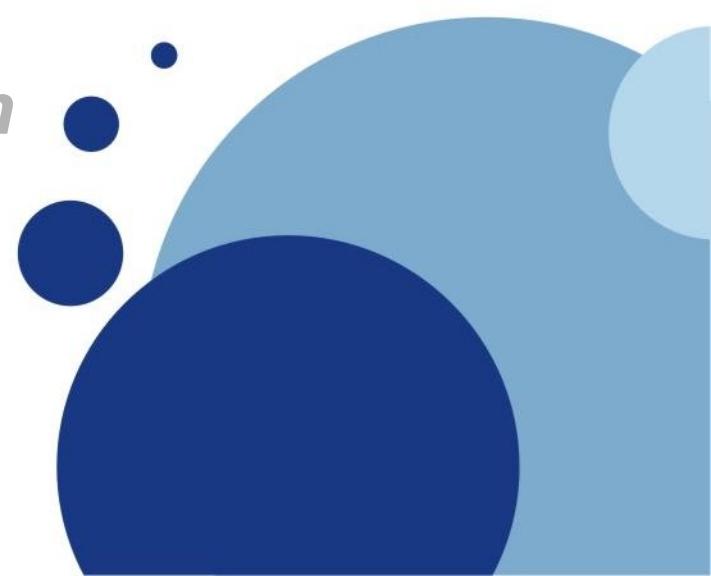


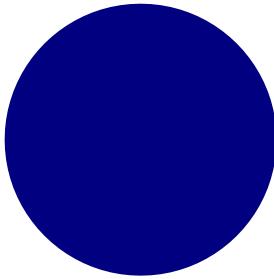
GEOG 178/258:

Conceptual Modeling and Programming for the Geo-Sciences

Week 1: March 31st, 2020

mike johnson



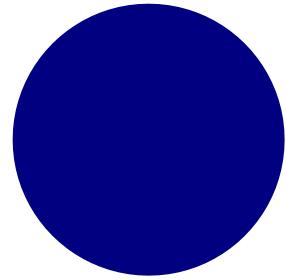


Week

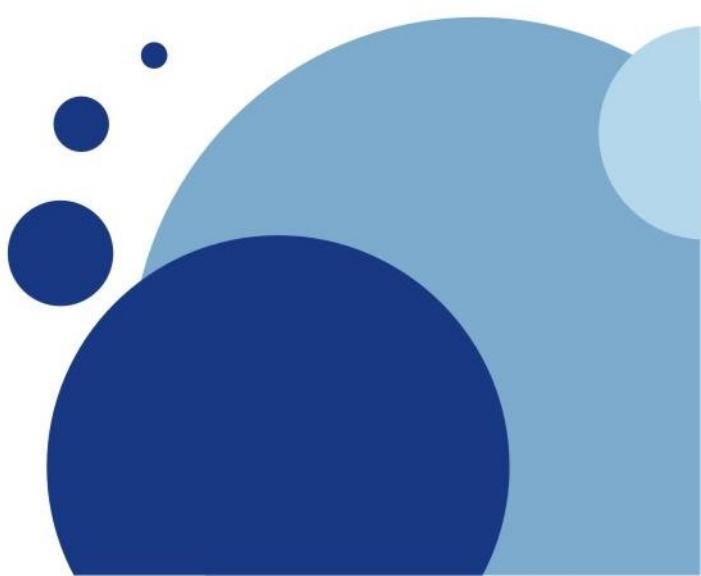
1

Logistics

- **Instructor:** Krzysztof Janowicz
 - Lecture/Lab: Friday 9:00 – 11:50
 - Office hours:
 - Monday 10:30am – 11:30am
 - jano@ucsb.edu
- **TA:** Mike Johnson
 - Section: Tuesday 11:00 – 12:50
 - Office hours:
 - TBD
 - jmj00@ucsb.edu
- **Section Website:**
 - <https://mikejohnson51.github.io/geog178>



1. Getting the Class Website on your machines...



Getting started with GitHub

Week

1

Class Website Github

Section repository:

<https://github.com/mikejohnson51/geog178>

The screenshot shows the GitHub repository page for 'mikejohnson51/geog178'. At the top, there are buttons for Unwatch (1), Star (0), Fork (0), and Settings. Below that, it says 'Section website for Geography 178/258: Conceptual Modeling and Programming for the Geo-Sciences.' with a link to 'Edit' and 'University of California, Santa Barbara'. There's also a 'Manage topics' section. The main content area shows a list of 14 commits, 1 branch, 0 releases, 1 environment, 1 contributor, and MIT license. The commits are listed with their author, file, changes, and timestamp. Below the commits is a 'README.md' file containing course information, instructors, and a note about community support via GitHub issues.

mikejohnson51 / geog178

Unwatch 1 ★ Star 0 ⌂ Fork 0

Code Issues Pull requests Projects Wiki Insights Settings

Section website for Geography 178/258: Conceptual Modeling and Programming for the Geo-Sciences. [Edit](#)
University of California, Santa Barbara <https://mikejohnson51.github.io/geog178>

Manage topics

14 commits 1 branch 0 releases 1 environment 1 contributor MIT

Branch: master - New pull request Create new file Upload files Find file Clone or download

mikejohnson51 Update README.md Latest commit 8298c68 just now

resources change to OSM tkgrd 10 days ago

section_slides add week 1 slides (2019 update) 10 minutes ago

.DS_Store condense css & html 10 days ago

LICENSE Initial commit 11 days ago

README.md Update README.md just now

favicon.ico initial commit 11 days ago

index.html add week 1 slides (2019 update) 10 minutes ago

README.md

Course Website for Geography 178 / 258

Winter 2019 (January 7th - March 22nd 2019)

This is the section website for Geography 178/258, Conceptual Modeling and Programming for the Geo-Sciences, offered at the University of California, Santa Barbara. The webpage archive links to the weekly section slides, examples, downloads, and other useful info.

To get updates to this repo you can 'star' or 'watch' the repo.

Primary Instructor: Kyrstof Janowicz

Teaching Assistant: Mike Johnson

Questions

Questions for this section can be commonly answered using GitHub issues and the tag "Help"

Reasons for this:

- * build familiarity (for you as developing programmers),
- * force getting started with version control, open coding
- * host a class community,
- * longevity of material,
- * improve group work in second half of class,

Getting started with GitHub

Week

1

Class Website Github

This is all optional and not needed to complete the class but will hopefully make your life easier in the long run...

1. Make a GitHub account at: <https://github.com>
2. Find the class repository searching for 'geog178'
3. 'Star' to be easily found and to easily find the repo
4. 'Watch' to be notified of changes such as new issues, new content, ect.
5. 'Fork' to make a copy of the repo in your own account



Getting started with Github

Week

1

Class Website Github

All GitHub repo's can host a static website...

Ours is here: <https://mikejohnson51.github.io/geog178>

The screenshot shows a static website for a course titled "GEOG 178/258: Conceptual Modeling and Programming for the Geo-Sciences". The page has a header with the course title and a map background. Below the header is a section titled "Course Info" containing details about the term (Spring 2020), description (a project-based course introducing conceptual modeling paradigms and object-oriented programming from a Geoinformatics perspective), instructor (Krzysztof Janowicz), office hours (Monday 10:30 - 11:30), and email (jano@ucsb.edu). It also lists TA (Mike Johnson), office hours (TBD), and email (jmj00@ucsb.edu). A "Weekly Info:" section includes links for "Week 1: Installs" and several download links for software: "Section slides", "Java JDK SE Download", "Eclipse IDE Download", and "Pro Git PDF".

GEOG 178/258: Conceptual Modeling and Programming for the Geo-Sciences

Course Info

Term: Spring 2020

Description: A project-based course introducing major conceptual modeling paradigms and object-oriented programming from a Geoinformatics perspective. The class is intended for undergraduate students from Geography and the broader Geo-Sciences who have limited (or no previous) experience in software engineering. GEOG 178 is the undergraduate portion of the class while GEOG 258 is the graduate section.

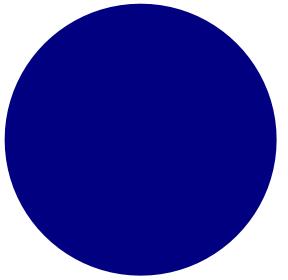
Instructor: Krzysztof Janowicz
Office Hours: Monday 10:30 - 11:30
Email: jano@ucsb.edu

TA: Mike Johnson
Office Hours: TBD
Email: jmj00@ucsb.edu

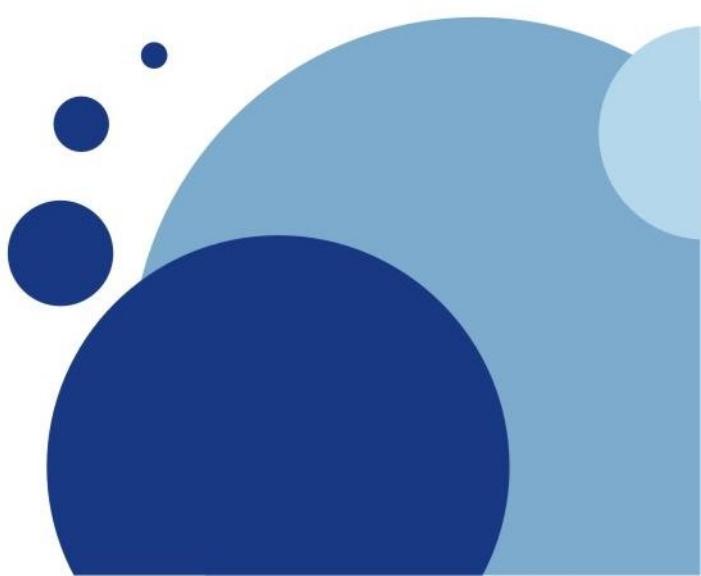
Weekly Info:

Week 1: Installs

- Section slides
- Java JDK SE Download
- Eclipse IDE Download
- Pro Git PDF



2. Getting Eclipse set up on your machines...



Necessary Downloads:

Week

1

Getting Started with Eclipse

1. To get set up on a personal machine, you need the Eclipse Program files. They can be found here:

<https://www.eclipse.org/downloads/>

Or through the section website:

Weekly Info:

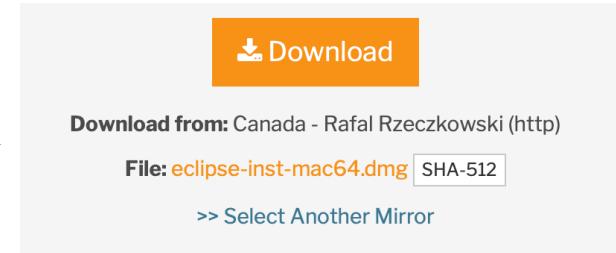
Week 1: Installs

Section slides

Java JDK SE Download

Eclipse IDE Download

2. From the Eclipse main page download the zip file from the series of download buttons:

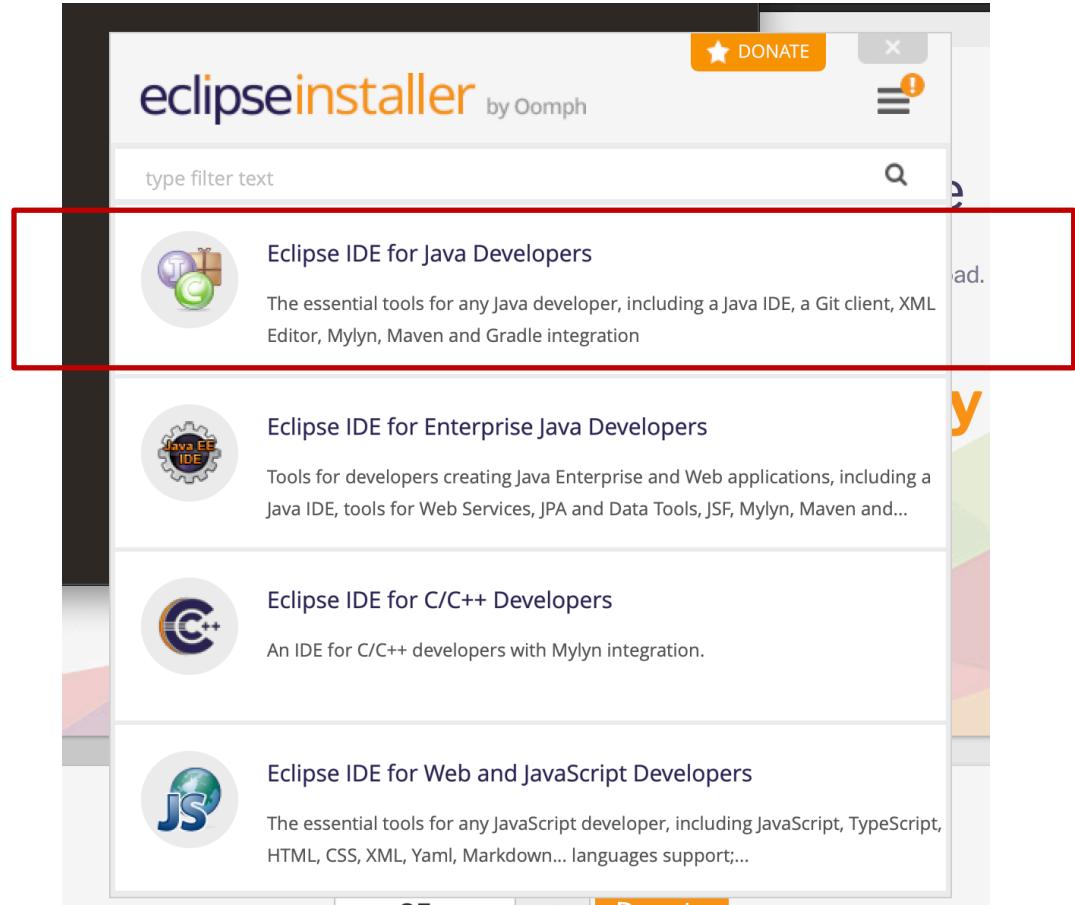


Eclipse “Flavor”:

Week

1

Getting Started with Eclipse



Installing

Week

1

Getting Started with Eclipse

- From the unzipped download folder try and install Eclipse
 - On Windows → select the 'eclipse-inst-win64.exe' file
 - On Mac → select the 'eclipse-inst-mac64.tar.gz' file
- Follow all instructions
- *Does it Error Out???*
- Eclipse is written in Java so you may need to download the **Java SE JDK**** if it is not already on your machine

**JDK: Java Development Toolkit which includes JRE (Java Runtime Environment), an interpreter/loader (java), a compiler (javac), an archiver (jar) and a documentation generator (javadoc)

Installing Java JDK

Week

1

Getting Started with Eclipse

1. The Java SE JDK download can be found here:

<https://www.oracle.com/java/technologies/javase-jdk8-downloads.html>

Or on the section webpage:



2. Select the needed program file from the list of options:

Java SE Development Kit 8u241		
Product / File Description	File Size	Download
Linux ARM 32 Hard Float ABI	72.94 MB	jdk-8u241-linux-arm32-vfp-hf.tgz
Linux ARM 64 Hard Float ABI	69.83 MB	jdk-8u241-linux-arm64-vfp-hf.tgz
Linux x86 RPM Package	171.28 MB	jdk-8u241-linux-i586.rpm
Linux x86 Compressed Archive	186.11 MB	jdk-8u241-linux-i586.tar.gz
Linux x64 RPM Package	170.65 MB	jdk-8u241-linux-x64.rpm
Linux x64 Compressed Archive	185.55 MB	jdk-8u241-linux-x64.tar.gz
macOS x64	254.06 MB	jdk-8u241-macosx-x64.dmg
Solaris SPARC 64-bit (SVR4 package)	133.01 MB	jdk-8u241-solaris-sparcv9tar.Z
Solaris SPARC 64-bit	94.24 MB	jdk-8u241-solaris-sparcv9tar.Z
Solaris x64 (SVR4 package)	133.8 MB	jdk-8u241-solaris-x64.tar.Z
Solaris x64	92.01 MB	jdk-8u241-solaris-x64.tar.gz
Windows x86	200.86 MB	jdk-8u241-windows-i586.exe
Windows x64	210.92 MB	jdk-8u241-windows-x64.exe

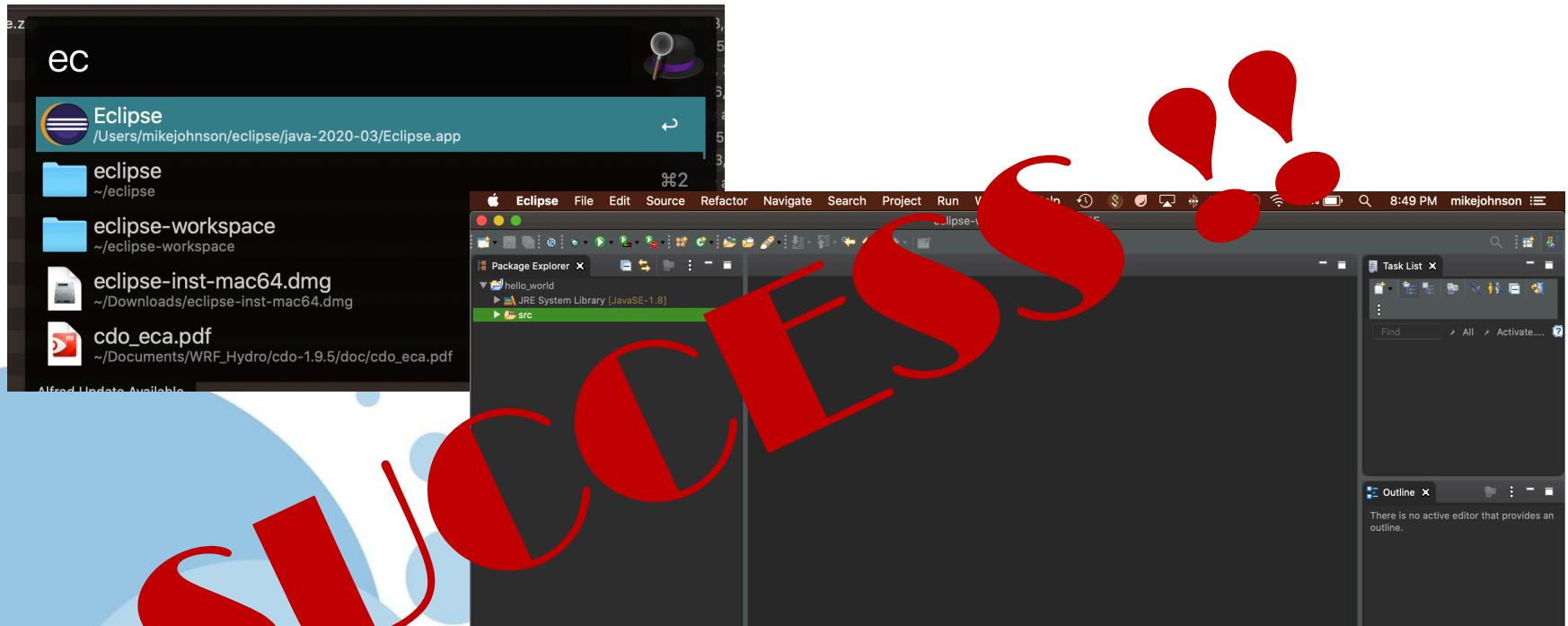
macOS.x64 →

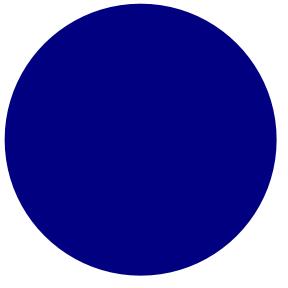
Windows.x64 →

3. You will need to make an Oracle account, and sign in to start the download
4. Unzip the downloaded zip, follow all instructions, and try to install Eclipse ...

Launch Eclipse !!

Find the application on your machine and launch it. You should see something like this:





3. Introduction to the Eclipse IDE...



Writing, compiling and executing a Program

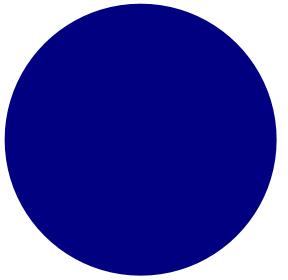
Week

1

Getting Started with Eclipse

- There are two methods for compiling and running a Java Program. Remember (loosely **source code** is what you write, source code is **compiled**, your machine executes compiled code)

1. Using a text editor such as Atom or Notepad, and your Terminal (Mac) / Powershell (Windows)
 - This is the approach the textbook takes
2. Using a dedicated platform such as Eclipse
 - That is the approach we will use in this class
 - This is a IDE which stands for an **Integrated Development Environment**
 - IDE's provide tools for coding, building, running and debugging applications



Setting up a Workspace

Week

1



Getting Started with Eclipse



Suggestions:

- On your **computer** create a new folder called

GEOG178

Think of this folder as a default working directory...

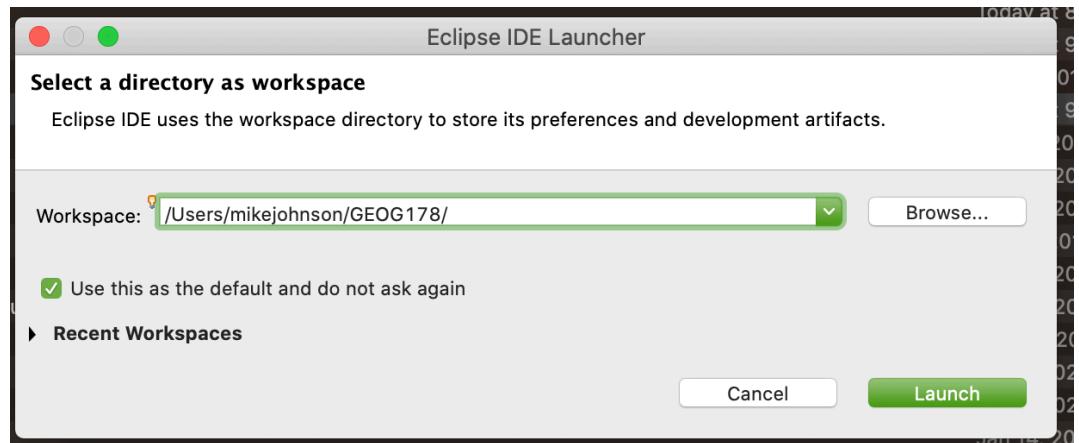
Starting a New Project:

Week

1

Getting Started with Eclipse

- When you launch Eclipse it will ask you to define a **workspace**.
- A **workspace** is where your source code and output will be stored
- Direct your workspace to GEOG178 using the ‘*Browse...*’ button



- Hit ‘OK’ when you are done.

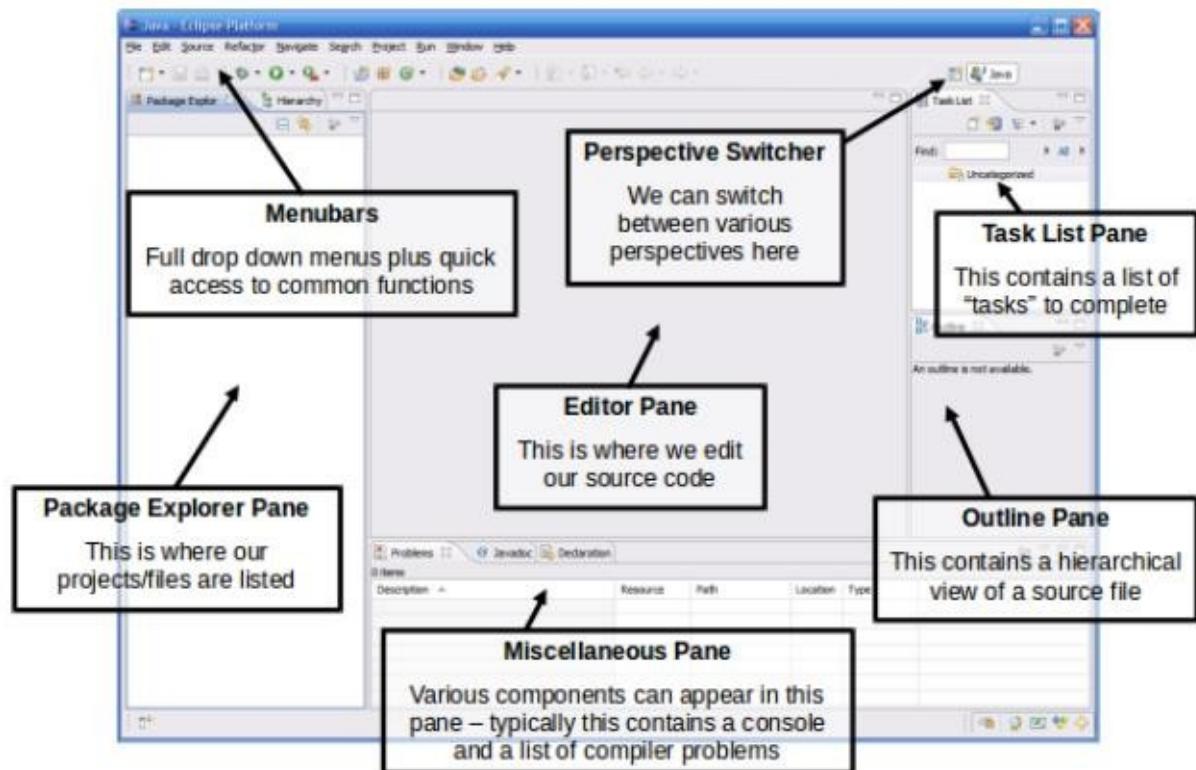
IDE Components:

Week

1

Getting Started with Eclipse

- When your workspace is loaded, you will be presented with the following interface:



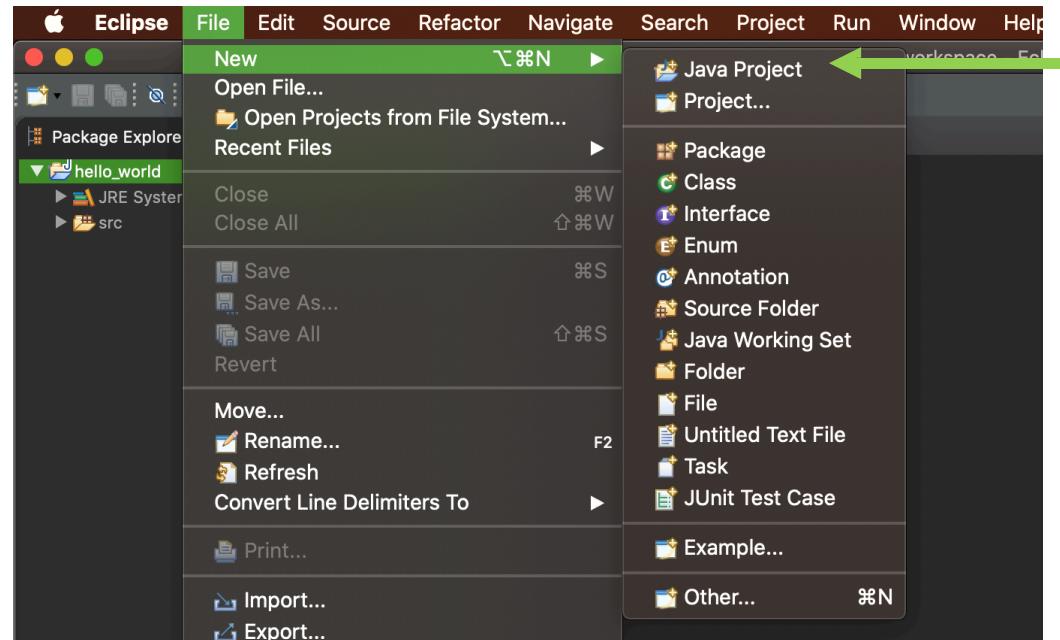
Create a new project

Week

1

Getting Started with Eclipse

- All code in Eclipse needs to live under a **project**, remember that **projects** live in **workspaces**
- To create a project: File → New → Java Project



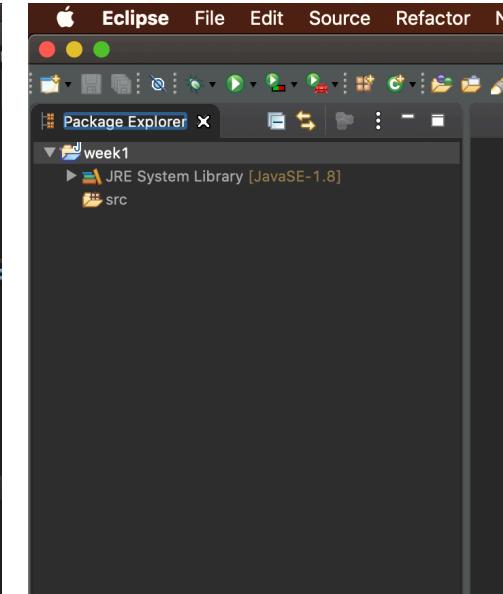
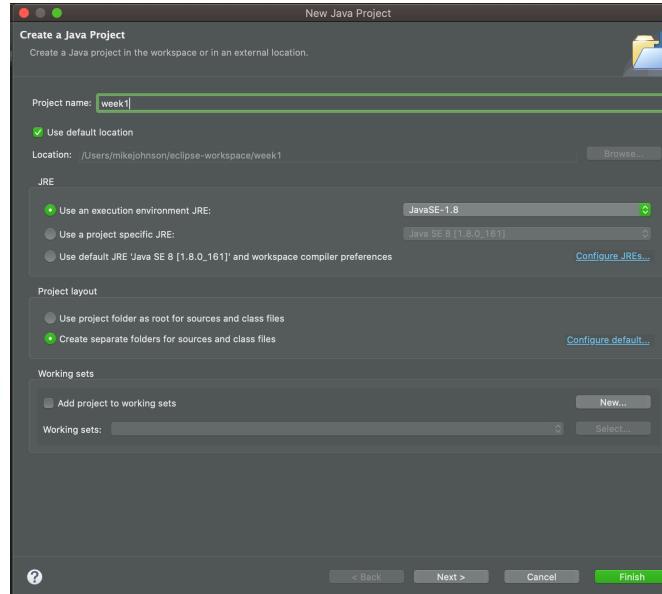
Create a new project

Week

1

Getting Started with Eclipse

- Enter a Name for the Project (**week1**)
- Click “*Finish*”
- The new Project will appear in the **Package Explorer**
- The **src** (source) folder is where all your scripts will live before they are compiled!



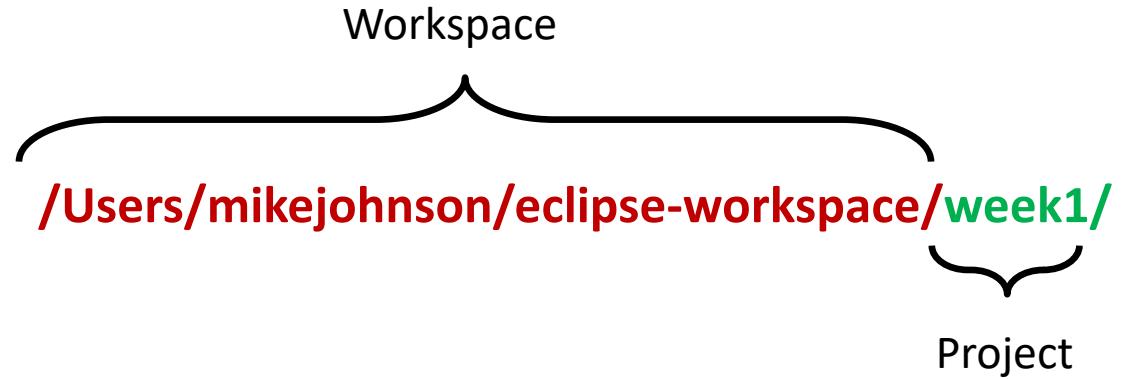
Workspace and Projects

(Think of your file paths!)

Week

1

Getting Started with Eclipse



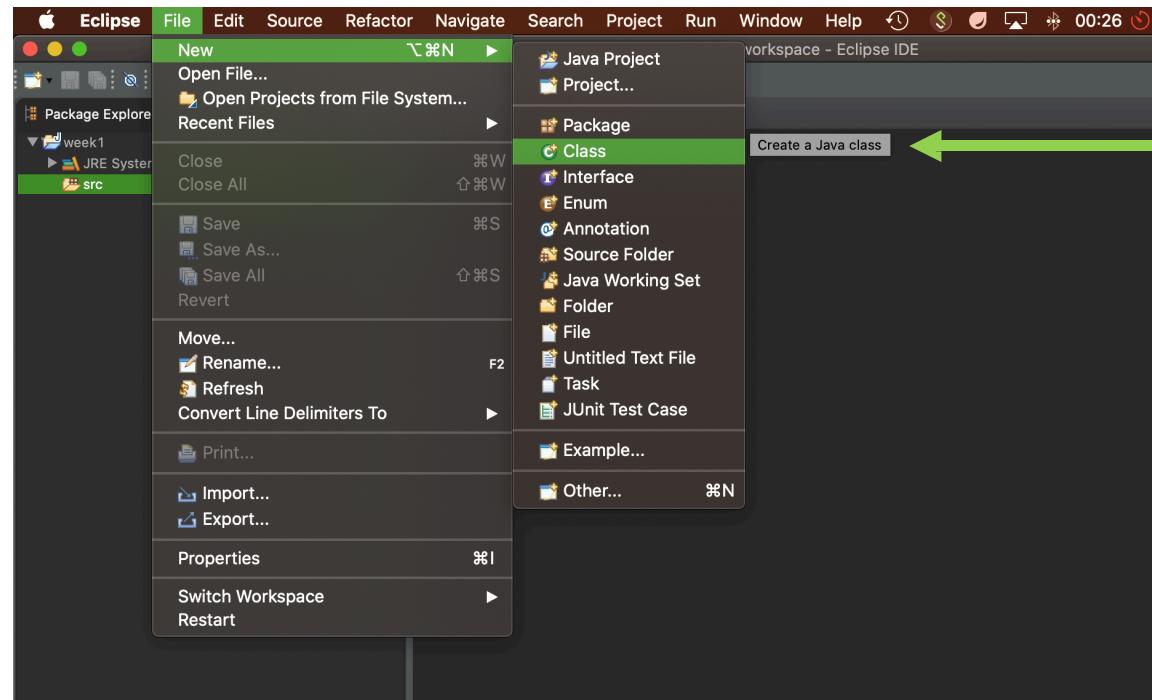
Create a new class

Week

1

Getting Started with Eclipse

- You will now create your first **class** within the **Java Project** (that lives in your **workspace**)



Create a new Class

Week

1

Getting Started with Eclipse

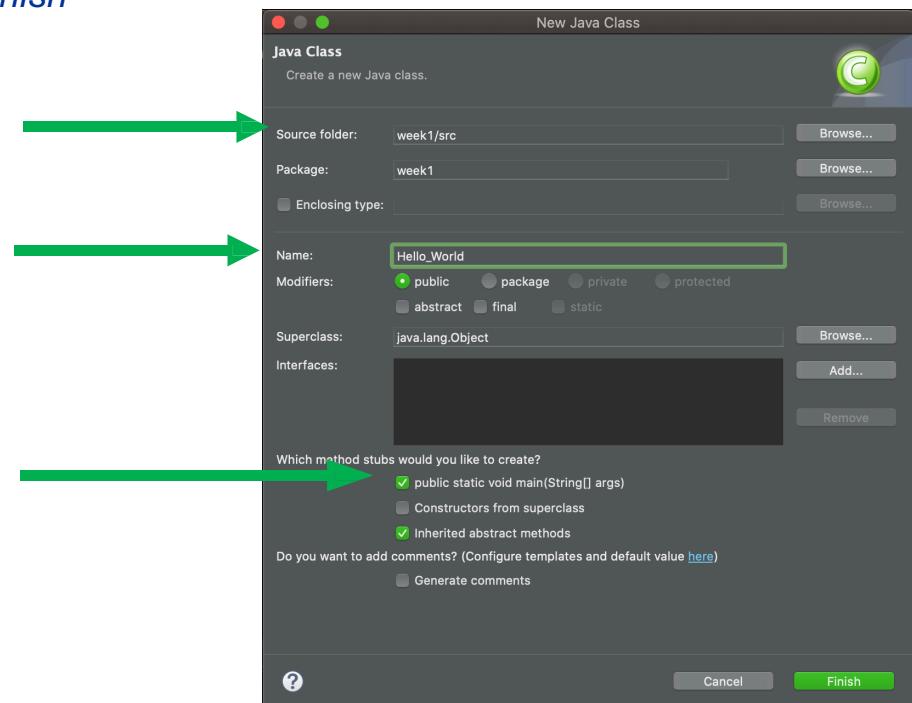
- Enter a Name for the class (`Hello_World`)

- You can also specify:

- package
- Superclass
- Whether or not to include a main
- Etc..

Ignore these for now...

- Fill in necessary information as seen below
- Click “*Finish*”



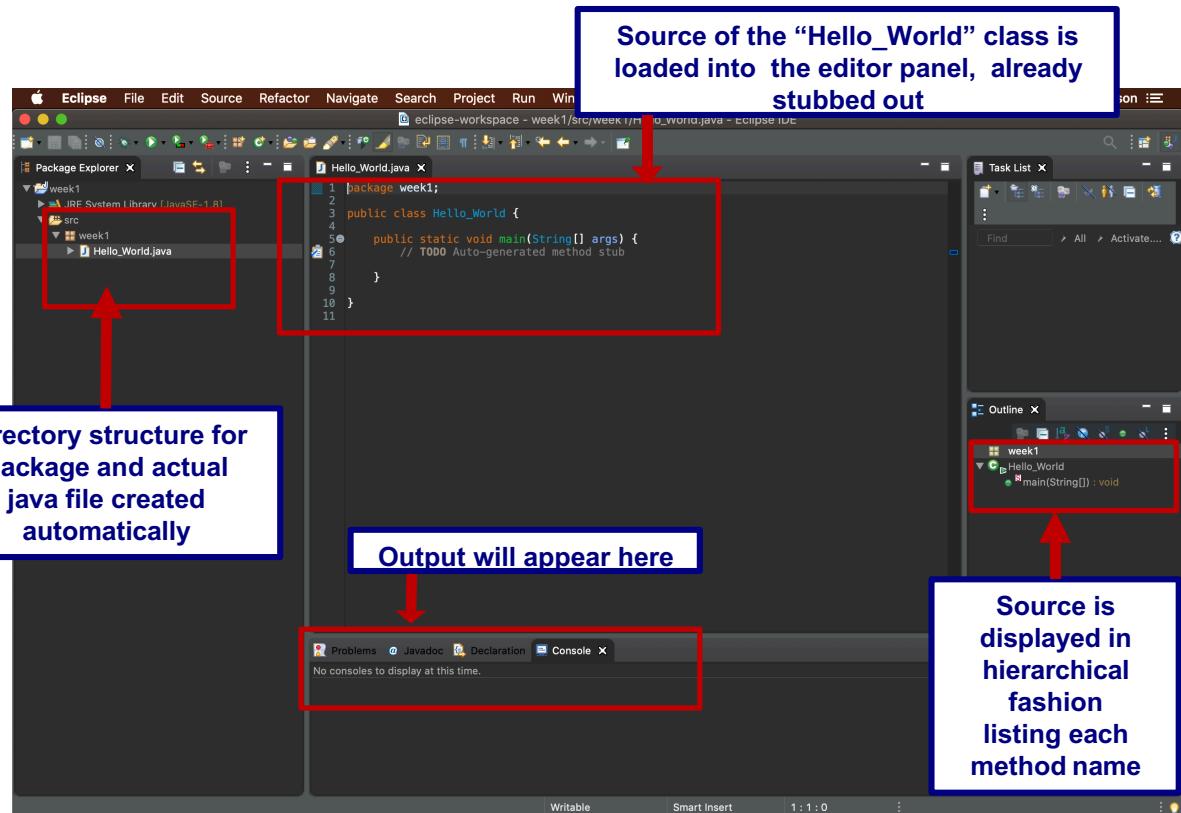
Interface:

Week

1

Getting Started with Eclipse

- You should see the following



- Be sure to always have your file name match the public class name! (in this case `hello_world == hello_world.java`)

Enter Basic Command

- In your program type the command

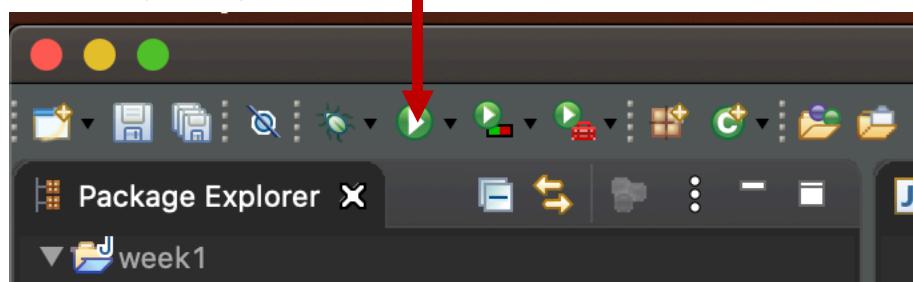
`System.out.println("Hello, Welcome to GEOG 178!");`

- It should look like this:



```
1 package week1;
2
3 public class Hello_World {
4
5     public static void main(String[] args) {
6         // TODO Auto-generated method stub
7         System.out.println("Hello, Welcome to GEOG 178!");
8     }
9
10 }
11
12 }
```

- After typing the code, hit the 'run' button:



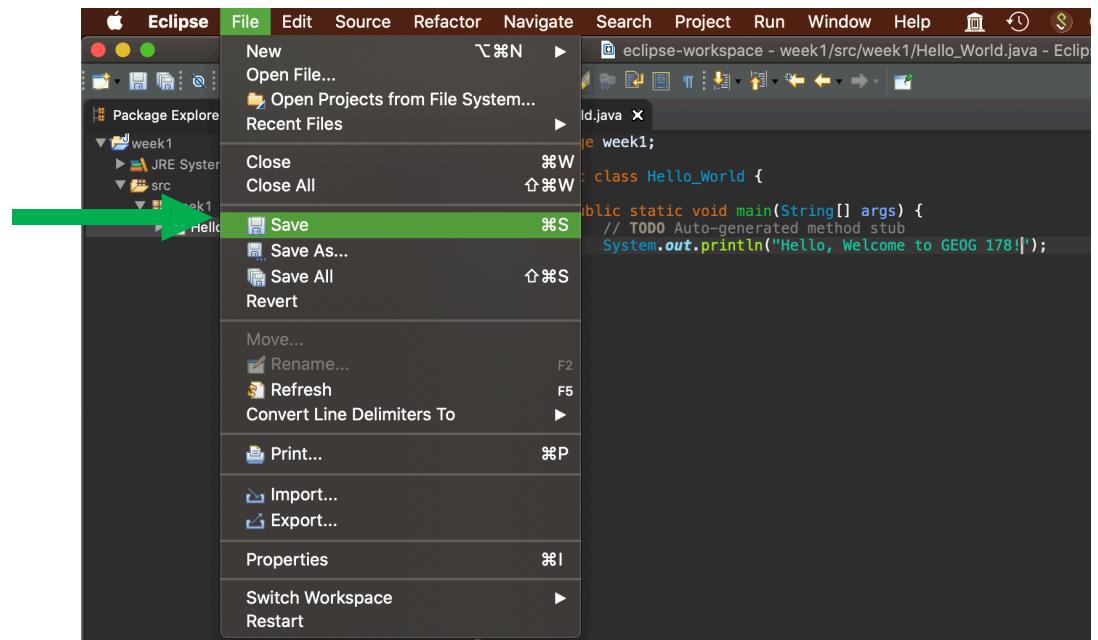
- You should see the following output!



```
<terminated> Hello_World [Java Application] /Library/Java/JavaVirtualMachine
Hello, Welcome to GEOG 178!
```

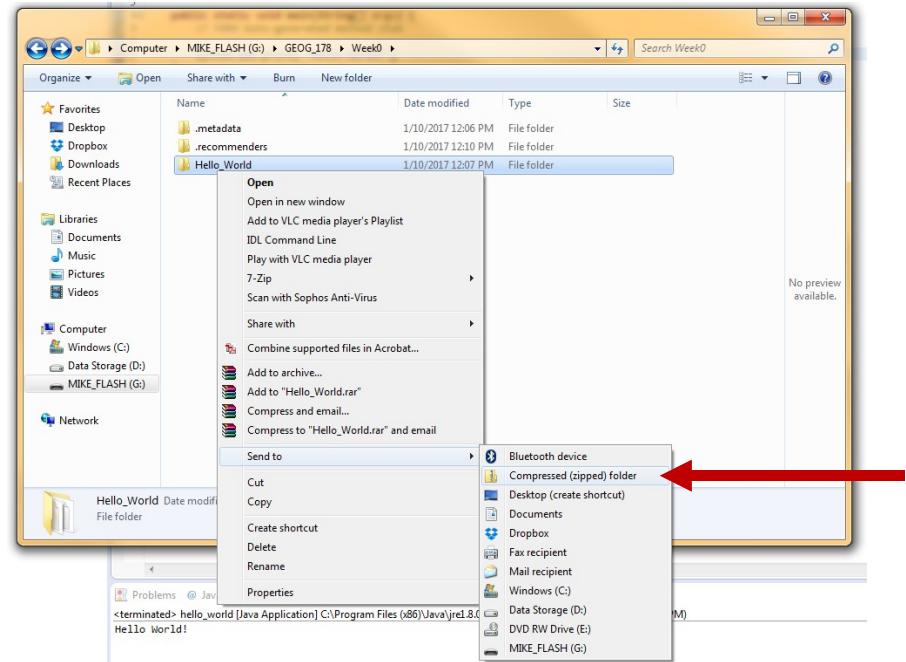
Saving your Program

- Running your program will automatically save it
- In cases where you want to save manually go:
- File → Save



Zip Program Folder

- Program files can be zipped to make them smaller and easier to share!
- ON WINDOWS:
 - Go to your flash drive → GEOG_178 → Week0
 - Right Click on the Folder ‘Hello_World’
 - Click ‘Send To’ → ‘Compressed (zipped) folder’



Zip Program Folder

- ON MAC:
 - Go to your GEOG178
 - Right Click on the Folder 'Week1'
 - Click 'Compress'
- You now have a zipped folder that will be easier to share with others!
- For lab turn in, you will be able to send me zip files OR share links to a Github repository

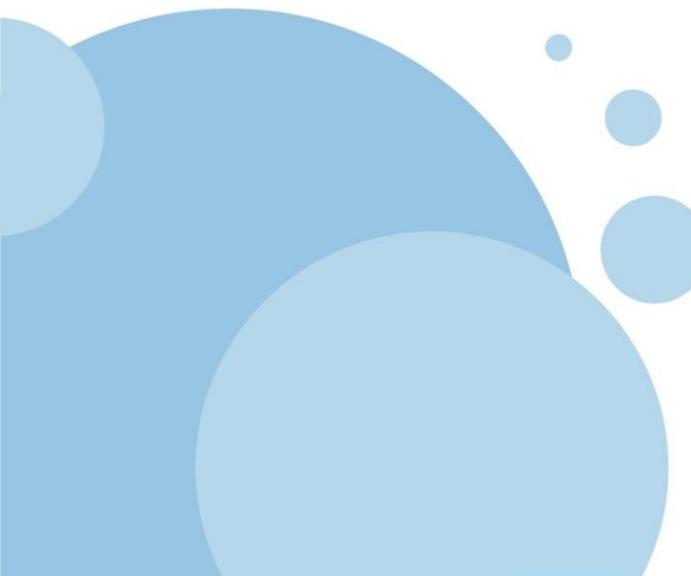
Bonus

Read here to learn how to connect a GitHub account/repo to Eclipse:

<https://www.vogella.com/tutorials/EclipseGit/article.html>

Check out GitHub Desktop for a GUI interface:

<https://desktop.github.com>



See you Friday at 9:00 am!