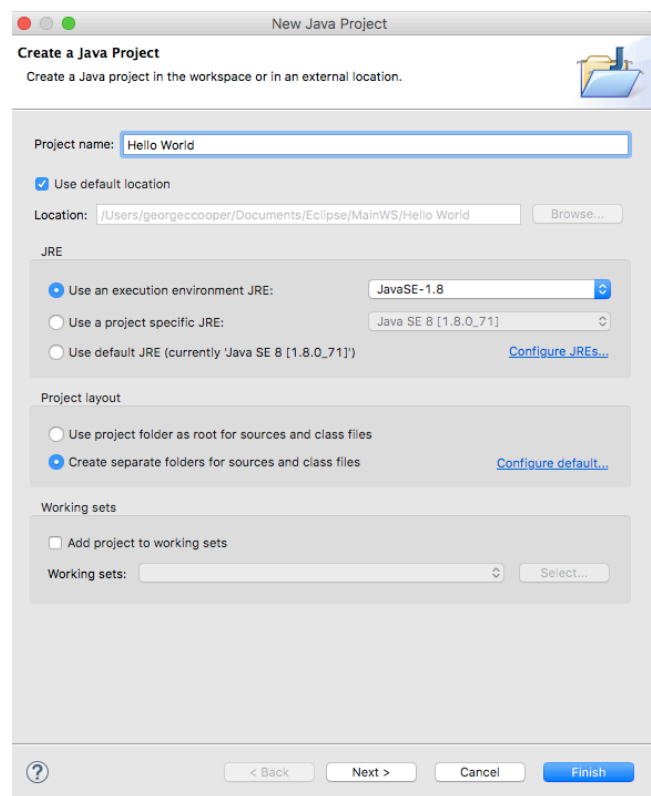
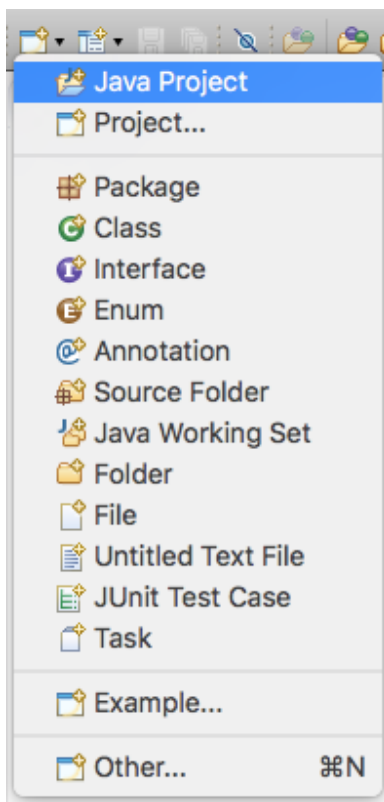


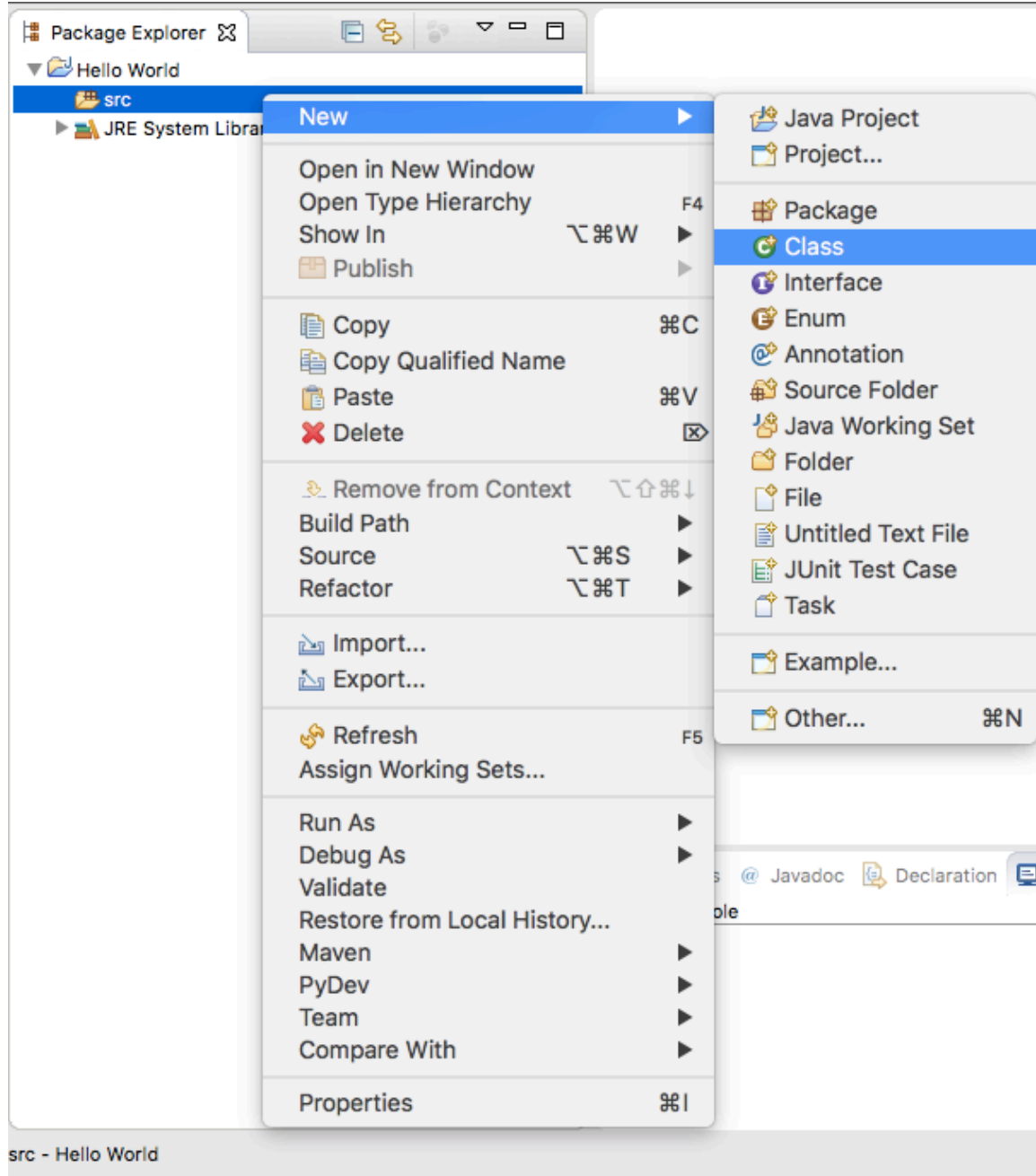
Lesson 1: Hello World

In this lesson, we will introduce you, the student, to Java programming with a simple program called “Hello World”. Without human interaction, computers are little more than shiny pieces of metal. Hidden within that metal is incredible power. It is up to you, the programmer, to draw that power out. One of the most valuable features of a programming language, and often the first feature to be taught is having the computer display something. This program does exactly that, displaying the phrase “Hello World”. Think of your computer like an infant child, this phrase will be its first words, a precursor to something magical.

To begin, open the application “Eclipse” and create a new Java Project. Name This project “Hello World” and hit finish.



Now expand the project “Hello World”, select the file “src”, right click and navigate to New->Class.



Name this class “Hello_World”, ensure that “public static void main(String[] args)” is checked and hit finish. You can safely ignore the warning at the top.

Java Class

The use of the default package is discouraged.

Source folder:

Package:

☐ Enclosing type:

Name:

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

Superclass:

Interfaces:

Which method stubs would you like to create?

☒ public static void main(String[] args)

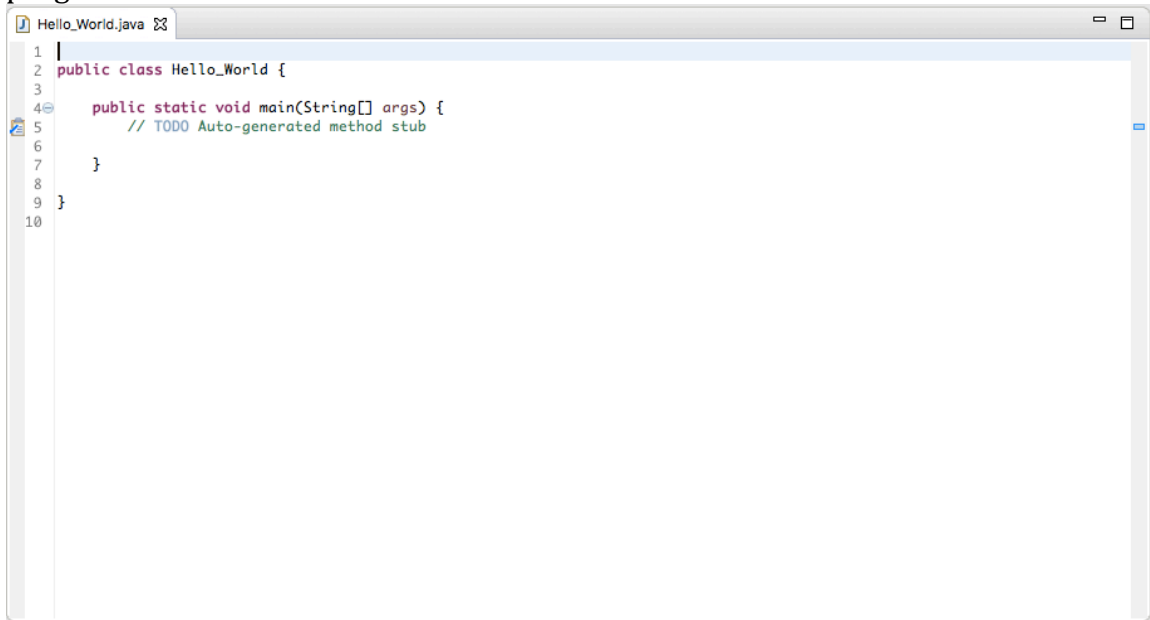
☐ Constructors from superclass

☒ Inherited abstract methods

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

☐ Generate comments

Congratulations, you have now created the space you will use to write your program! It should look like this now:



```
1 |
2 public class Hello_World {
3
4     public static void main(String[] args) {
5         // TODO Auto-generated method stub
6
7     }
8
9 }
10
```

For now, don't worry about what any of this means. Just know that every project should look like this at the beginning. We will explore what this means, and why we start like this in a much later lesson.

The task at hand is to make the computer print out a simple statement "Hello World". How do we do that? Let's break down the problem.

- We want to tell our "system" to do something.
- We want that something to be an output.
- We want that output to be printing a phrase.
- We want that phrase to be "Hello World"

Fortunately for us, Java has a built in way to do exactly that! Delete the line of code that starts with two "/" marks and type:

```
System.out.print("Hello World");
```

Notice how similar this is to our breakdown of the problem. Hit the run button and watch what happens.



Congratulations! You just wrote your first computer program!



A screenshot of a Java IDE window titled "Hello_World.java". The code is as follows:

```
1
2 public class Hello_World {
3
4     public static void main(String[] args) {
5         System.out.println("Hello World");
6     }
7
8 }
9
```

The code is color-coded: `public` is purple, `class` is red, `main` is purple, `String` is blue, `args` is blue, `System.out` is blue, `println` is blue, and `"Hello World"` is blue. The line numbers 1 through 9 are on the left. A light blue horizontal bar highlights the closing brace of the `main` method on line 6.