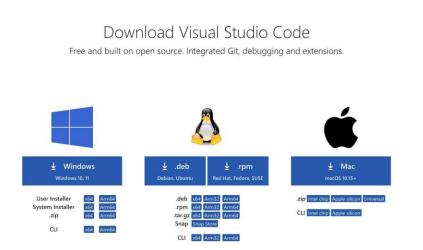
# VSCode安裝與測試

PDSA-2025-spring

### Step 1: 安裝VSCode

前往Visual Studio Code官網, 依照自己的作業系統下載並且安裝。





https://code.visualstudio.com/Download

### Step 2: 安裝JAVA&VSCode JAVA插件

A.安裝Coding Pack: <a href="https://code.visualstudio.com/docs/java/java-tutorial">https://code.visualstudio.com/docs/java/java-tutorial</a>

Setting up VS Code for Java development

#### Coding Pack for Java

To help you set up quickly, you can install the **Coding Pack for Java**, which includes VS Code, the Java Development Kit (JDK), and essential Java extensions. The Coding Pack can be used as a clean installation, or to update or repair an existing development environment.

Install the Coding Pack for Java - Windows

Install the Coding Pack for Java - macOS

**Note**: The Coding Pack for Java is only available for Windows and macOS. For other operating systems, you will need to manually install a JDK, VS Code, and Java extensions.

B.從終端機安裝(之後要進VSCode安裝插件)

Ubuntu: sudo apt install openjdk-21-jdk

MacOS: brew install openjdk

Windows:

https://aka.ms/vscode-java-in

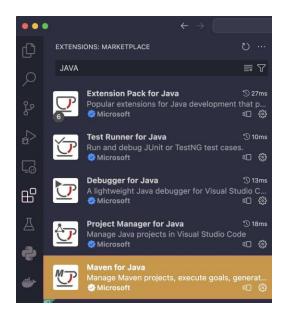
staller-win

MacOS:

https://aka.ms/vscode-java-in

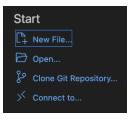
staller-mac

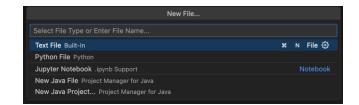
### 確認插件已安裝



### Step 3: 創建專案

- 1. 在首頁點選New File
- 2. 點選New Java Project
- 3. 點選No build tools
- 4. 選擇Java專案要放的位置
- 5. 輸入專案名稱按Enter

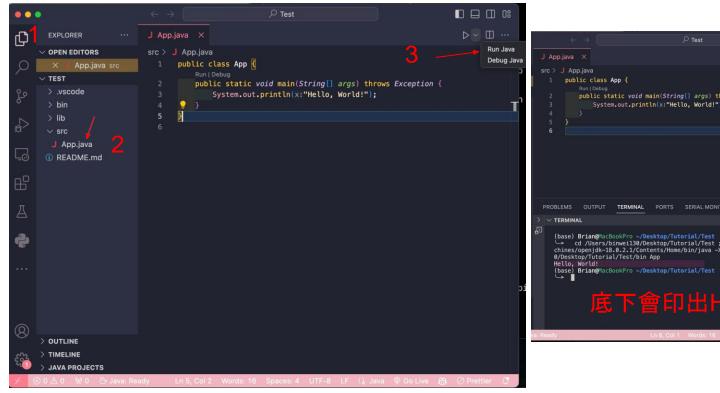






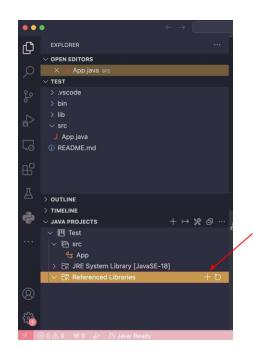
Input a Java project name (Press 'Enter' to confirm or 'Escape' to cancel)

### Step 4: 測試是否可以正常運作

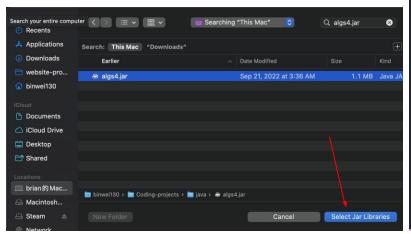


```
public static void main(String[] args) throws Exception {
       System.out.println(x:"Hello, World!");
                                                     ⊗ Run: App + ∨ Ⅲ 前
chines/openjdk-18.0.2.1/Contents/Home/bin/java -XX:+ShowCodeDetailsInExceptionMessages -cp /Users/binwei13
```

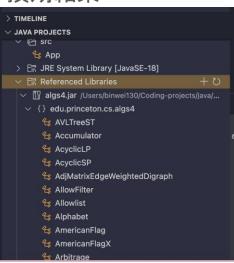
## Step 5: 導入課程所需插件(algs4.jar)



在Referenced Libraries上面按 + 選擇下載好的algs4.jar後按確定



### 預期結果



### Step 6: 更改App.java測試是否有導入成功

```
import edu.princeton.cs.algs4.Stack;
public class App {
   public static void main(String[] args) throws Exception {
        Stack<Integer> stack = new Stack<Integer>();
        stack.push(1);
        System.out.println(stack.peek());
   }
}
```

若Terminal可以印出"1"的話, 代表導入成功, 之後作業可以照此步驟進行。

### Bonus: 用@ntu.edu.tw信箱申請Copilot

#### 可參考此文章

https://medium.com/%E5%BD%BC%E5%BE%97%E6%BD%98%E7%9A%84-swift-ios-app-%E9%96%8B%E7%99%BC%E5%95%8F%E9%A1%8C%E8%A7%A3%E7%AD%94%E9%9B%86/%E7%94%A8%E8%80%81%E5%B8%AB-%E5%AD%B8%E7%94%9F%E8%BA%AB%E4%BB%BD%E5%85%8D%E8%B2%BB%E4%BD%BF%E7%94%A8-qithub-copilot-223236e0e0e8



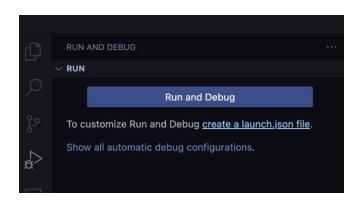
用學校信箱申請GitHub以後並且提交認證文件,審核成功後就可以在Vscode安裝Copilot, AI幫你建議接下來要打什麼程式碼.

```
Run|Debug

public static void main(String[] args) throws Exception {
    //Create a stack and push 1 to 10 into it
    stack<Integer> stack = new Stack<Integer>();
}
```

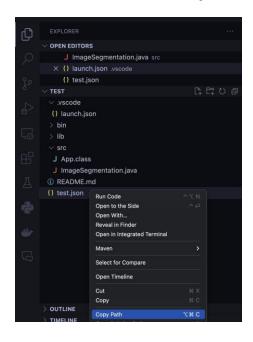
### 使用測試資料:

- 1. 使用如同前面提到的導入方式導入lib中的json-simple-1.1.1.jar
- 2. 將作業連結中的Test code貼上Vscode
- 3. 把你的程式碼填進去
- 4. 到左方的Run&Debug按下create a launch.json file.



### 使用測試資料

複製下載好的test.json路徑,加入.vscode/launch.json檔案中的args選項



```
"version": "0.2.0".
"configurations": [
        "type": "java",
       "name": "Current File",
       "request": "launch",
        "mainClass": "${file}"
        "type": "java",
        "name": "ImageSegmentation",
        "request": "launch",
        "mainClass": "ImageSegmentation",
        "projectName": "ImageSegmentation_6c507772",
        "args": ["test.json"]
```

### 再如前面一樣正常跑就可以有以下輸出

```
Case 1
Score: 0 / 4
Case 2
Score: 0 / 4
```

### 有問題可以在Discord發問

