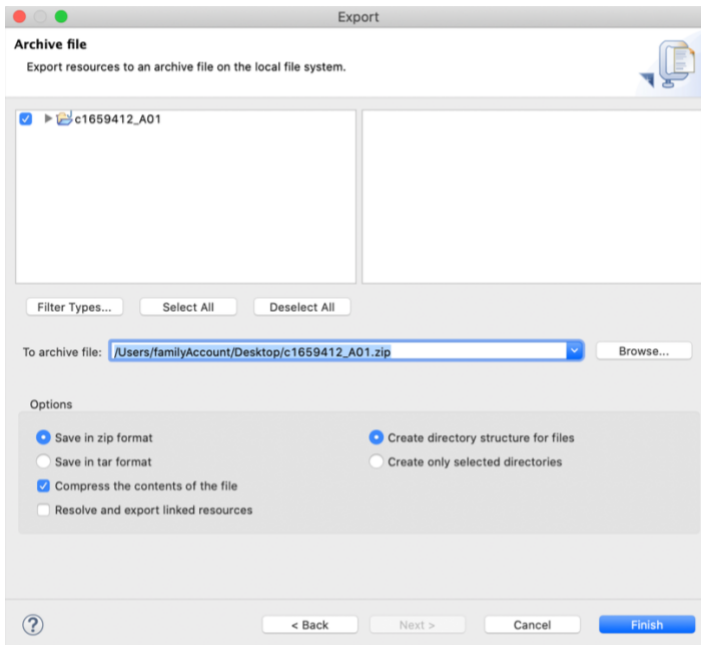
3. A new window will appear similar to that below. Ensure a check mark appears next to the Project you wish to export.



4. In the window shown below select “Browse” and navigate to the location where you wish to save your exported project. The name of the zipped folder should be in the format c#####_A## (same as step 6), see below image for example file name. Click the “Save” button.



5. Click the “Finish” button in the window below.



6. Submit the zipped folder to the appropriate D2L dropbox by the required due date.