

INFO0027

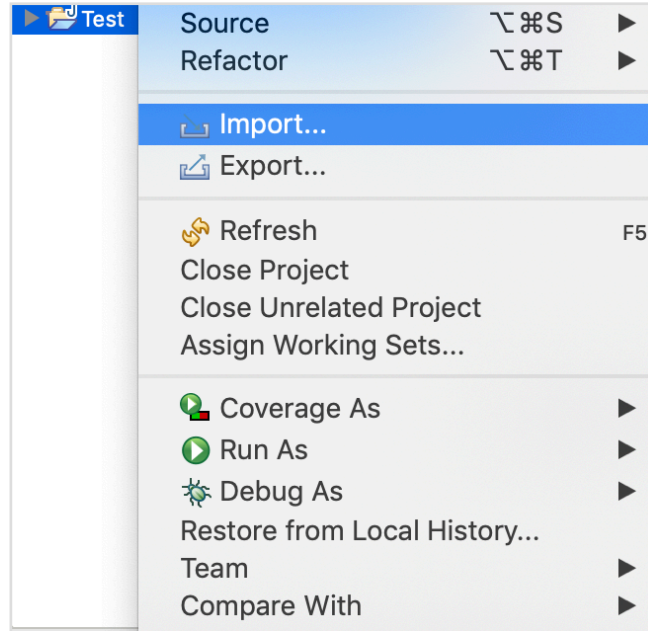
Setup Project2

Setup Project2

.jar File:

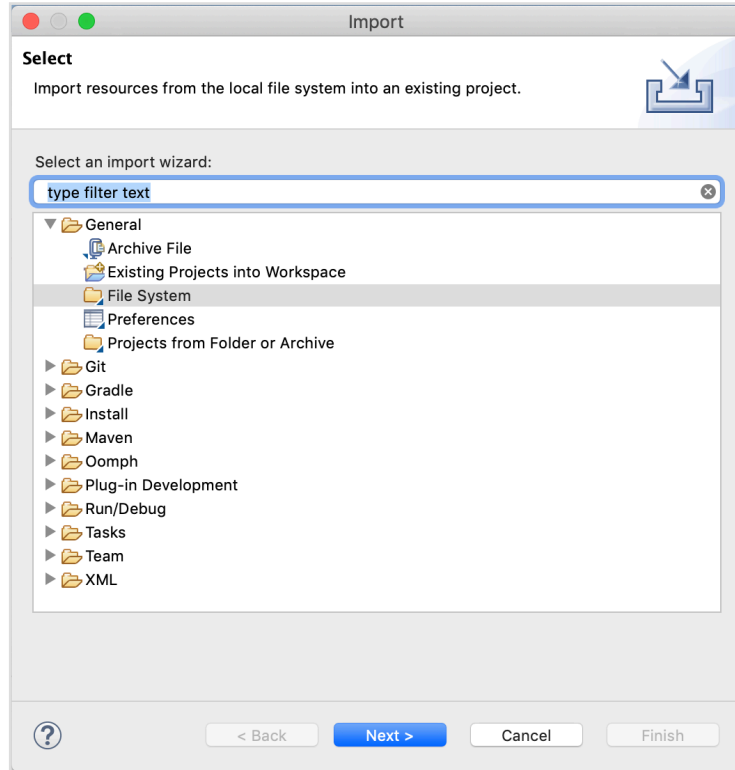
- A .jar file can be seen as the “executable” of the Java world.
- Moreover, it allows to distribute non executable libraries.
- It's a simple ZIP archive with a metadata file.
- Eclipse can easily generate a .jar file (useless for you).
- However, it can also easily import and integrate .jar files into your project!

Setup Project2: Import library with *Eclipse*



1. Right-click on your project
2. Choose Import

Setup Project2: Import library with *Eclipse*



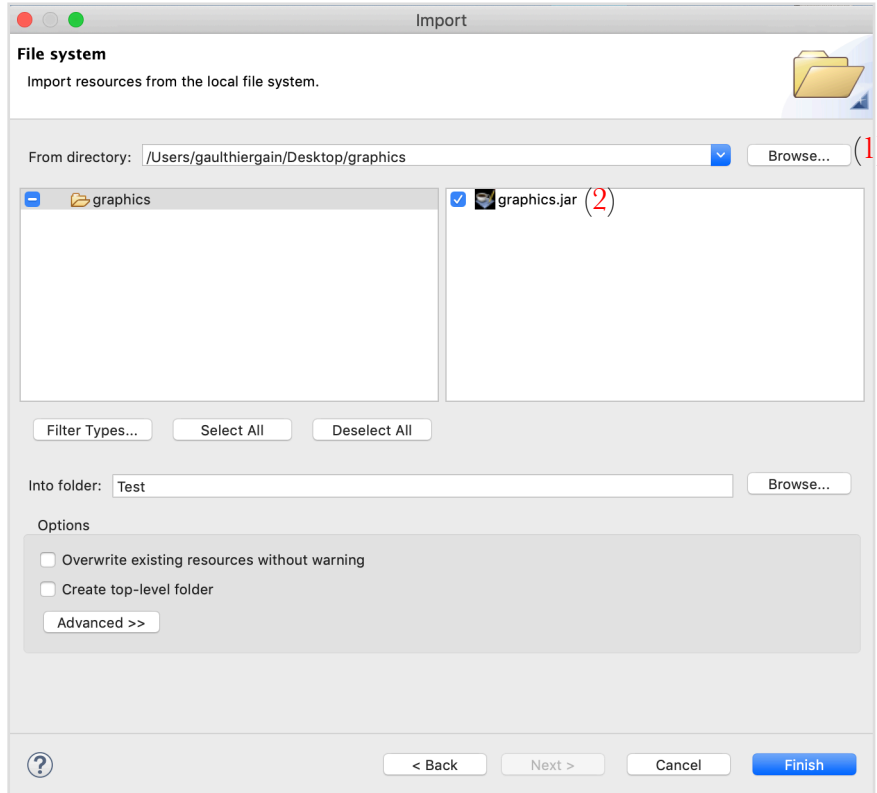
1. Choose:

1. General

2. File System

2. Then click on Next>

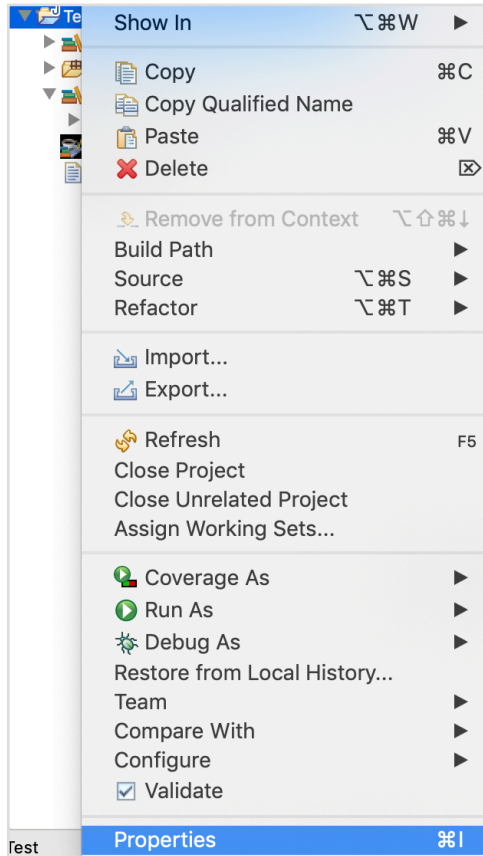
Setup Project2: Integrate library with *Eclipse*



1. Click on Browse (1) and choose the folder containing `graphics.jar`
2. Check `graphics.jar` only (2)
3. Then click on Finish

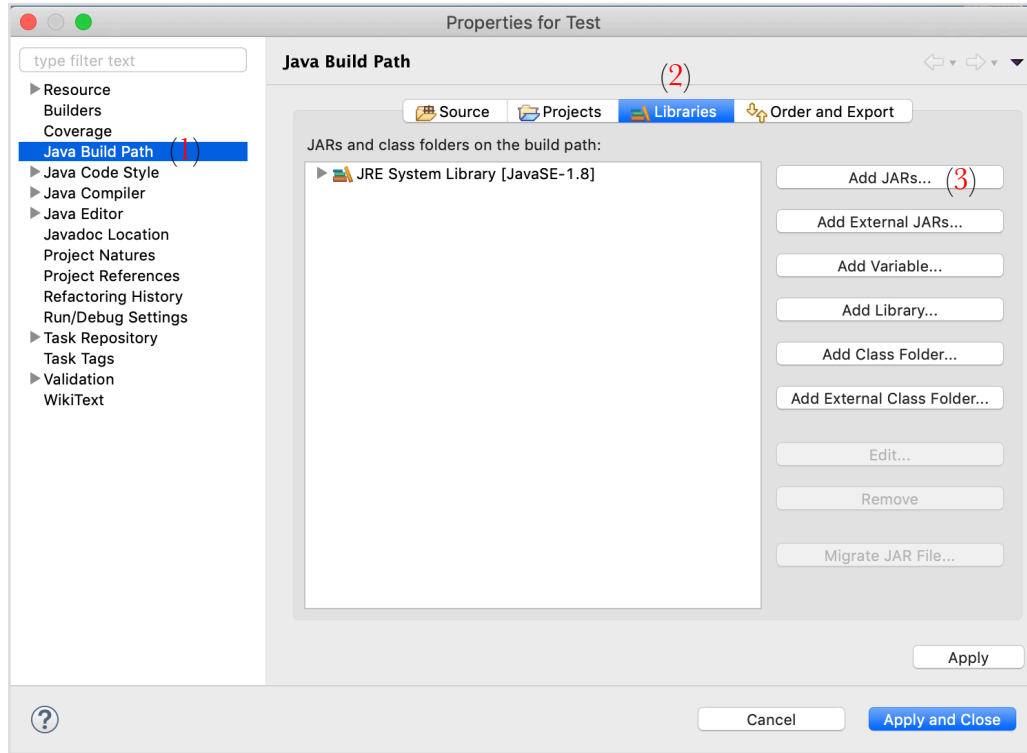
Warning: the file must always be at the **root** of your projet.

Setup Project2: Integrate library with *Eclipse*



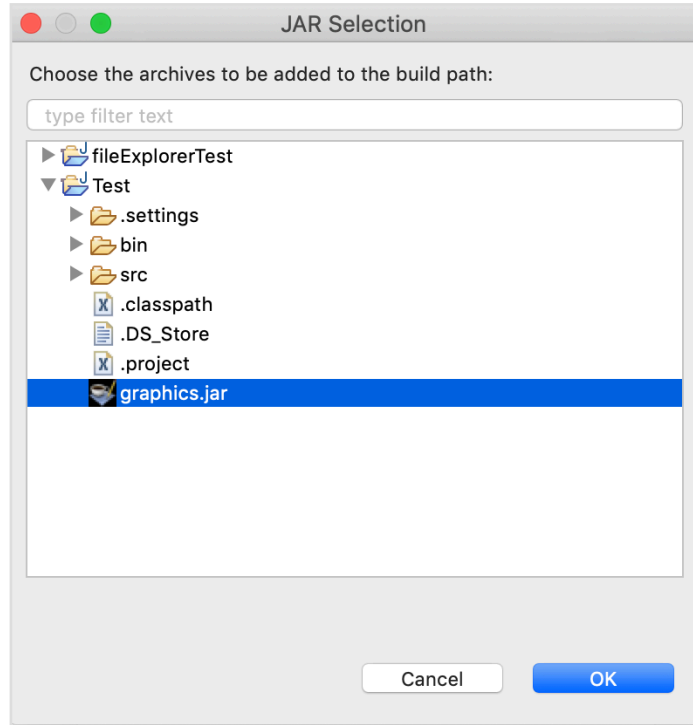
1. Right-click on your project
2. Choose Properties

Setup Project2: Integrate library with *Eclipse*



1. Click on Java Build Path (1)
2. Choose Libraries tab (2)
3. Click on Add JARs (3)

Setup Project2: Integrate library with *Eclipse*



1. Click on `graphics.jar`
2. Then OK
3. Then click on OK in the properties window

Setup Project2: Integrate library with *Eclipse*



1. Referenced Libraries must be there
2. `graphics.jar` must be inside Referenced Libraries
3. `graphics.jar` must also be at the root of your project

Setup Project2: For Those Who Do Not Use Eclipse

1. Source code in the `src` folder and bytecode in the `bin` folder.
2. `graphics.jar` file at the root.

Compilation

```
$ mkdir -p bin  
$ javac -d bin -cp bin:graphics.jar $(find src -name '*.java' -print)
```

Execution

```
$ cd bin  
$ java -cp ../../graphics.jar Main
```

Project Appendix

Setup Project2: How to use the ExplorerEvent class

How to use `ExplorerEventsHandler`, step by step:

- To avoid you the trouble of losing time on learning how to use the library.

Reminder:

- This interface declares methods made for handling mouse events.
- Part of your job is to implement these methods.

Setup Project2: How to use the ExplorerEvent class

- Declare your handler class, using the keyword **implements** as shown below.
- Rewrite every method signature with a body.
- A good start consists in printing out a console message for each method.

```
import montefiore.ulg.ac.be.graphics.ExplorerEventsHandler;

public class GuiHandler implements ExplorerEventsHandler {
    @Override
    public void doubleClickEvent(Object selectedNode) {}

    @Override
    public void createFileEvent(Object selectedNode) {}

    @Override
    public void createFolderEvent(Object selectedNode) {}

    //...
```

Setup Project2: How to use the ExplorerEvent class

- How to know the type of the selected node?
 - Use the **instanceof** keyword

```
@Override
public void doubleClickEvent(Object selectedNode) {
    if (selectedNode instanceof A) {
        A a = (A) selectedNode;
        System.out.println("It's A: " + a.getName());
    } else {
        B b = (B) selectedNode;
        System.out.println("It's B: " + b.getName());
    }
}
```