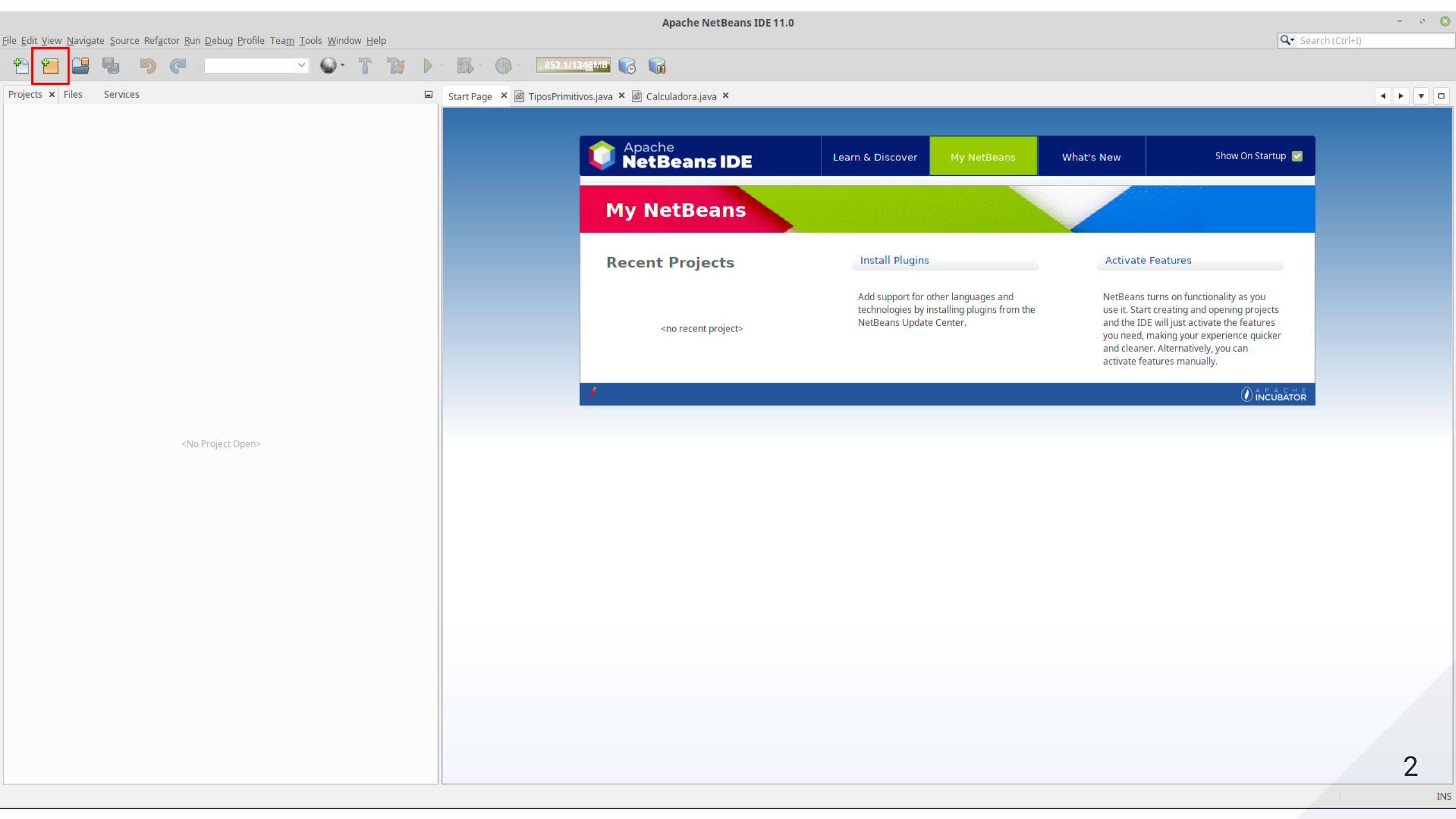


Criar projeto Java Netbeans

Passo a passo



New Project

Choose Project

Filter:

Categories:

1

- Java with Maven
- Java with Gradle
- Java with Ant**
- JavaFX
- Java Web
- Java Enterprise
- NetBeans Modules
- HTML5/JavaScript
- PHP
- Samples

Projects:

2

- Java Application**
- Java Class Library
- Java Project with Existing Sources
- Java Modular Project
- Java Free-Form Project

Description:

Creates a new Java SE application in a standard IDE project. You can also generate a main class in the project. Standard projects use **an IDE-generated Ant build script** to build, run, and debug your project.

3

< Back

Next >

Finish

Cancel

Help

Dependendo da versão, "Java with Ant" ou "Java"

New Java Application



Steps

1. Choose Project
2. **Name and Location**

Name and Location

Project Name:

Project Location:

Project Folder:

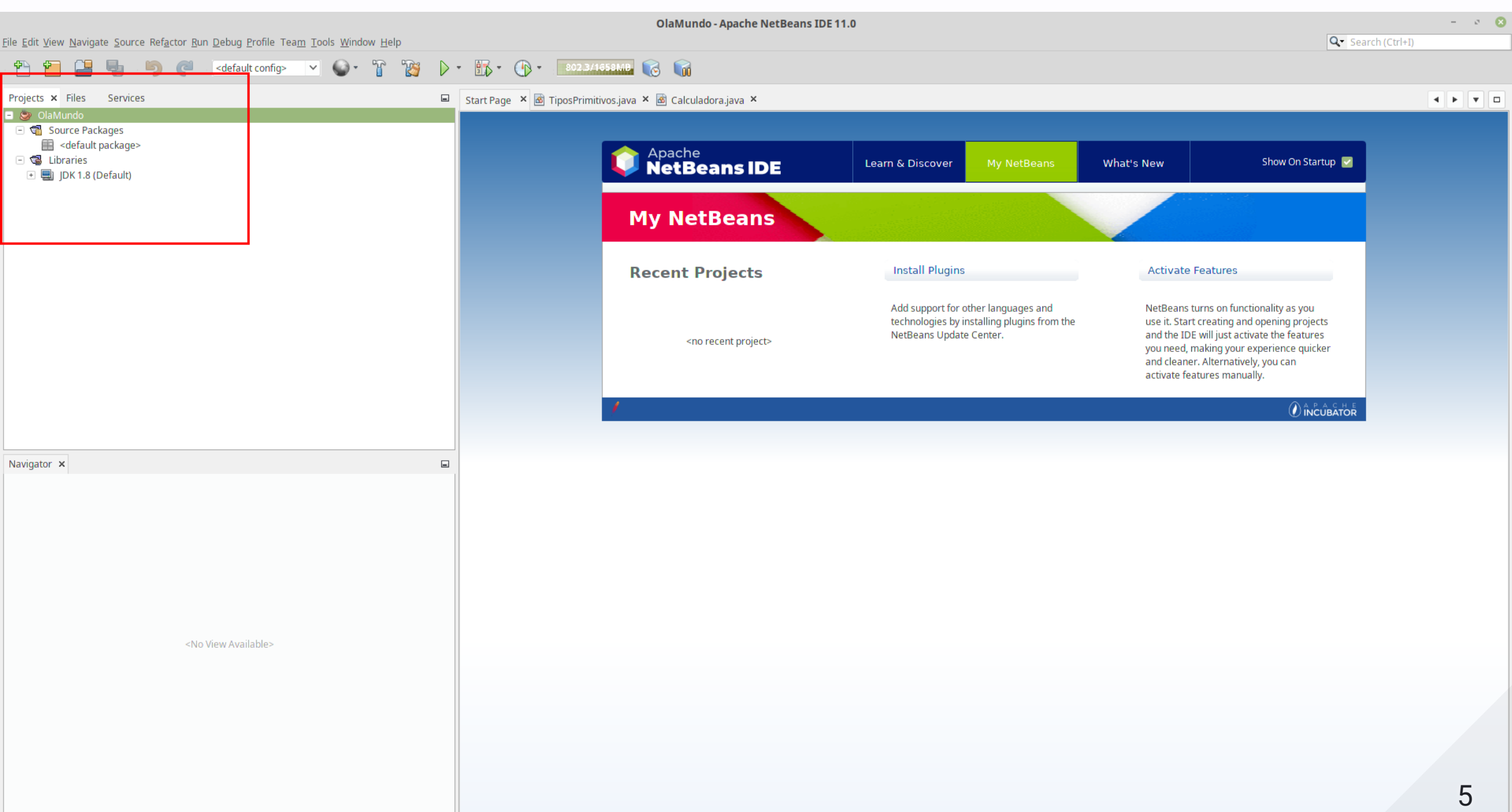
☐ Use Dedicated Folder for Storing Libraries

L**l**ibraries Folder:

Different users and projects can share the same compilation libraries (see Help for details).

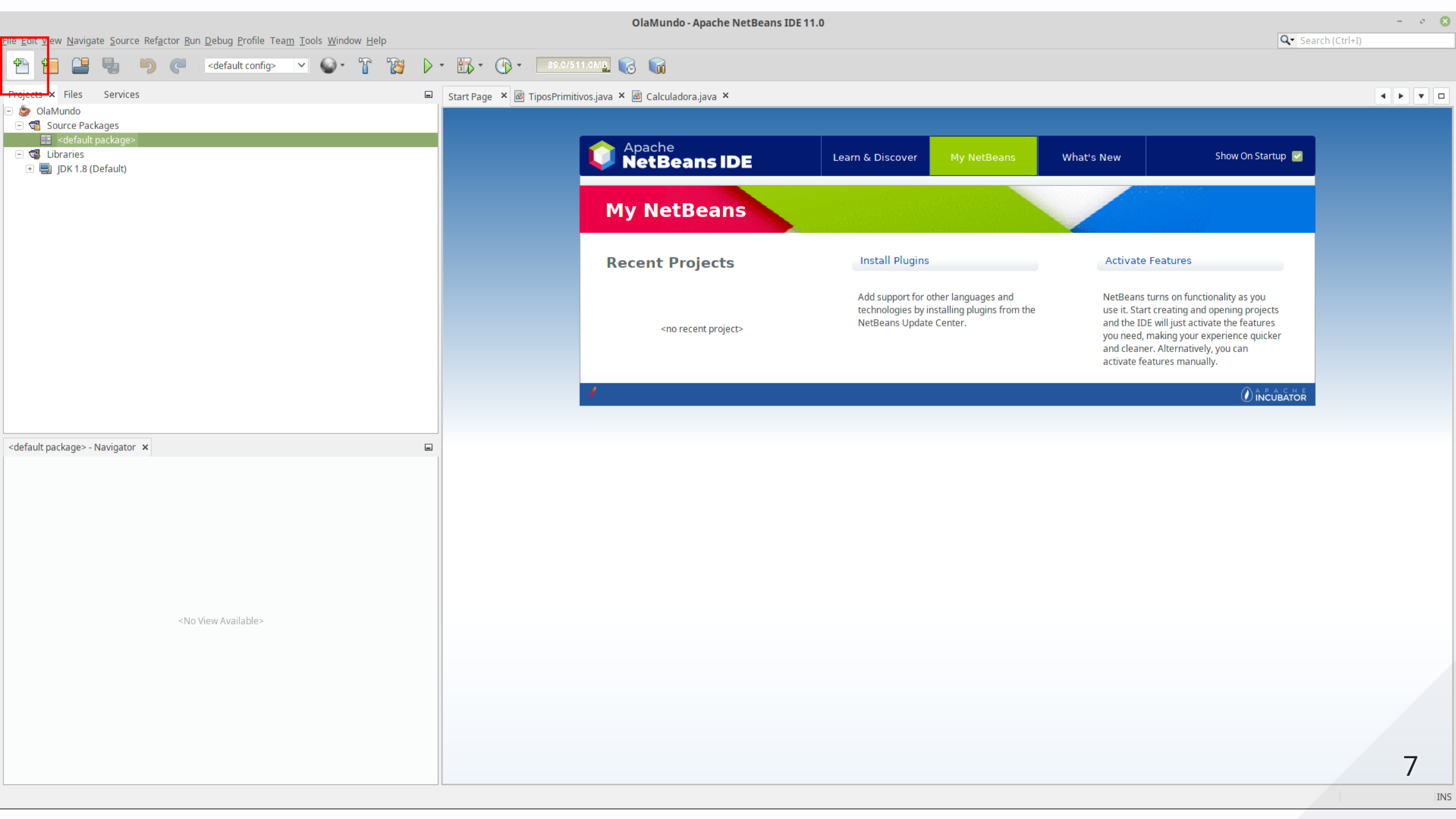
3 ☐ Create Main Class

4



Criar classe Java Netbeans

Passo a passo



Steps

1. Choose File Type
2. ...

Choose File Type

Project:  OlaMundo

Filter:

Categories:

1

Java

Swing GUI Forms

JavaBeans Objects

AWT GUI Forms

Unit Tests

Web

Struts

Spring Framework

File Types:

2

Java Class

Java Interface

Java Enum

Java Annotation Type

Java Exception

Java Package Info

Java Module Info

Description:

Creates a new plain Java class. This template is useful for creating new non-visual classes.

3

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Next >

Finish

Cancel

Help

New Java Class



Steps

1. Choose File Type
2. **Name and Location**

1

Name and Location

Class Name: OlaMundoPrincipal

Project: OlaMundo

Location: Source Packages

Package:

Created File: /home/lettuce/Downloads/OlaMundo/src/OlaMundoPrincipal.java



Warning: It is highly recommended that you do not place Java classes in the default pac

2

< Back

Next >

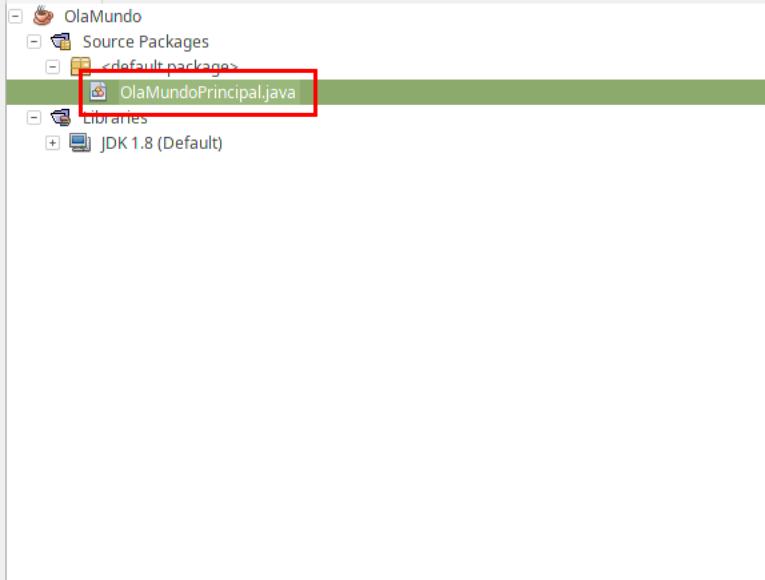
Finish

Cancel

Help



Projects Files Services



OlaMundoPrincipal.java - Navigator

Members

<empty>

OlaMundoPrincipal

Start Page x TiposPrimitivos.java x Calculadora.java x OlaMundoPrincipal.java x

Source

History

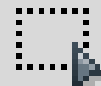
```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6
7  /**
8   *
9   * @author lettuce
10  */
11  public class OlaMundoPrincipal {
12
13  }
14  |
```

Criar função *main*

Sem esta função o programa não irá funcionar.

Source

History



```
1 public class OlaMundoPrincipal {
```

```
2
```

```
3
```

```
4
```

```
5
```

```
6
```

```
7
```

```
8
```

```
    public static void main(String[] args) {
```

```
    }
```

```
}
```

Em amarelo está o escopo da função.

Source

History



1

```
public class OlaMundoPrincipal {
```

2

```
    public static void main(String[] args) {
```

4

```
    }
```

5

6

7

```
}
```

8

Por enquanto, vamos ignorar as informações em amarelo.

Exercício 1

- Criar um projeto chamado `OlaMundo1` .
- Criar uma classe chamada `PrincipalOlaMundo1` .

Exercício 2

- Criar um projeto chamado `OlaMundo2` .
- Criar uma classe chamada `PrincipalOlaMundo2` .
- Ao executar o projeto, mostrar a mensagem:

Do projeto 2, olá.