AP Computer Science I
JAR: Setup and Execution

If you would like to be able to give your program to a friend, or otherwise execute them outside of JCreator, you need to make a JAR file (Java Archive) from your program. The jar file is executable with a double-click.

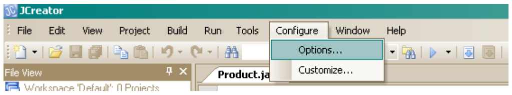
If your program uses text input and output, the jar will NOT be effective. You need to set up the input and output to use GUI elements, such as JOptionPane.

Here are the steps to setting up the JAR tool in JCreator.

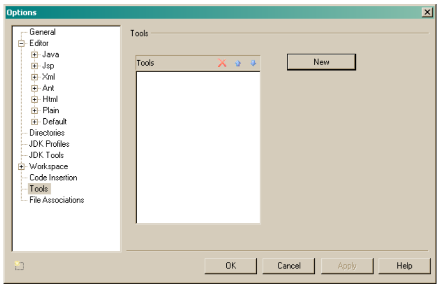
**I.	Put all of the files for your program into their own folder.**
**II.	Now, you are ready to set up the tool in JCreator. These instructions follow:**

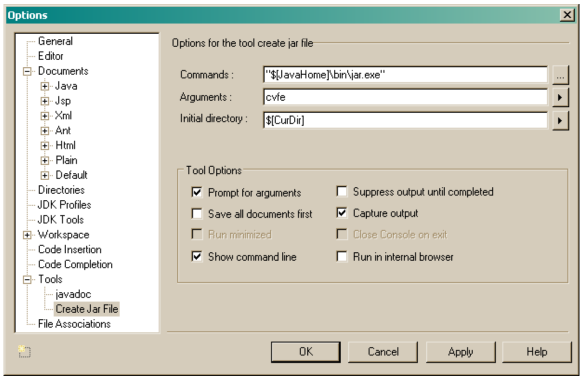
Open JCreator, and open the file that contains your main method.

On the menu bar, select Configure->Options.



Select Tools, then click the New button and select Create Jar File.





Options for the tool create jar file

Commands : "$[JavaHome]\bin\jar.exe"
Arguments : cvfe
Initial directory : $[CurDir]

Tool Options

☑ Prompt for arguments
☐ Save all documents first
☐ Run minimized
☑ Show command line
☐ Suppress output until completed
☑ Capture output
☐ Close Console on exit
☐ Run in internal browser

Select Create Jar File under tools in the left pane, and the tool options will come up.

DO NOT change the entry in the Commands field.

Make sure Prompt for arguments is checked.

**Enter	cvfe	for the Arguments.**

For Initial Directory, click the flyout, and select File Directory. Click Apply. Click okay.

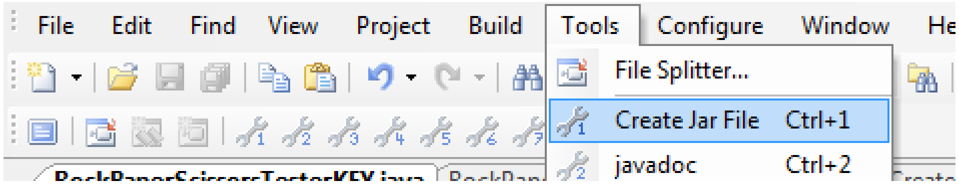
To run the jar tool and generate the jar file, open your program in JCreator.

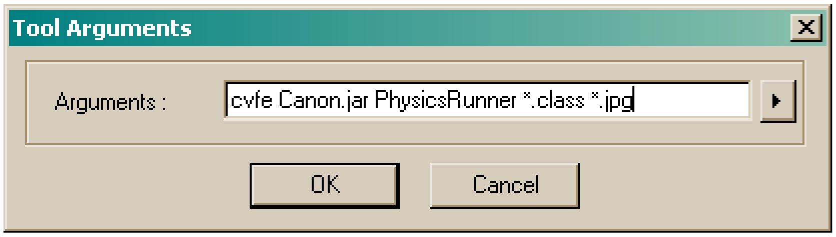
Click Tools on the menu bar, then click Create Jar File. You will be prompted for the arguments beginning with cvfe. You need to fill in the windows with the name of the jar file you want to create, then the "entry point," which is the name of the class containing your main method, then *.class. If you have any picture files, you will also add *.jpg and/or *.gif.

cvfe *jarname*.jar *EntryPoint* *.class *.jpg

jarname: what you would like the executable to be called
EntryPoint: name of the class containing the main method (no file extension)
***.jpg: optional – use only if your program uses jpg files**

Example: cvfe Canon.jar PhysicsRunner *.class *.jpg





Arguments : cvfe Canon.jar PhysicsRunner *.class *.jpg

To run it, just find the file in your program folder and double-click.

If your program accesses image or text or other resource files, you will have to alter your code to access them from the jar. The same altered code will work even if you don't jar it.

Images:

ImageIcon whatever = new ImageIcon(getClass().getResource("filename"));

Files:

InputStream whatever = this.getClass().getClassLoader().getResourceAsStream("filename");

You can then make a Scanner:

Scanner in = new Scanner(whatever);