

How to use LeJOS

Unfortunately, the Eclipse plugin we have been using up until now wasn't designed to work with LeJOS, so creating and running projects will work a little differently.

Creating a LeJOS project

- In Eclipse, on the menu at the top of the window select File → New → Project.
- On the menu that appears, select LeJOS → LeJOS NXT Project. Click Next.
- On the next screen, enter any name you want, then click Finish.
- Select the project you just created in the left-hand pane (it should have a small LeJOS logo over the folder icon, to indicate that it is a LeJOS project).
- In the File menu at the top of the screen, or the one that appears by right-clicking the project, select New → Class.
- Enter a name for the class, describing the type of program you're writing.
- The class appears in your editor. Inside the class, create a method which appears

```
public static void main(String[] args) {  
    // Your code goes here.  
}
```

You're ready to write your program! If you want to create more programs in the same project, you can create more classes by following the last three steps again.

Running a LeJOS program

To run a LeJOS program that you have just written, follow these steps:

- Connect your NXT brick to your computer via a USB cable and turn on the brick by pressing the Enter button (the big orange one).
- Right-click your program, and on the menu that appears select Run As → LeJOS NXT Program.

Depending on the settings in your editor, this will upload your program and immediately run it, or simply upload your program. In any case, once the program is uploaded to your brick, you can run it by selecting Files on the NXT menu, then selecting the program you want to run, then selecting Execute Program.