

Lesson 1: Introducing Java

Chapter 4, Video 1: "Running a Project in BlueJ"

Let's check to make sure everything is going to work now. I have the examples folder on my desktop. This is Windows but it will work the same on a Mac.

The next step is to open BlueJ and you can do that like any other app. If you installed it in Windows, you know, it will be on the Start menu. Or in the taskbar or wherever you put it. On a Mac, you should be able to launch it from, you know, the applications folder, launchpad, or wherever you put your things. Just go ahead and open BlueJ like you did in the initial video.

When it opens, it looks all grayed out because there's no project open. So what you want to do is choose Project, Open Project from its menu bar. Then get to your examples folder which is on the desktop. Open the examples folder, then click -- don't open -- just click the Hello folder once because that's your project, and choose Select Folder. And then that folder opens up inside of BlueJ. And it looks kind of weird there. The piece of paper icon is just a little 'read me' file you don't have to worry about right now. And the Hello box with the stripes through it is the Hello Java program. The stripes indicate that it's not compiled yet. This kind of programming requires compiling your code before you run it. And that's common with a lot of these professional programming languages. When you compile, you actually create a separate file that has your source code -- what you originally typed -- converted into an intermediate or bytecode format that executes more quickly. It's just something you have to get used to.

Now to see or change that source code, right-click a little Hello box and choose Open Editor. And then you see your actual Java code. Most of it probably looks like complete gobbledygook to you, unless you already happen to be a Java programmer. But don't worry about that. For now you can just close that little editor like you'd close any Windows or Mac app. And now to run this little Java program, we're going to have to compile it first. And to do that, you can either right-click it and choose Compile or you can just click this Compile button. It doesn't matter which you use. And most of the stripes go away. And that tells you the compilation is done. And it also says Compiling Done down there. And once you do that, you can right-click it and choose Void Main String args, which sounds ridiculous. But if you go ahead and right-click and choose that, you get this little thing.

If you click OK, it complains that you don't have a parameter. If you type in a opening and closing curly brace and click OK, then it actually runs or executes that code, which in this case just displays Hello, world in a little terminal window. Definitely not the most exciting program in the world. And it seems like a -- quite a hassle to get it there. But don't worry. We're just getting started. These are just tools you use to create bigger and better things.

Now if I just close BlueJ right here and right now with this still open, it's not a problem but you should be aware that it remembers. So when you open it again in the future, it picks you up right where you left off, which is fine. But if it's not what you want, you can just click Project -- on the menu and then click Close. And that will close the project but the editor stays open. So you could choose Project, Open Project, and open a different project if you want. Whatever you want to do. Okay?

Now when you're first getting started, this seems awfully complicated. I get that. But we'll be doing these steps over and over again as you're learning how to write Java code. So don't worry about memorizing all this right now. For now, all that matters is that it works, hopefully. And if it doesn't work, come on into the discussion area and let me know what's going wrong. Maybe we can solve it there. All right? Thanks for watching!

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Assignment, Video 1: "Open and Running an Applet"

I'm going to open and run an applet as a solution to the assignment for Lesson 1.

In the main BlueJ window, from the Project menu, I choose Open Project. I find the applet project—in this case it's named "appletdemo"—and open that.

This shows the applet icon in the main window and, as you can see, above the name it says "applet" to indicate that I have an applet instead of a regular class or program.

If I right-click on the applet icon, I can choose the Run Applet option, and when I do that, you can see I get a Run Applet dialog from BlueJ.

It has several options: Generate the Web page, which just puts out an HTML file, run applet in appletviewer, or run it in the Web browser.

Because of modern browser security, running applets from your disk drive could be a problem. So I'm going to choose Run applet in appletviewer.

This sets the height and the width of the applet window.

When I click OK, you can see that the applet runs.

In this case, it's the "Case Converter" applet, and if I type some text, then click the UPPERCASE button, it converts it to uppercase, and the lowercase button moves it back to lowercase.

That's all it takes to run an applet in BlueJ.