Programming in Java - working environment setup

1. [*nix] In the terminal/console window, enter the following commands:

```
which java
which javac
which javap
java --version
javac --version
javap -version
```

and verify the version of JDK available in your system. JDK 17 is recommended.

- 2. Start IntelliJ IDEA and check its version.
- 3. [Intellij] Check if the JUnit plugin is enabled, and if not, enable it.
- 4. [optional] In your favourite source code hosting platform (e.g., GitHub, Bitbucket, GitLab, ...), create an empty (i.e., no README.md nor .gitignore) repository and name it programming-in-java. Set the language to Java.
- 5. [Intellij] Create a new Java/Gradle project:
 - 1. Select File -> New -> Project...
 - 2. In the New Project window select: Gradle . Project SDK 17 . and Java
 - 3. Set the project name to programming-in-java
 - 4. Set GroupId to pl.edu.agh.ii (hint: expand Artifact Coordinates)
 - 5. Press Finish
 - 6. Delete src directory
 - 7. Delete build.gradle file
- 6. [Intellij] Enable version control integration
 - 1. Select VCS -> Enable Version Control Integration...
 - 2. Select Git as the version control system
 - 3. Press 0K
 - 4. Add .gradle directory to .gitignore
- 7. [Intellij] Configure the link to the remote repository
 - 1. Select Git -> Manage remotes

- 2. Select + and add the *URL* of the just created repository (programming-in-java)
- 3. Press 0K
- 8. [Intellij] Perform initial commit
 - 1. Select Git -> Commit...
 - 2. Select all files
 - 3. As the Commit Message enter Initial commit
 - 4. Press Commit
- 9. [Intellij] Push the changes to the remote repository
 - 1. Select Git -> Push...
 - 2. Press Push
- 10. [Intellij] Create a module for the test lab class (lab00)
 - 1. In the Project window select programming-in-java
 - 2. Select File -> New -> Module
 - 3. Select Gradle, JDK (the same as for the project) and Java
 - 4. Press Next
 - 5. As the module name set lab00 (the parent shoul be programming-in-java)
 - 6. Press Finish
 - 7. Ignore the message "The IDE modules below were removed by the Gradle project reload: programming-in-java". DO NOT restore it
- 12. [IntelliJ] In package agh.ii.prinjava.lab00.lst00_01 create class Main . Change the content of Main.java to

```
package agh.ii.prinjava.lab00.lst00_01;

public class Main {
    public static void main(String[] args) {
        System.out.println("add(1,2) = " + Calc.add(1,2));
    }
}
```

13. [IntelliJ] In package agh.ii.prinjava.lab00.lst00_01 create class Calc . Change the content of Calc.java to

```
package agh.ii.prinjava.lab00.lst00_01;

public class Calc {
    public static int add(int a, int b) {
        return a + b;
    }
}
```

- 14. [Intellij] Double-click on Calc class to open the corresponding .java file.
- 15. [Intellij] Set the cursor somewhere inside the class, then open the pop-up menu (right-click) and select Generate... -> Test...
- 16. [IntelliJ] As the testing library select JUnit5, check check-boxes setUp/@Before and tearDown/@After, and add(a:int, b:int):int and press OK.
- 17. [IntelliJ] Open the generated file (it should be in lab00/src/test/java/agh.ii.prinjava.lab00.lst00_01) and change its content to

```
package agh.ii.prinjava.lab00.lst00_01;
import org.junit.jupiter.api.AfterEach;
import org.junit.jupiter.api.BeforeEach;
import org.junit.jupiter.api.Test;
import static org.junit.jupiter.api.Assertions.*;
class CalcTest {
    @BeforeEach
    void setUp() {
        System.out.println("CalcTest.setUp...");
   }
    @AfterEach
    void tearDown() {
        System.out.println("CalcTest.tearDown...");
   }
    @Test
    void onePlusTwoIsThree() {
        // if
```

```
int a = 1, b = 2;

// then
assertEquals(3, Calc.add(a,b));
}
```

- 18. [Intellij] Run the test (onePlusTwoIsThree) by clicking the green triangle on the left panel (with the line numbers).
- 19. [Intellij] Commit all the changes (Git -> Commit...).
- 20. [optional] Push the new commit to the remote repository.