# PARTE II Ambiente de Programação Java

## Ambientes de Programação Java

- Editor de texto >\_
- IDEs (Integrated Development Environment)
  - Eclipse
  - \* NetBeans

\*

# Ambiente: Shell Editor: vi/emacs/notepad/etc

- \* A "tela preta" certamente não é o ambiente ideal de desenvolvimento para o estágio de tecnologia atual. Porém, saber usar este ambiente pode ocasionalmente "salvar o dia".
- Exemplo:
  - \* emacs -nw opa.java
  - \* javac opa.java
  - \* java opa

000

```
public class opa{
   public static void main(String[] args) {
       String[] frases1 = new String[6];
       frases1[5] = ";-)";
       frases1[0] = "Caro amigo,";
       frases1[2] = "a programar em Java.";
       frases1[4] = "Java na UTFPR";
       frases1[1] = "convido você a aprender";
       frases1[3] = "Faça especialização";
       int i;
       for(i = 0; i < frases1.length; i++)</pre>
           System.out.println(frases1[i]);
```

-uuu:---F1 **opa.java** All L1 (Java/l Abbrev)-------

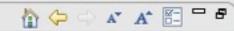
Loading cc-mode...done

# eclipse

(c) Copyright Eclipse contributors and others, 2000, 2011. All rights reserved. Eclipse is a trademark of the Eclipse Foundation,Inc. Oracle and Java are registered trademarks of Oracle and/or itsaffiliates.Other names may be trademarks of their respective owners.



















#### Workbench basics

Learn about basic Eclipse workbench concepts



#### **Team support**

Find out how to collaborate with other developers



#### C/C++ Development

Get familiar with the C/C++ Development Tools (CDT)



#### **Eclipse Marketplace**

Install Eclipse extensions and solutions

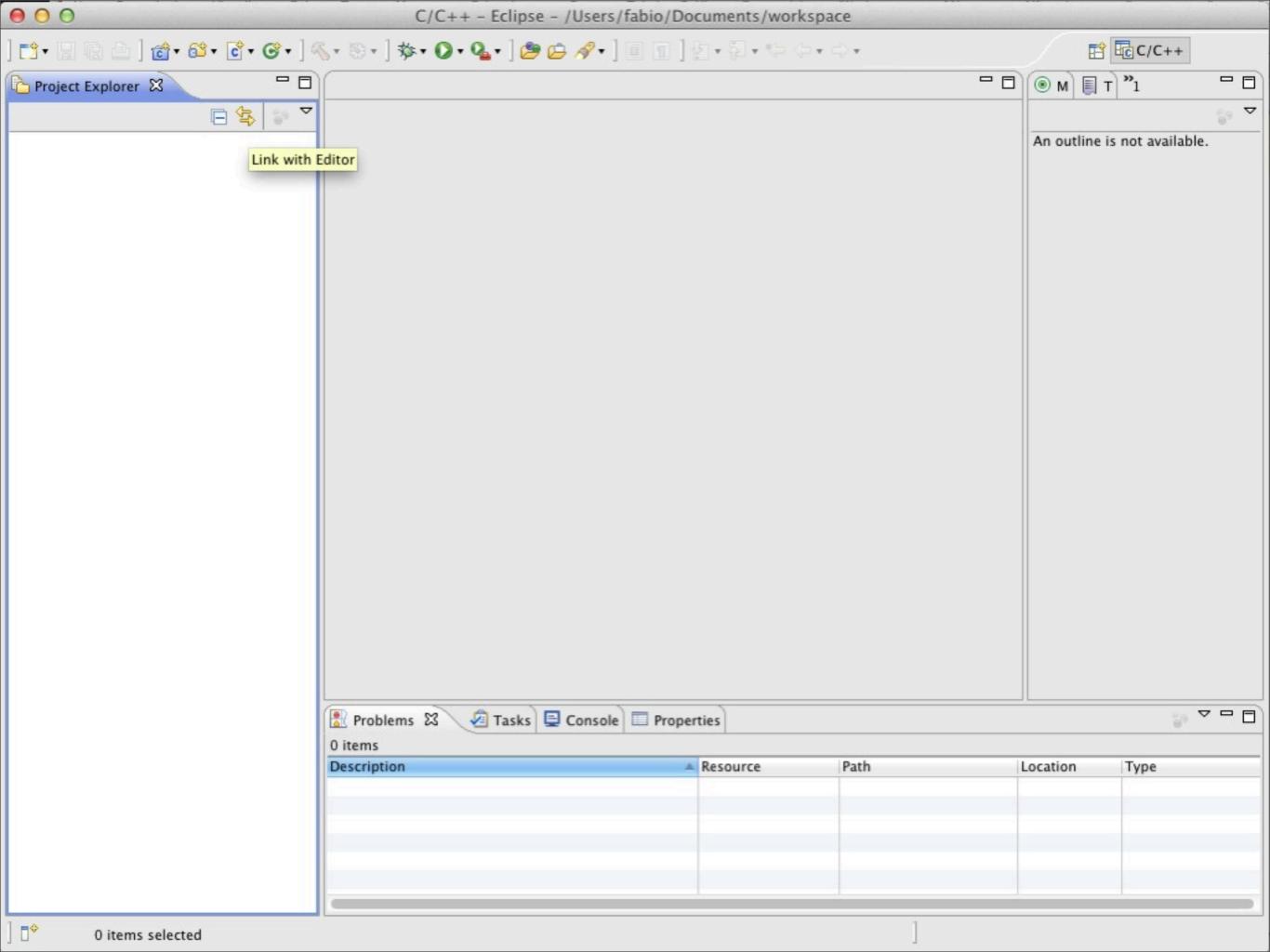


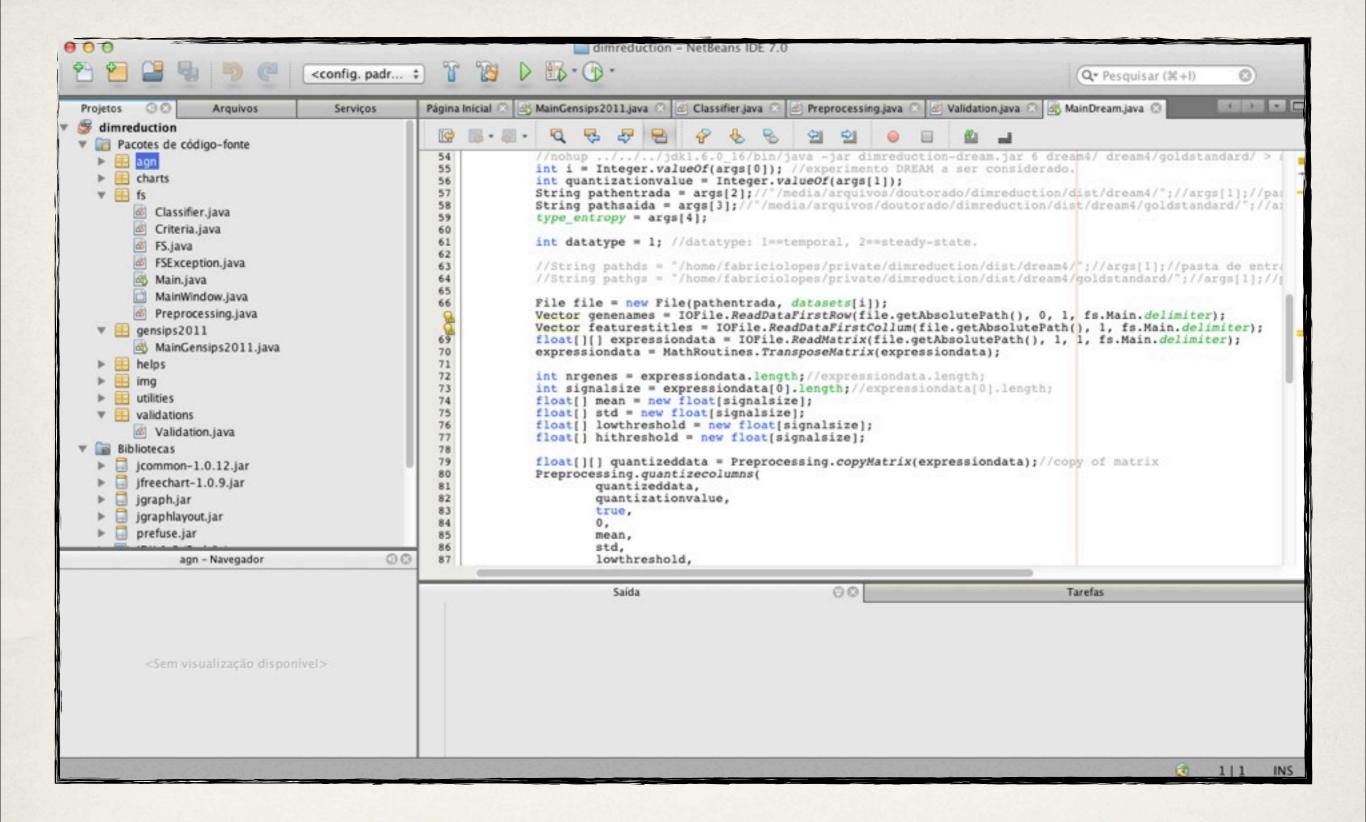
#### **Usage Data Collector**

The Usage Data Collector collects information about how you are using the Eclipse platform.

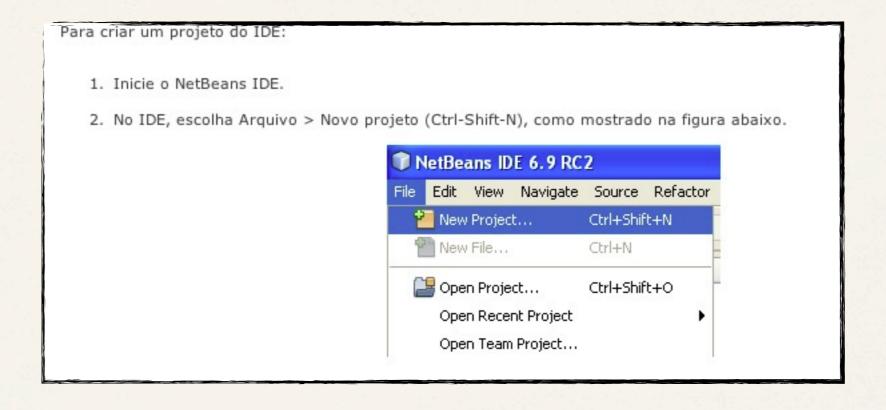


#### **Mylyn Task Management**

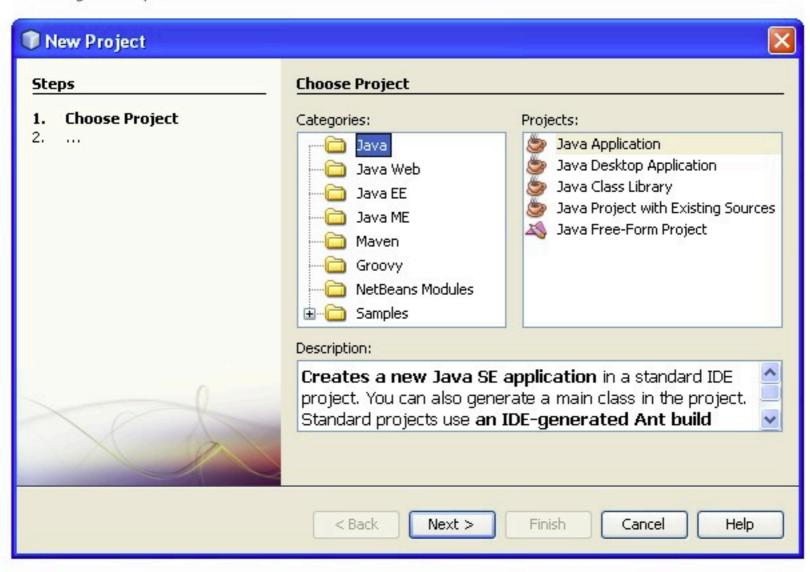




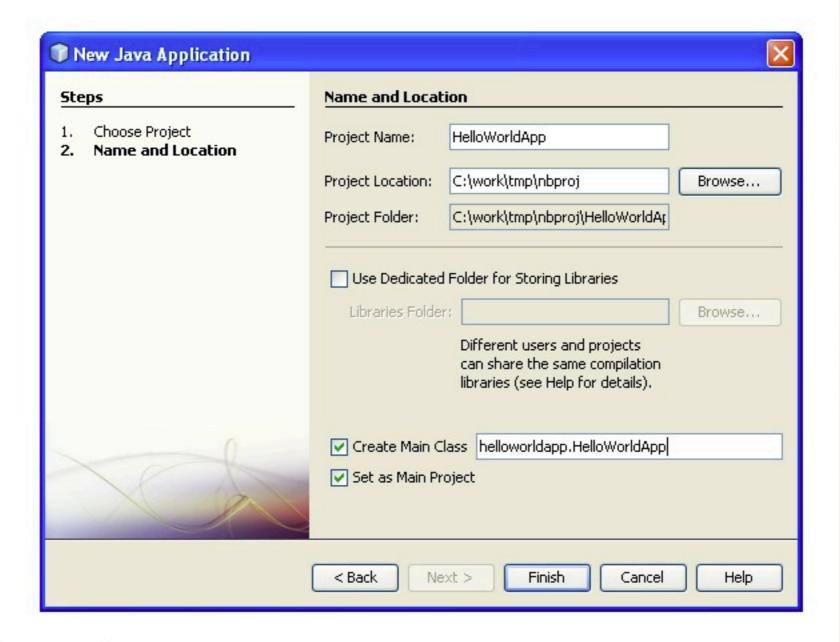
## IDE NetBeans



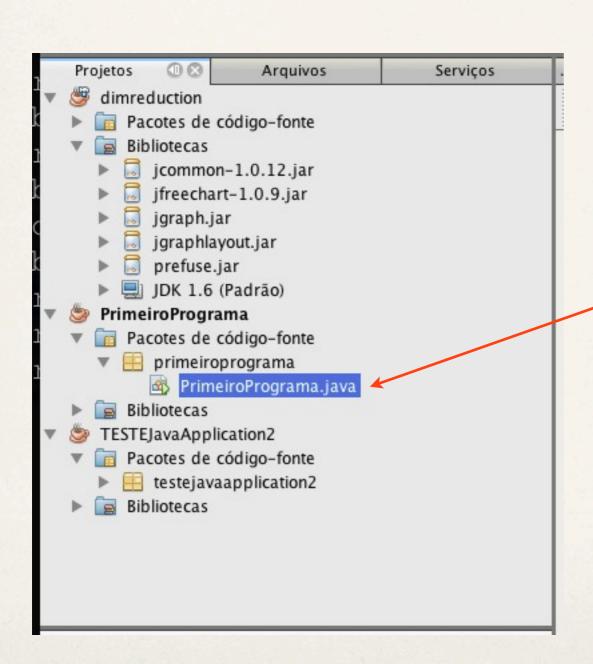
No assistente para Novo projeto, expanda a categoria Java e selecione Aplicação Java, como mostrado na figurabaixo. Em seguida clique em Próximo.

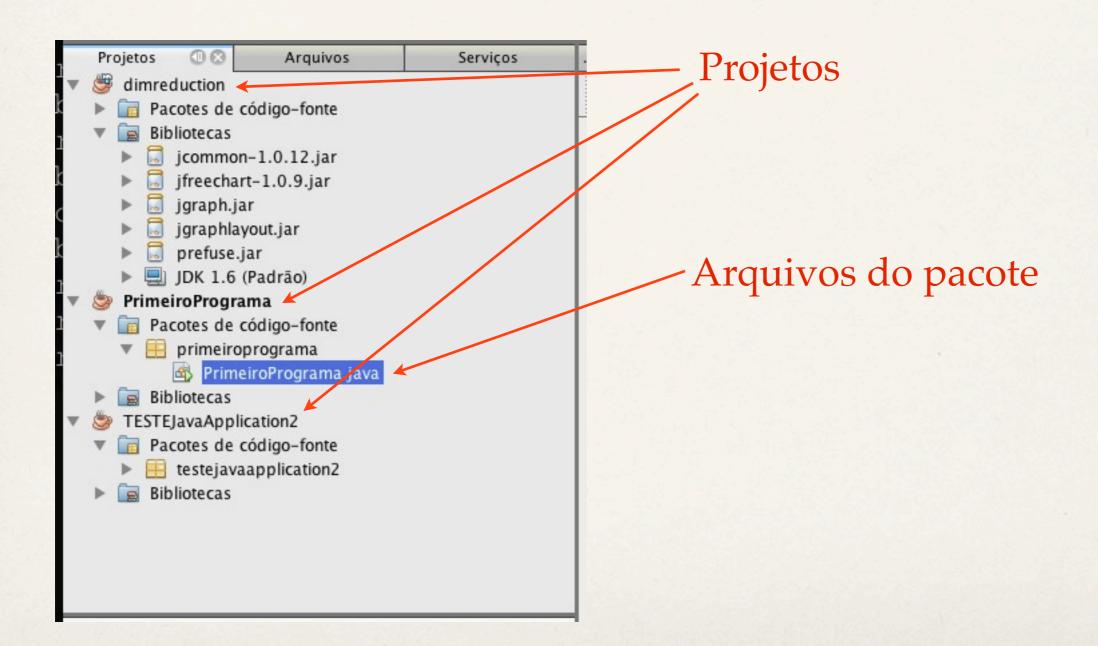


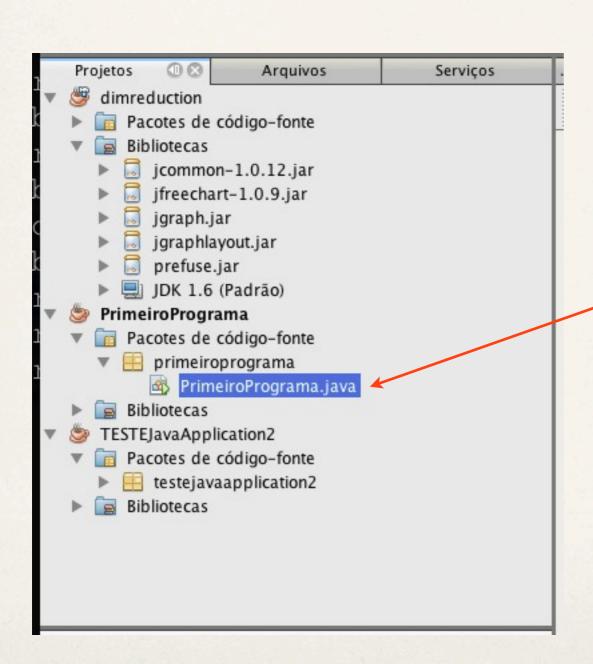
- 4. Na página Nome e localização do assistente, adote o procedimento a seguir (como mostrado na figura abaixo):
  - no campo Nome do projeto, digite HelloWorldApp.
  - o Deixe desmarcada a caixa de verificação Utilizar pasta dedicada para armazenar bibliotecas.
  - o No campo Criar classe principal, digite helloworldapp.HelloWorldApp.
  - Deixe marcada a caixa de verificação Definir como projeto principal.

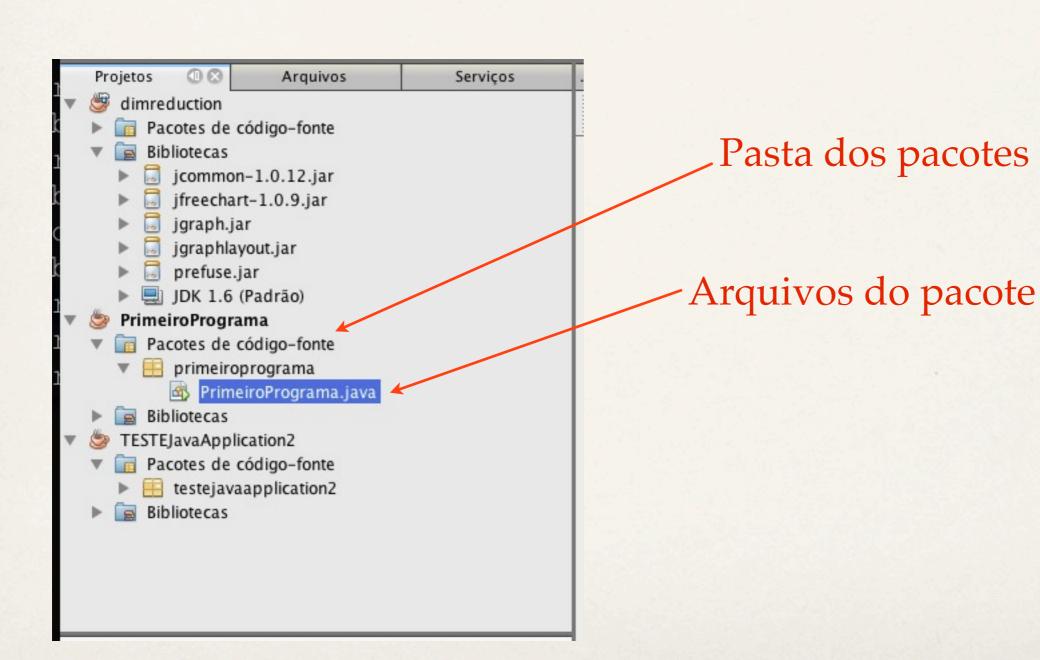


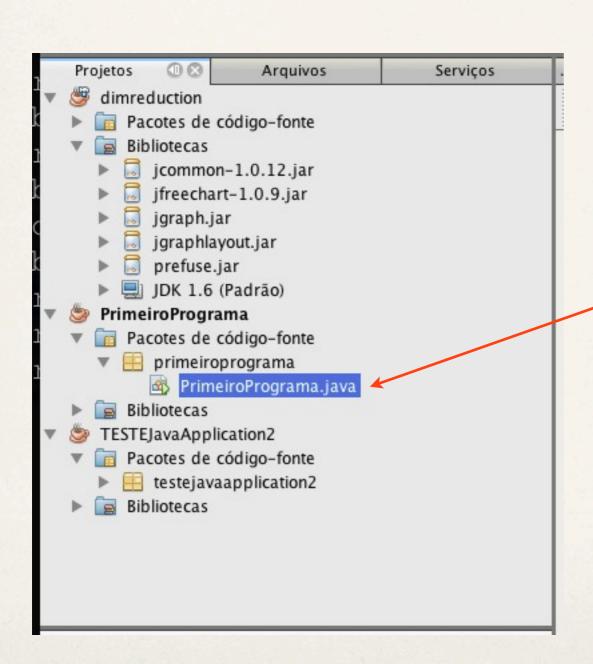
5. Clique em Terminar.

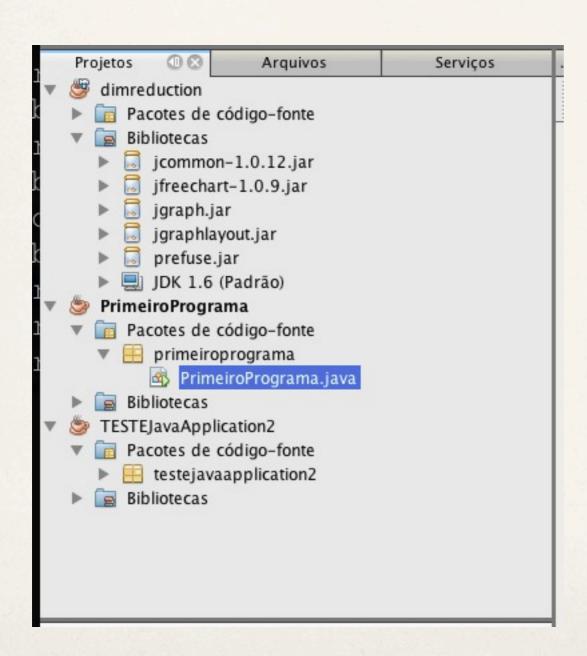


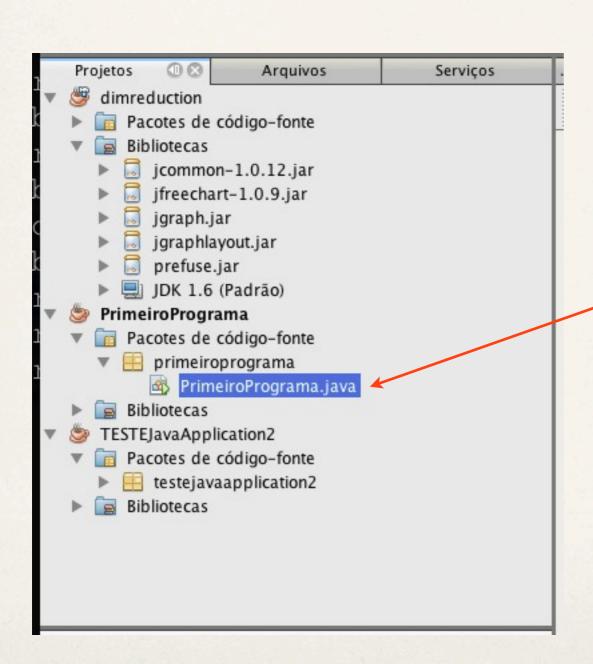


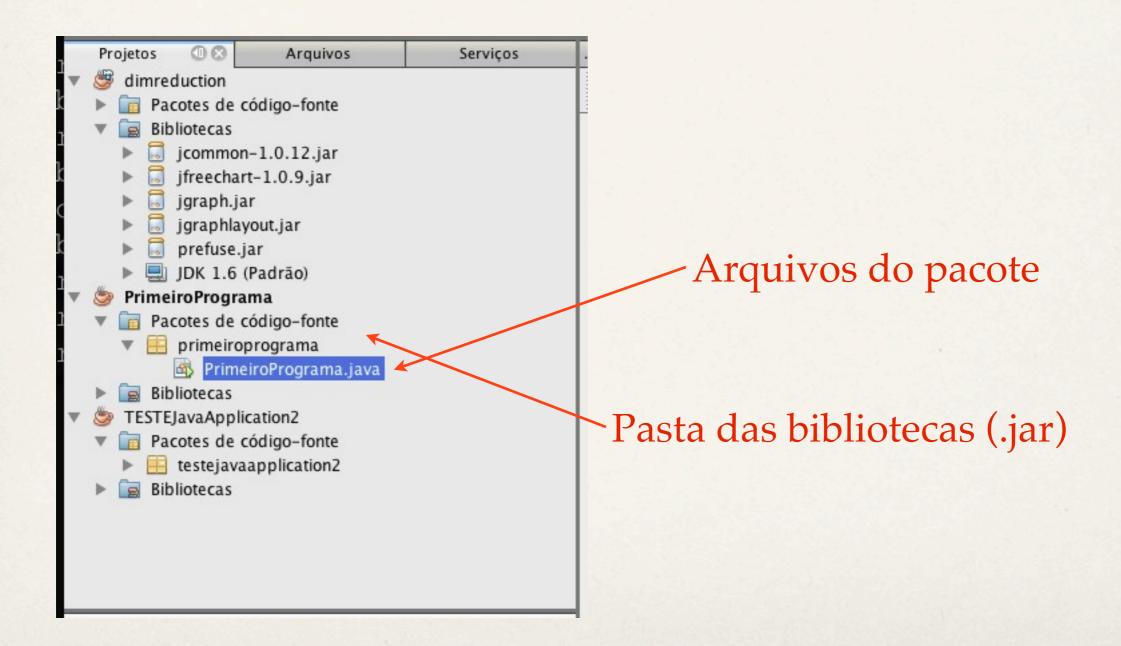


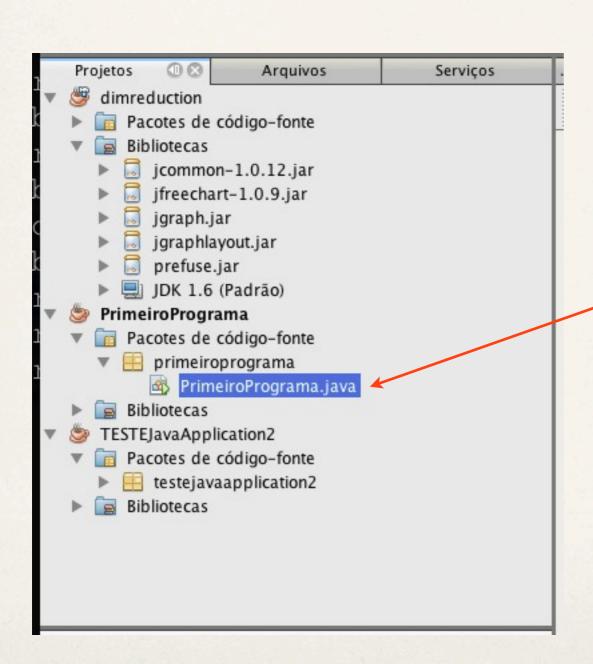


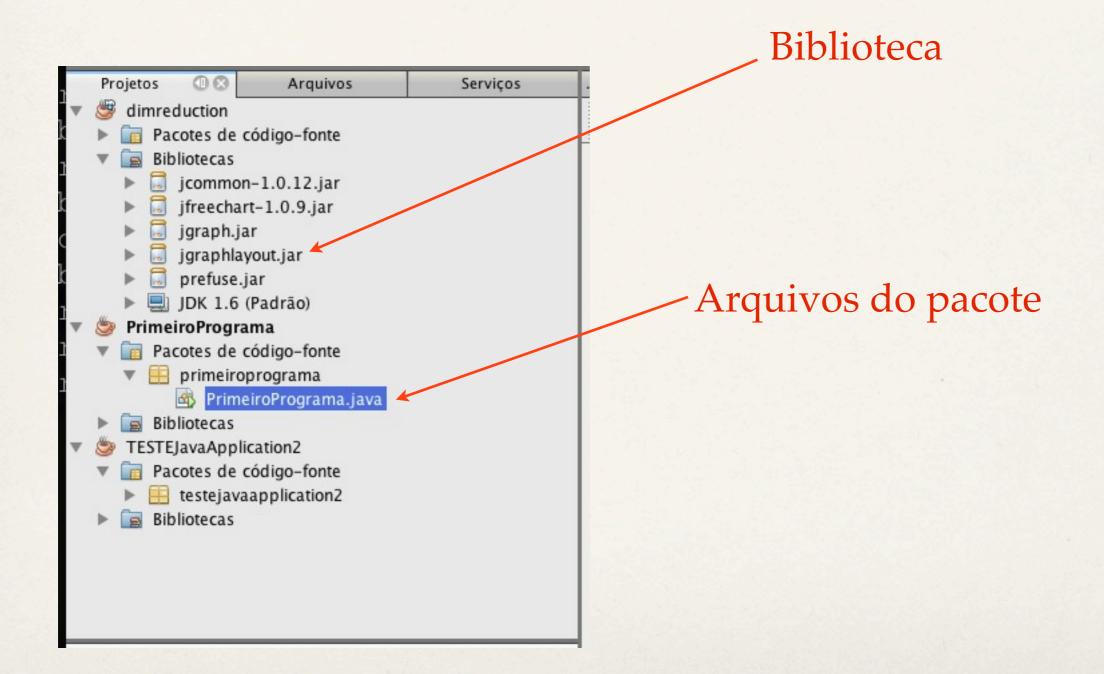


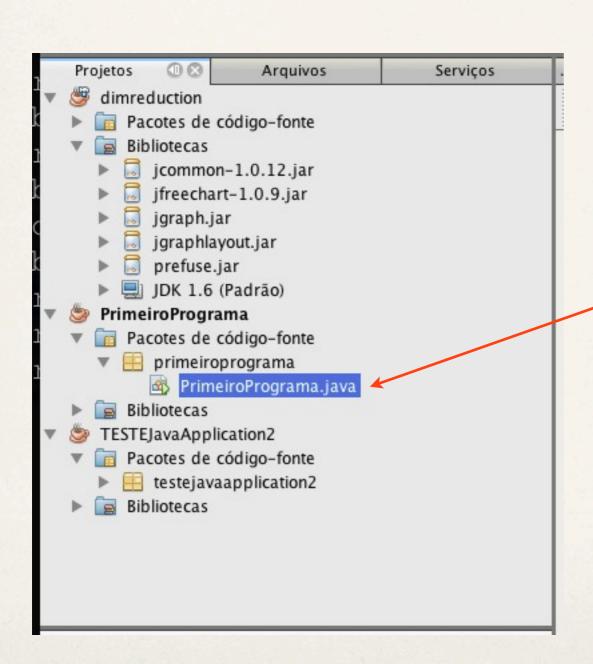


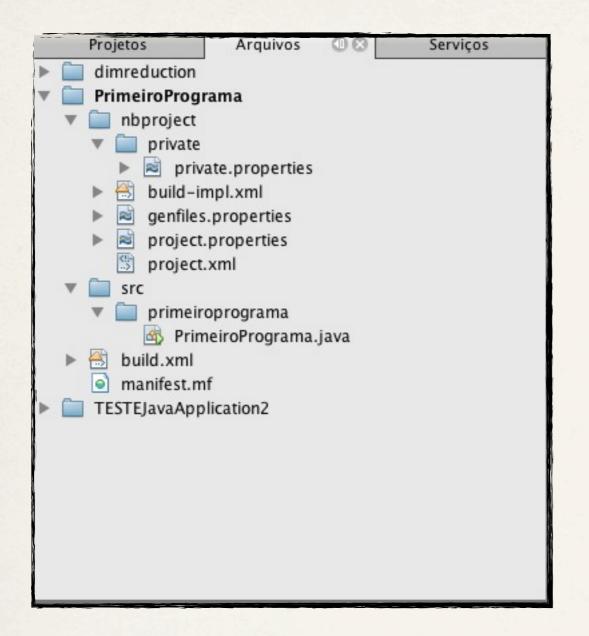






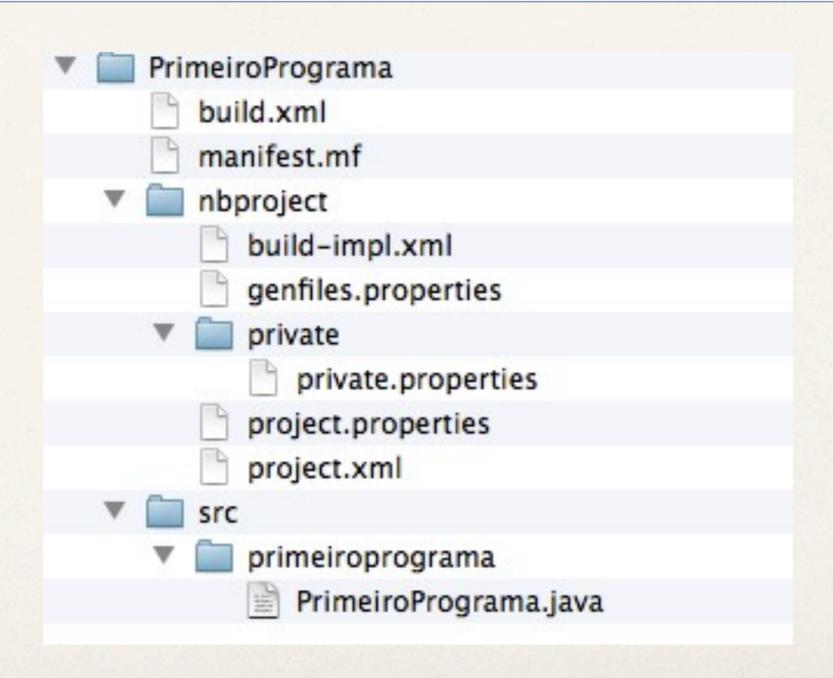






- •nbproject: Arquivos do projeto (interface NetBeans, propriedades, etc.)
- src: códigos fonte .java
- manifest.mf: configuração

# Uma "olhada" no diretório do projeto



# Janela de código

```
...java 🚳 Classifier.java 🔯 Preprocessing.java 🔉
                                        🚳 Validation.java 🛛 🚳 MainDream.java 🦠
                                                                           PrimeiroPrograma.ja
     package primeiroprograma;
7
      * @author fabio
10
     public class PrimeiroPrograma {
12
13 🖃
          * @param args the command line arguments
14
15
16
         public static void main(String[] args) {
             // TODO code application logic here
17
              String[] frases1 = new String[6];
18
              frases1[5] = ";-)";
19
              frases1[0] = "Caro amigo,";
20
              frases1[2] = "a programar em Java.";
21
22
              frases1[4] = "Java na UTFPR";
              frases1[1] = "convido você a aprender";
23
24
              frases1[3] = "Faca especialização";
25
26
              int i;
              for(i = 0; i < frases1.length; i++)</pre>
27
                  System.out.println(frasesl[i]);
28
29
30
31
32
```

# Saída do programa

```
Saída - PrimeiroPrograma (run)
```

## Exercícios

## Fim da Parte II