

Orientação a Objetos 1

Primeiro Programa em Java

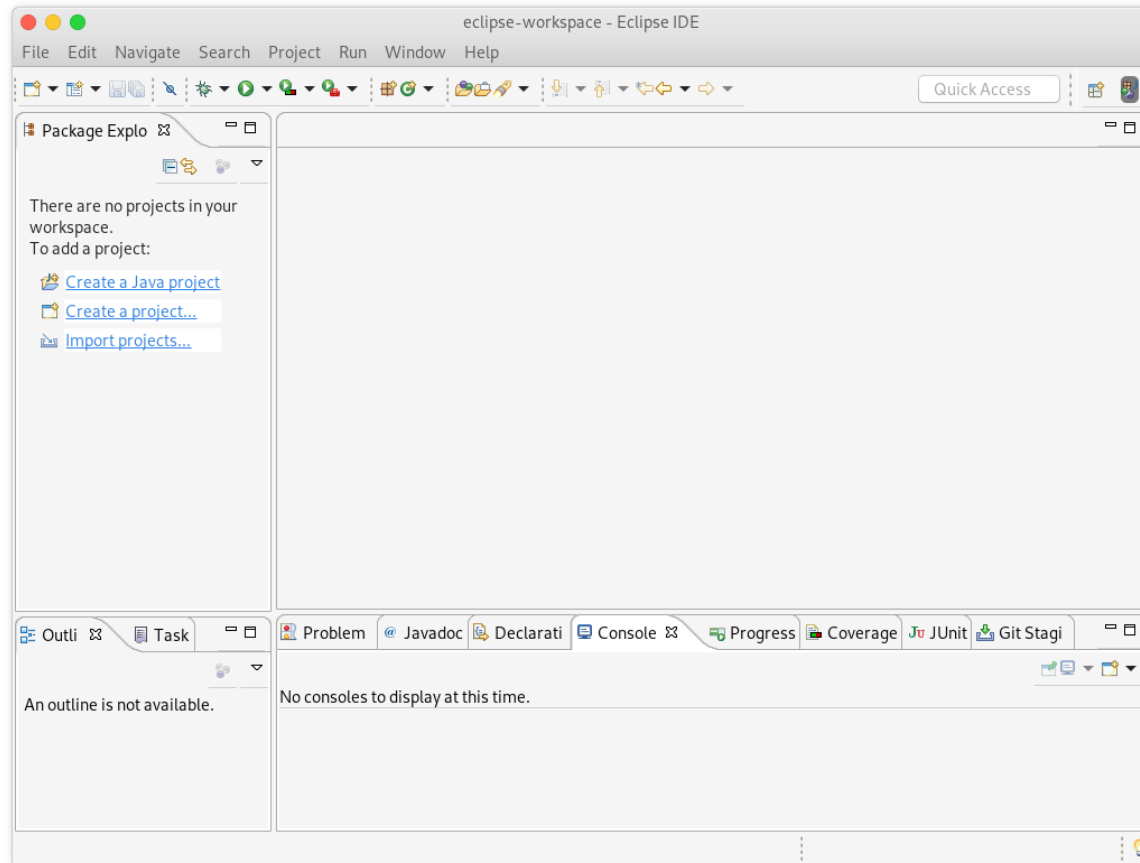
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Departamento Acadêmico de Informática
Universidade Tecnológica Federal do Paraná

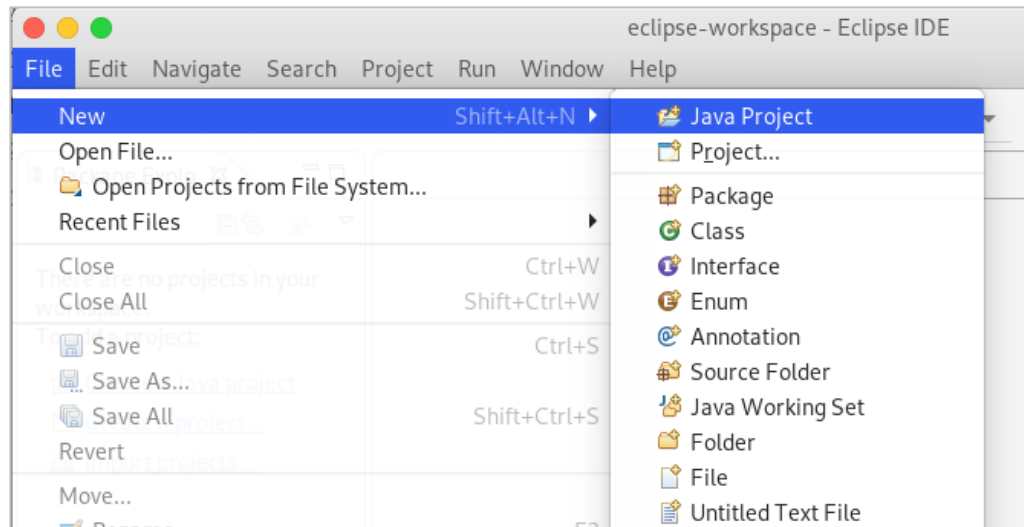
Ambiente de Desenvolvimento

Eclipse IDE



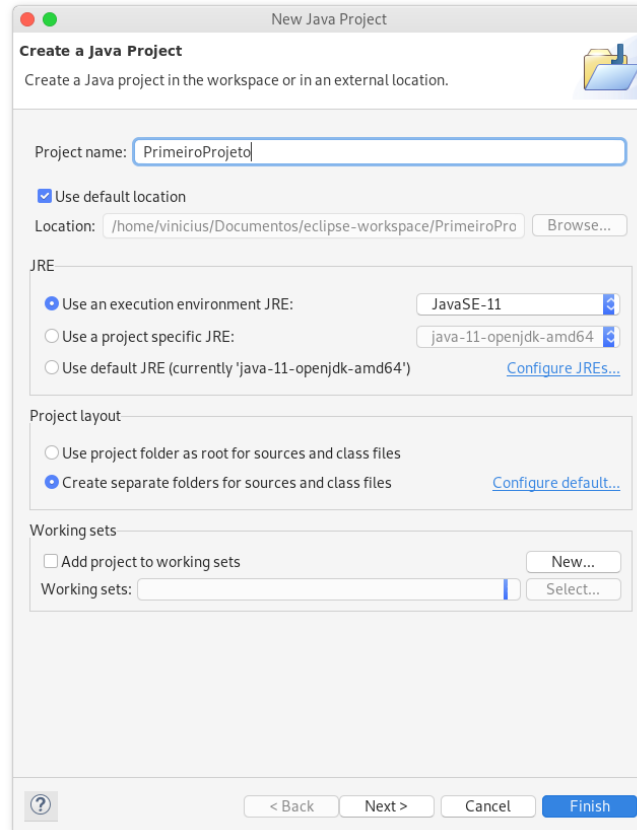
Criando um Novo Projeto

- *File > New > Java Project*



Criando um Novo Projeto

Project name: PrimeiroProjeto



The screenshot shows the 'New Java Project' dialog box in the Eclipse IDE. The title bar reads 'New Java Project'. The main heading is 'Create a Java Project', followed by the instruction 'Create a Java project in the workspace or in an external location.' and a folder icon. The 'Project name:' field contains 'PrimeiroProjeto'. The 'Use default location' checkbox is checked, and the 'Location:' field shows the path '/home/vinicius/Documentos/eclipse-workspace/PrimeiroPro' with a 'Browse...' button. The 'JRE' section has three radio buttons: 'Use an execution environment JRE:' (selected), 'Use a project specific JRE:', and 'Use default JRE (currently 'java-11-openjdk-amd64')'. The selected option has a dropdown menu showing 'JavaSE-11'. The 'Project layout' section has two radio buttons: 'Use project folder as root for sources and class files' and 'Create separate folders for sources and class files' (selected). The 'Working sets' section has a checkbox 'Add project to working sets' (unchecked) and a 'Working sets:' field with a 'Select...' button. At the bottom, there are buttons for '< Back', 'Next >', 'Cancel', and 'Finish'.

New Java Project

Create a Java Project

Create a Java project in the workspace or in an external location.

Project name: PrimeiroProjeto

☒ Use default location

Location: /home/vinicius/Documentos/eclipse-workspace/PrimeiroPro [Browse...](#)

JRE

☒ Use an execution environment JRE: JavaSE-11

☐ Use a project specific JRE: java-11-openjdk-amd64

☐ Use default JRE (currently 'java-11-openjdk-amd64') [Configure JREs...](#)

Project layout

☐ Use project folder as root for sources and class files

☒ Create separate folders for sources and class files [Configure default...](#)

Working sets

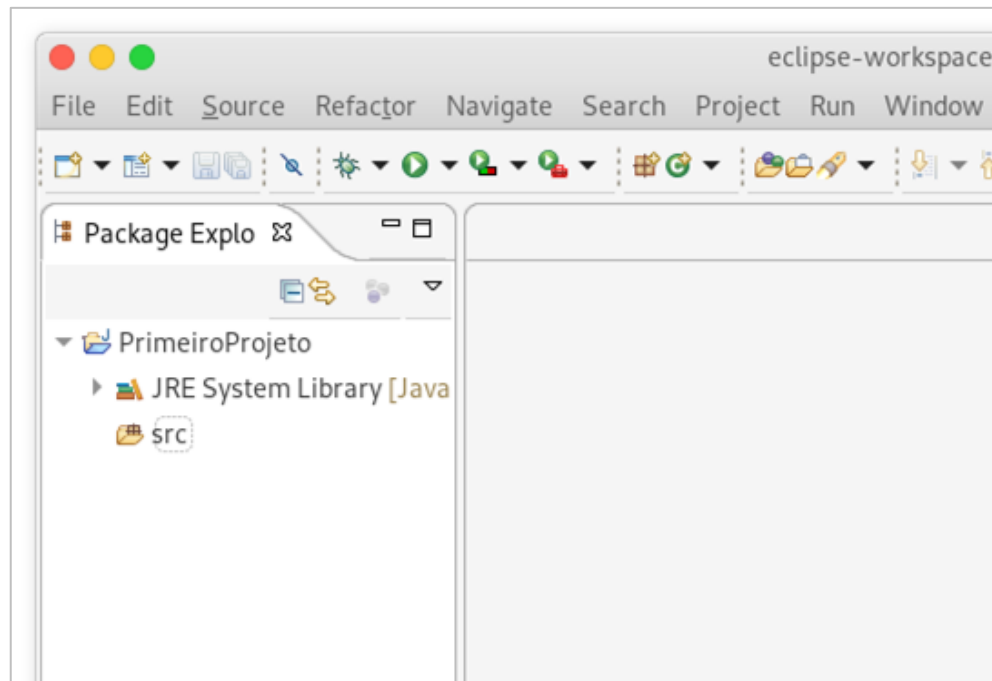
☐ Add project to working sets [New...](#)

Working sets: [Select...](#)

[?](#) < Back Next > Cancel Finish

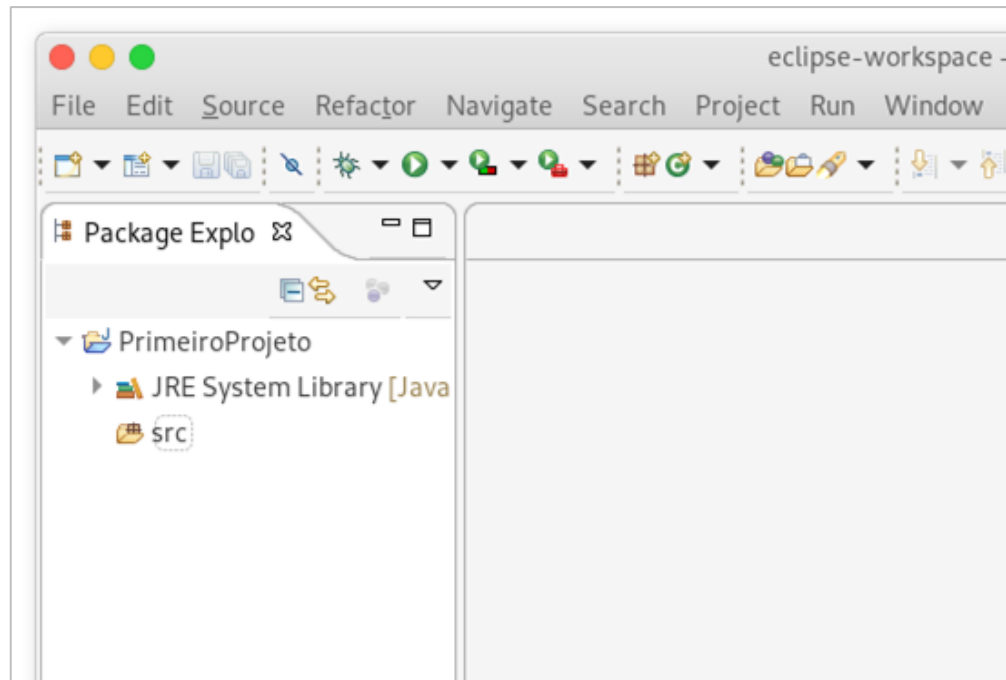
Criando um Novo Projeto

A estrutura do projeto será ao lado esquerdo da ferramenta.



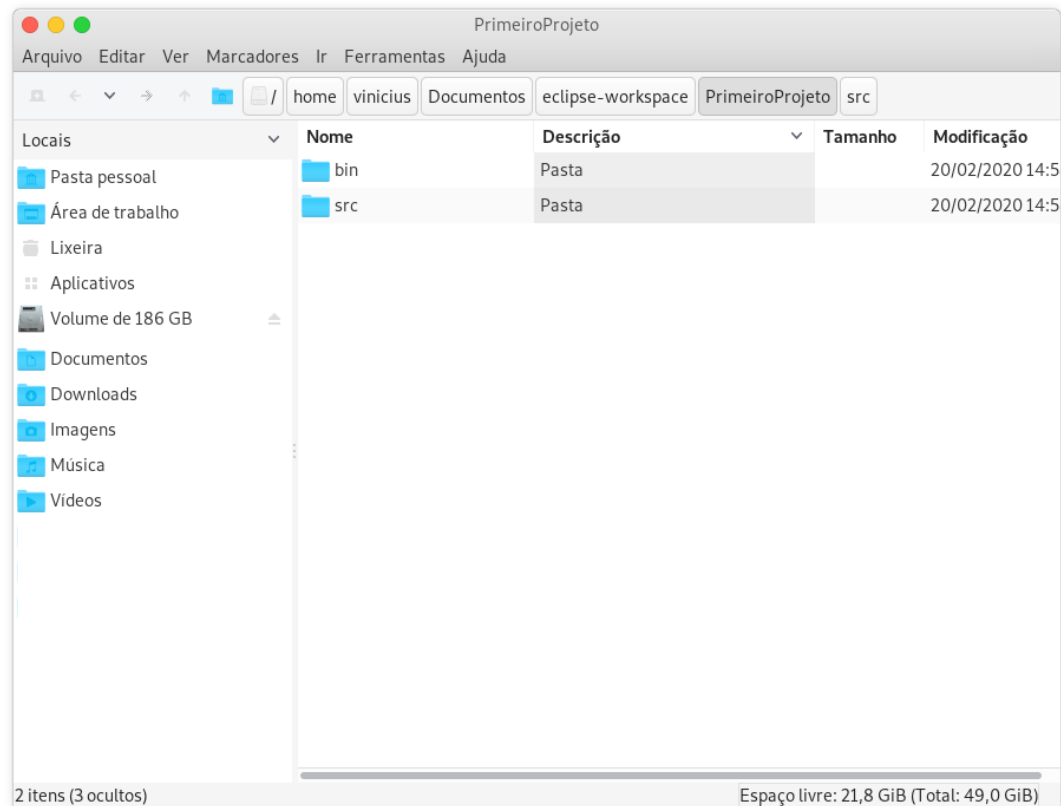
Criando um Novo Projeto

Os códigos-fonte ficarão na pasta src.



Criando um Novo Projeto

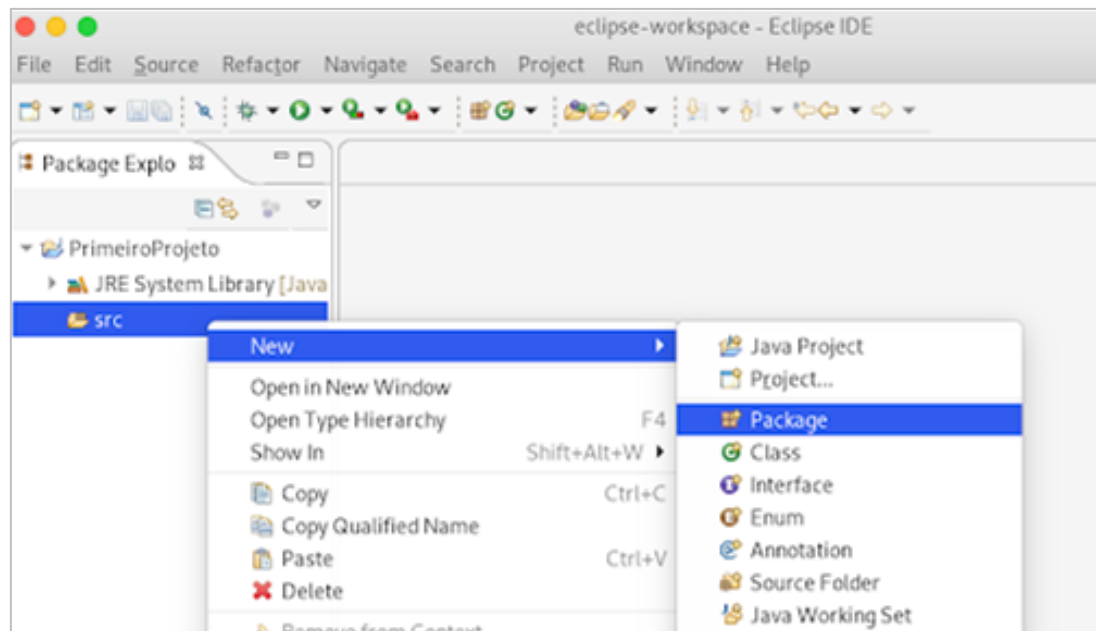
Os códigos-fonte ficarão na pasta src.



Primeiro Programa em Java

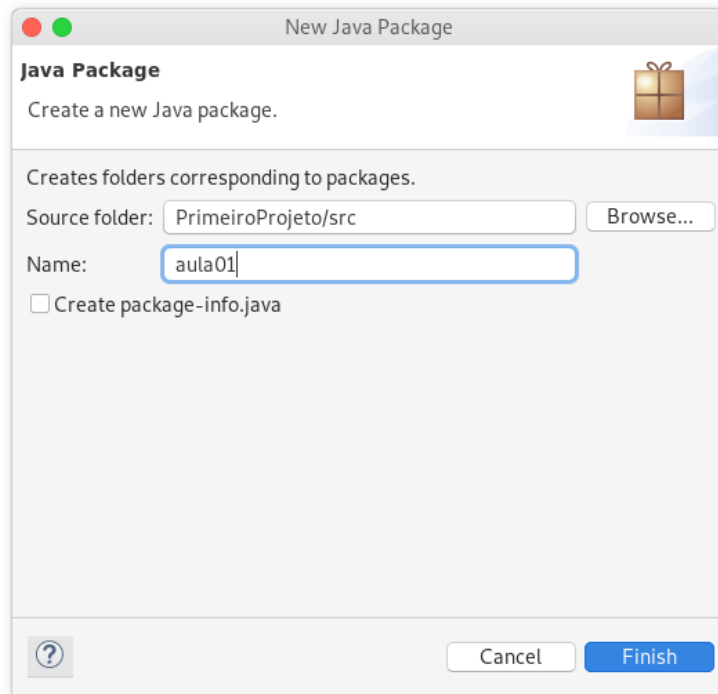
Criando um Novo Pacote

- *Clique com o botão direito do mouse em **src**;*
- ***New** > **Package***



Criando um Novo Pacote

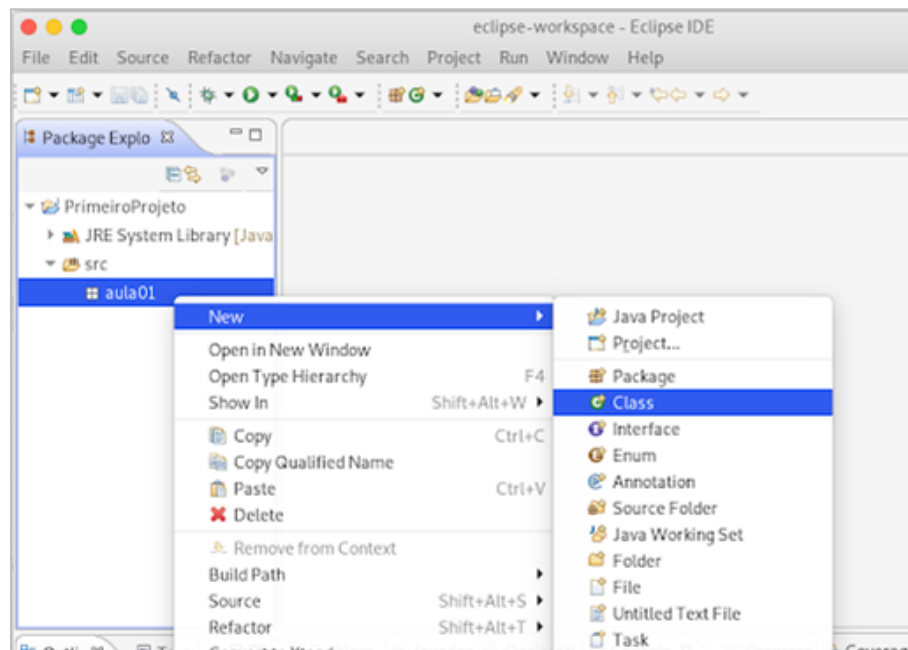
Name: aula01



Criando uma Nova Classe

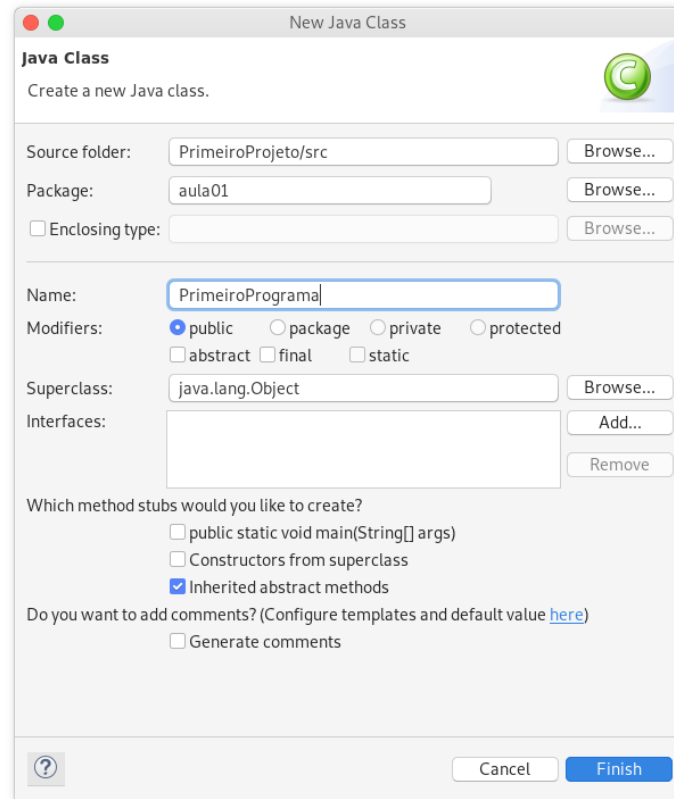
Clique com o botão direito do mouse no pacote criado.

New > Class



Criando uma Nova Classe

Class Name: PrimeiroPrograma



New Java Class

Create a new Java class.

Source folder: PrimeiroProjeto/src Browse...

Package: aula01 Browse...

☐ Enclosing type: Browse...

Name: PrimeiroPrograma

Modifiers: ☒ public ☐ package ☐ private ☐ protected
☐ abstract ☐ final ☐ static

Superclass: java.lang.Object Browse...

Interfaces: Add...
Remove

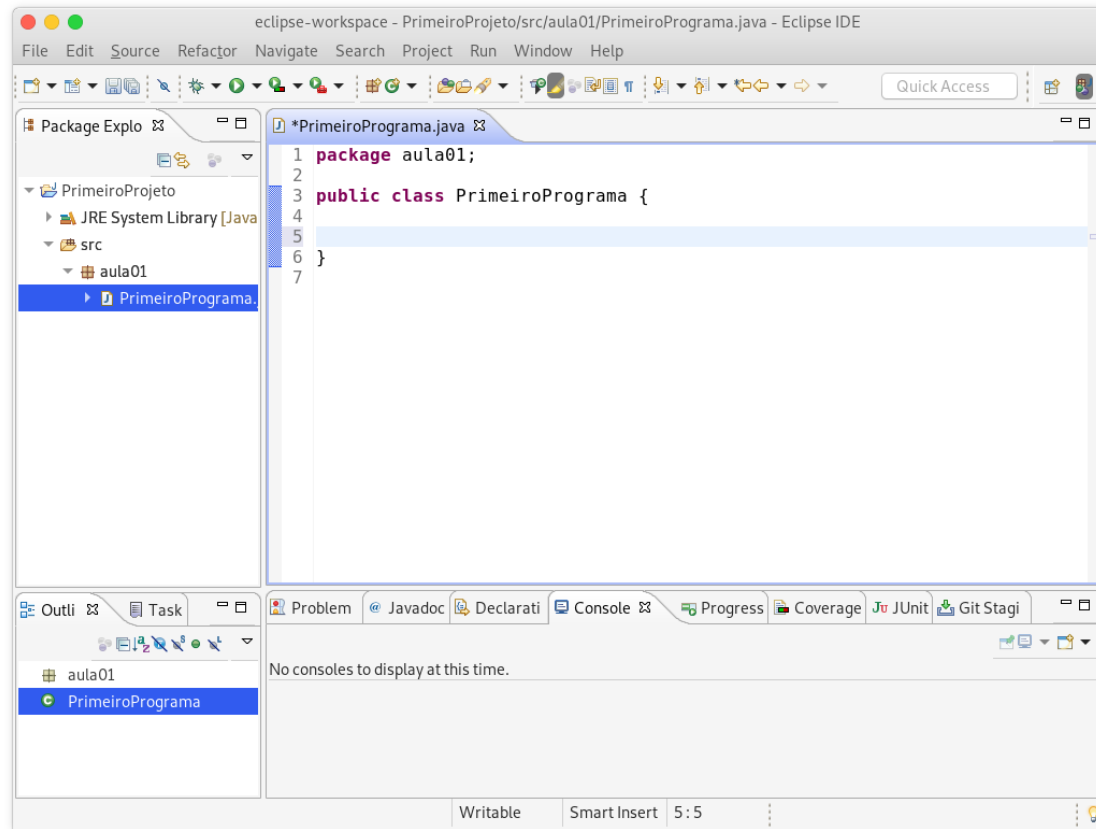
Which method stubs would you like to create?

☐ public static void main(String[] args)
☐ Constructors from superclass
☒ Inherited abstract methods

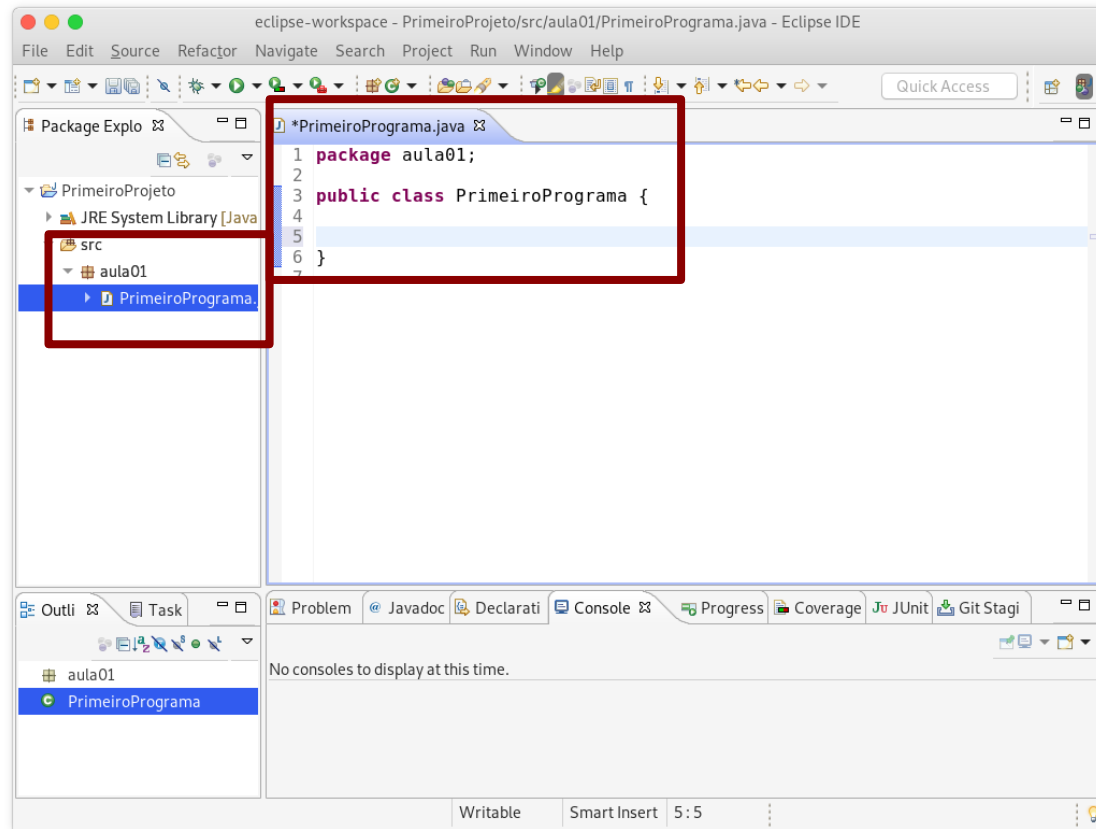
Do you want to add comments? (Configure templates and default value [here](#))
☐ Generate comments

? Cancel Finish

Criando uma Nova Classe



Criando uma Nova Classe

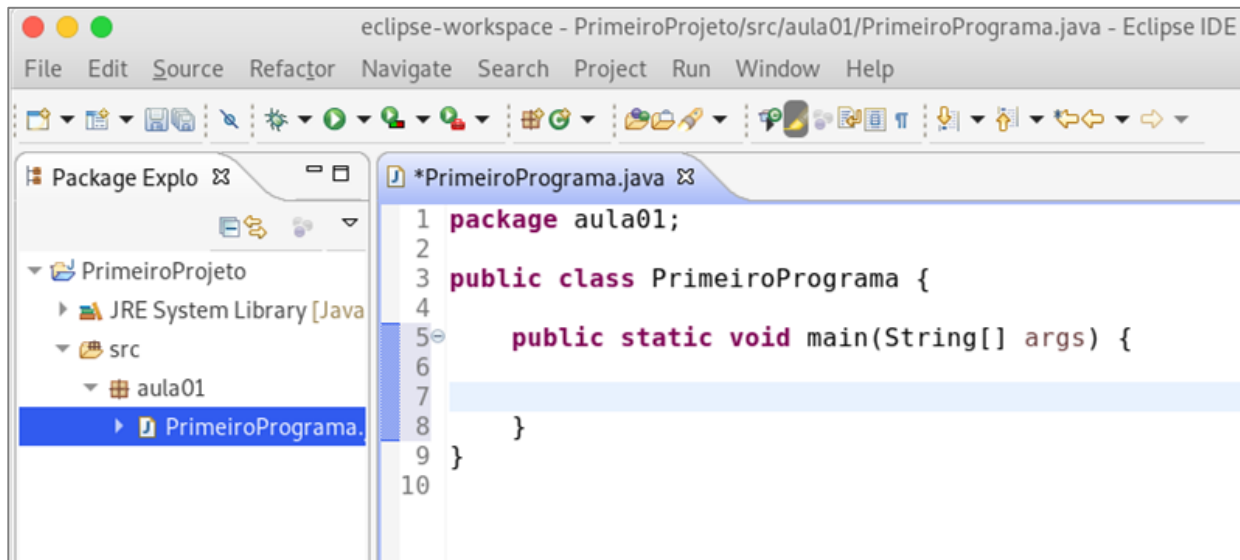


Método Principal

Primeiro Programa em Java

Método Principal

O “*ponto de entrada*” da aplicação ocorre pelo método *main*, que deve ser declarado no interior de uma classe.



Olá Mundo!

Primeiro Programa em Java

Olá Mundo!

Linguagem C

```
#include <stdlib>
#include <stdio.h>

int main(int argc, char** argv) {
    printf("Olá Mundo!");
    return 0;
}
```

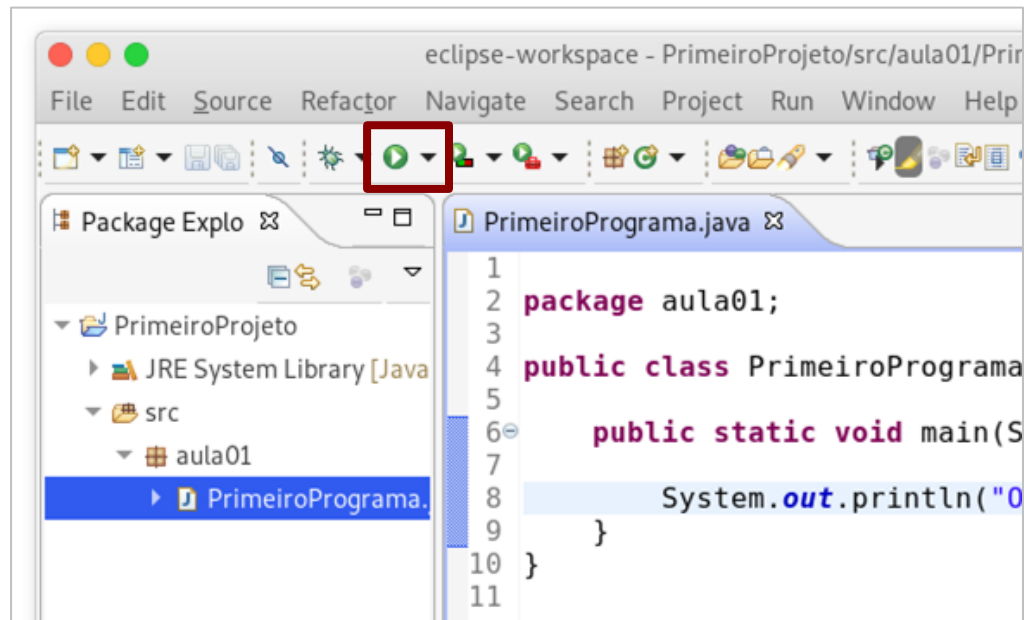
Linguagem Java

```
package aula01;

public class PrimeiroPrograma {
    public static void main(String[] args) {
        System.out.println("Olá Mundo!");
    }
}
```

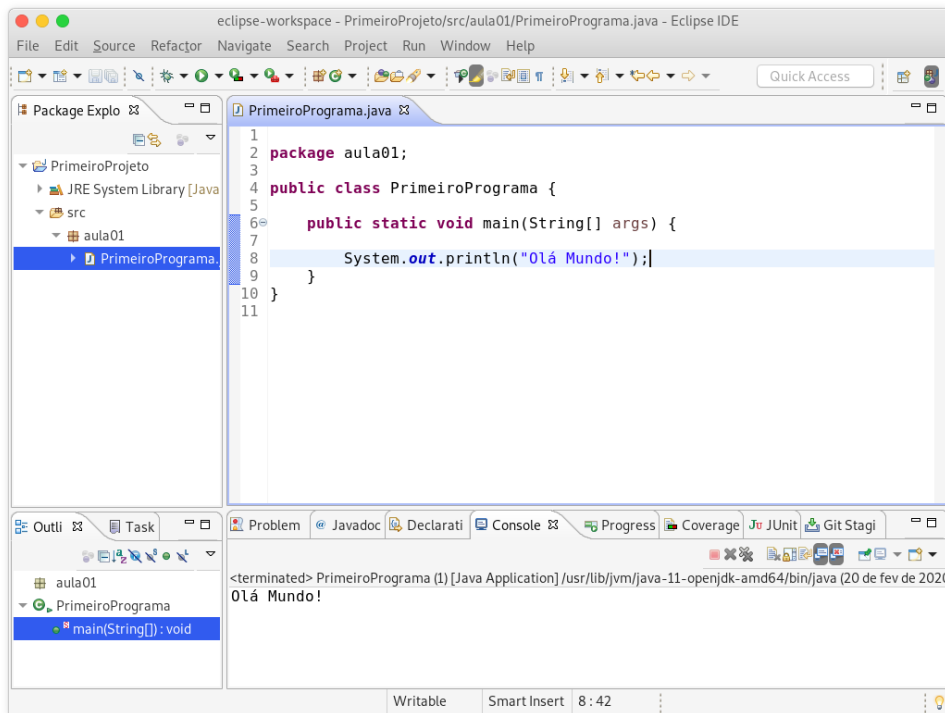
Olá Mundo!

Para *executar* o método *main* da classe *PrimeiroPrograma*, clique em *Run As*



Olá Mundo!

*O resultado da execução é apresentado pela aba
Console na parte inferior da ferramenta.*



Exercício

Exercício

*Crie um novo projeto chamado **PrimeiroProjeto**. Neste projeto crie um novo pacote chamado **aula01**. Neste pacote crie uma nova classe **PrimeiroPrograma**. Nesta classe declare o método principal e implemente o exemplo **“Olá Mundo!”**.*