

Using Eclipse, Practice It, & Submitting Files

Throughout this course, you will be writing code and submitting it to your instructor. In today's lesson, we will review the procedure to:

- open Eclipse
- set up a workspace
- create a file
- save a file and eject your USB safely

Sometimes you will complete coding projects online, via Practice It. Practice It is a web app that allows you to practice coding in Java online. In this lesson, you will:

- create a Practice It account
- learn how to log in
- learn how to submit an answer

Eclipse Procedure Overview

Each of the following steps is explained in detail on the following pages. As you repeat the steps, you will become more familiar with them, and so we've offered this quick reference guide so that you can check the steps quickly and easily in the future.

Plug In Procedure

1. Turn on your computer
2. Log into student account
3. Insert USB drive
4. Launch Eclipse using the thumbnail
5. Set Workspace to F:\
6. Enter Workbench
7. Create new Java Project
8. Create new Java Class

Un-Plug Procedure

1. Save all
2. Exit Eclipse
3. Safe-eject USB drive
4. Remove USB drive



Plug In Procedure

Turn on & Login

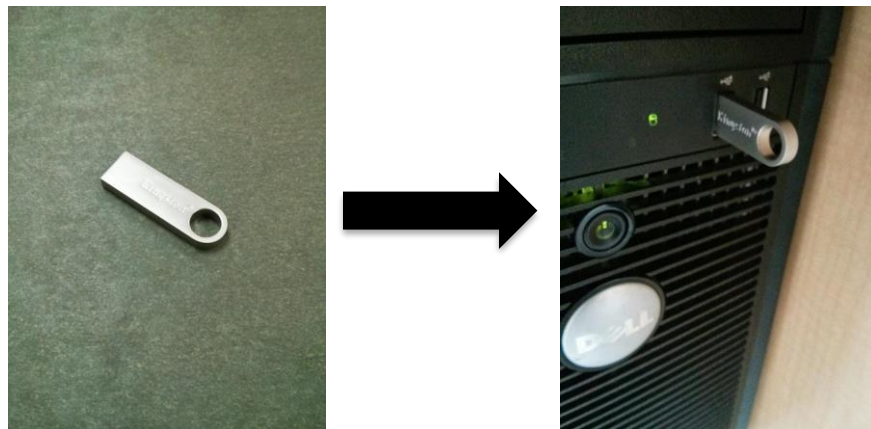
1. Turn on the computer and wait for it to power up.
2. If prompted for login, your teacher will give you your username and password. Record your username and password here for safekeeping:

username:

password:

Insert USB Drive

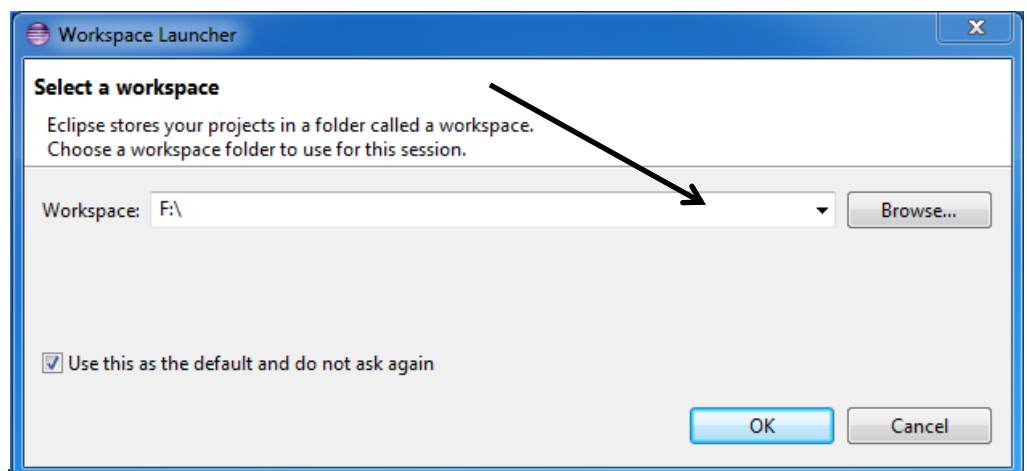
3. Insert USB drive
4. Some Windows messages might appear—ignore them.



Start Eclipse & Workspace

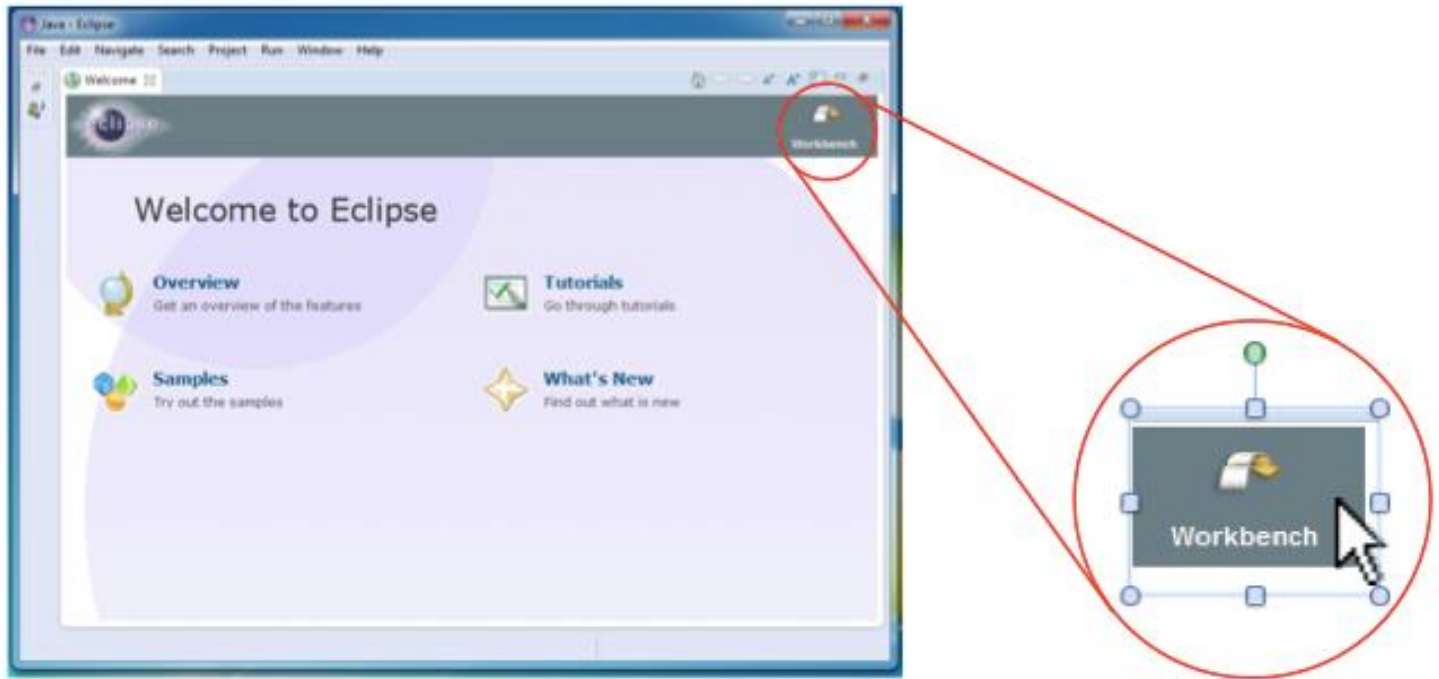
5. Double-click on the Eclipse Icon on the desktop
6. Type F:\ as the Workspace location. The \ character can be found near the return key on the upper right section of your keyboard.

Click “Use this as the default” and then click on OK.



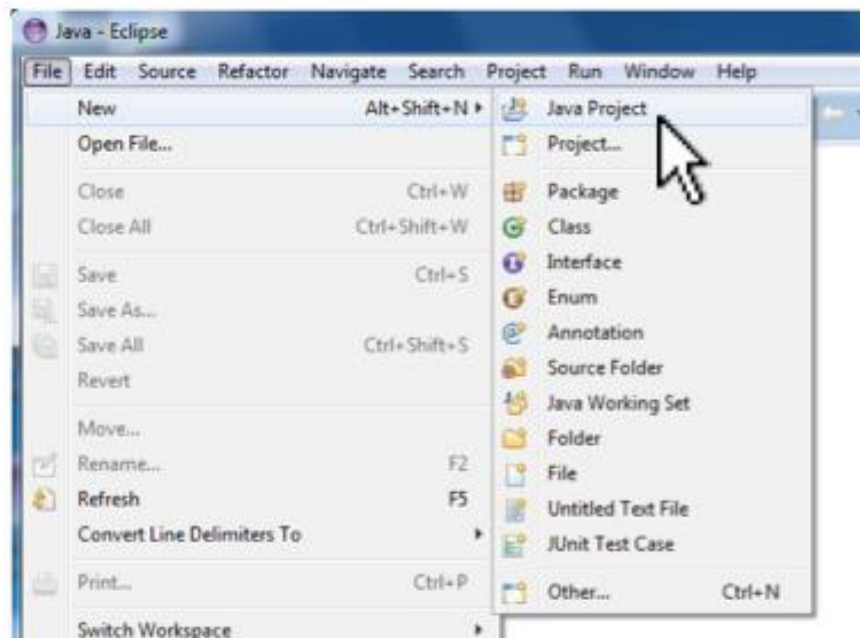
Enter Workbench

7. Double-click on the Eclipse Icon on the desktop



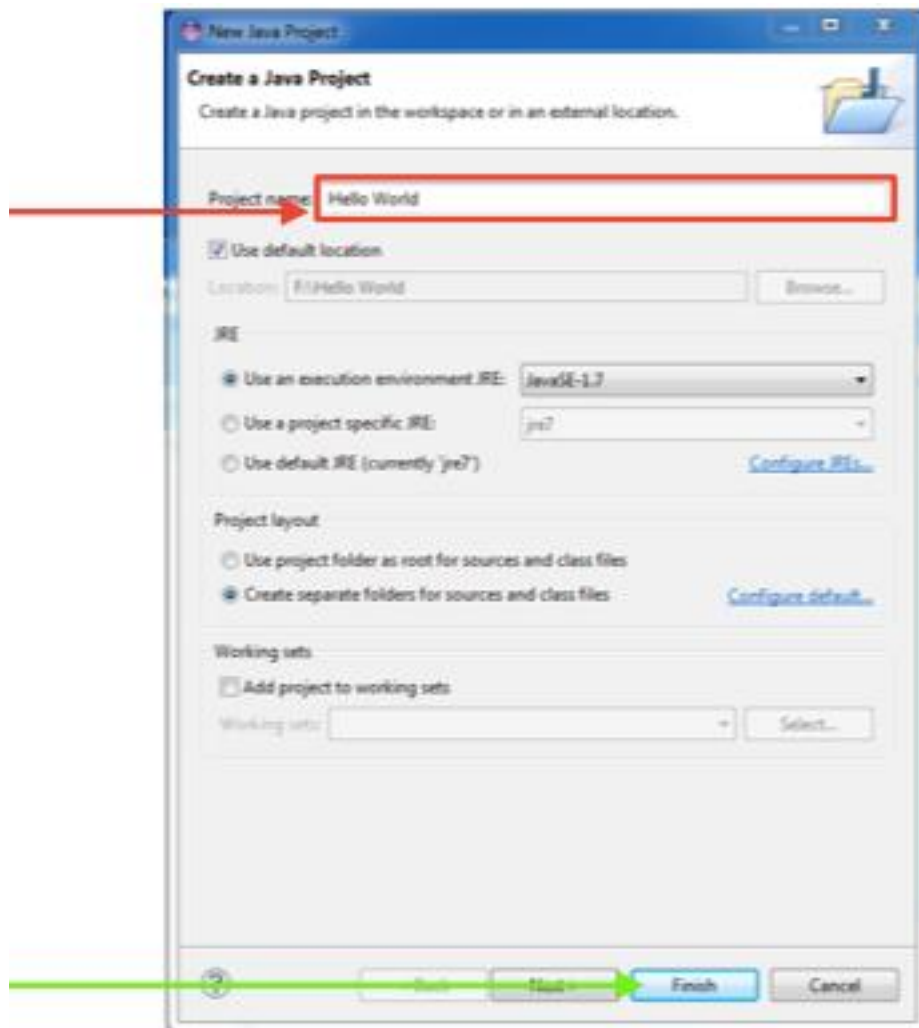
Create New Project

8. Create a new Project with File > New > Java Project.



AP Computer Science

9. Fill in the project name, then click on Finish.
 - a. *The Project Name will usually be given to you by your teacher; in general you should name your project something descriptive (instead of "Project One") to help you find it later.*

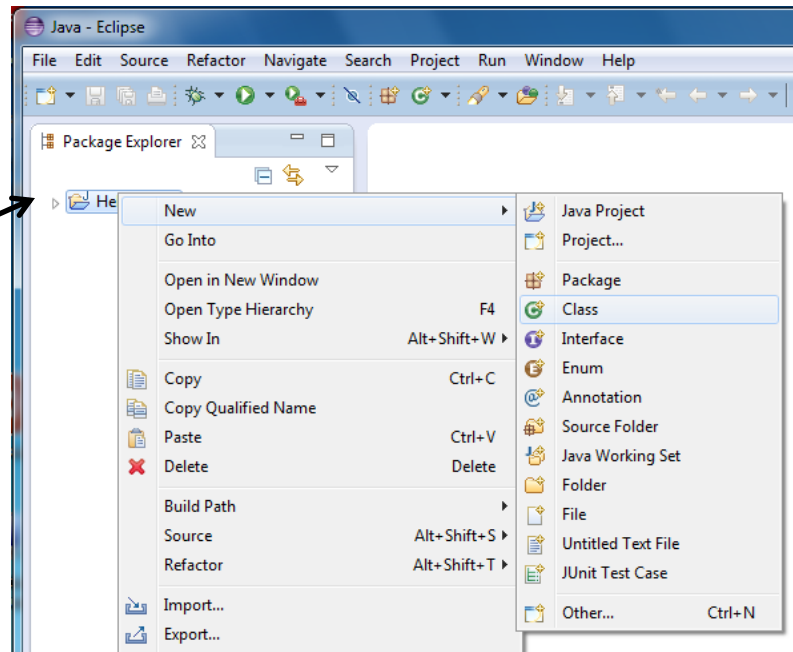


This work is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License

Create New Java Class

10. Right-click your Project and select New > Class.

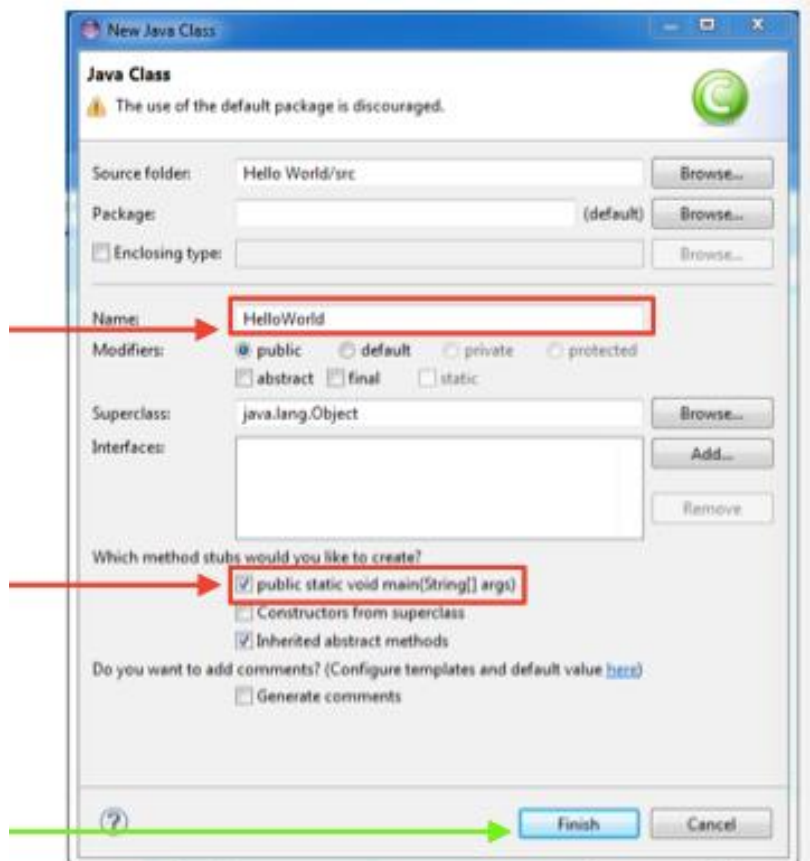
Right click here



11. Enter Class name (only letters a-z and A-Z).

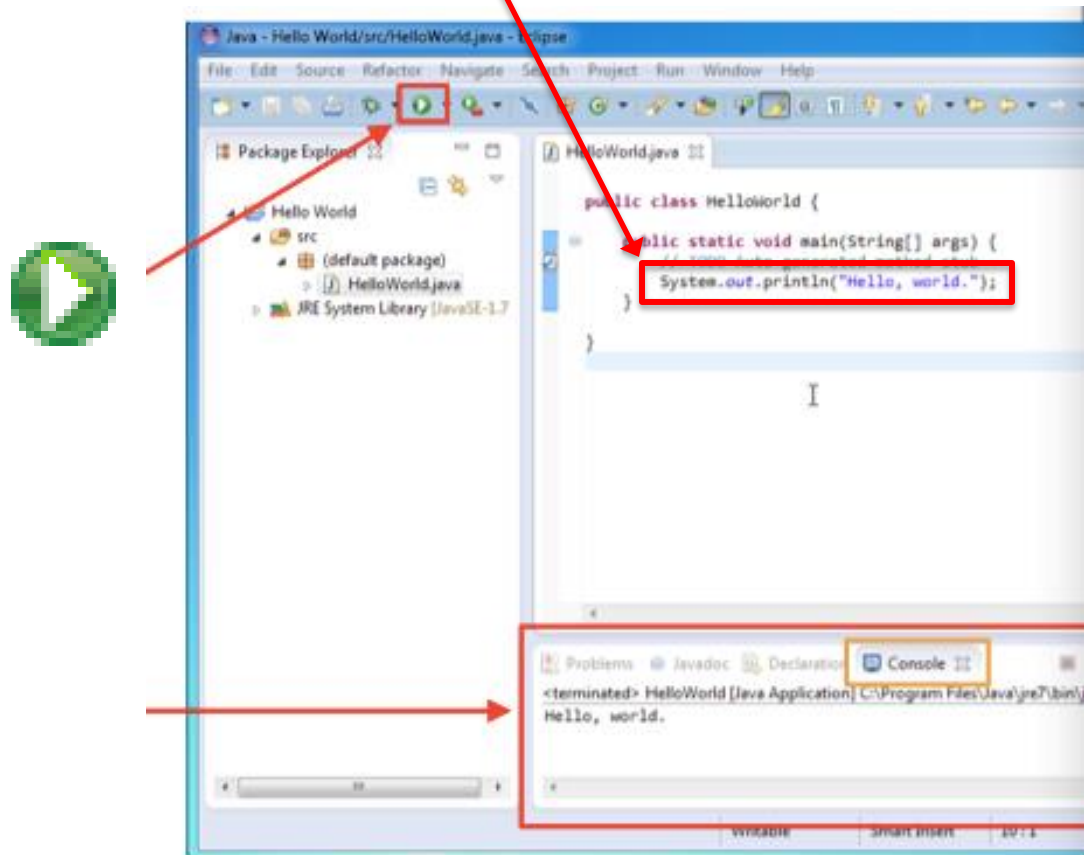
12. Click to create a main() method

13. Click Finish



Running Your Program

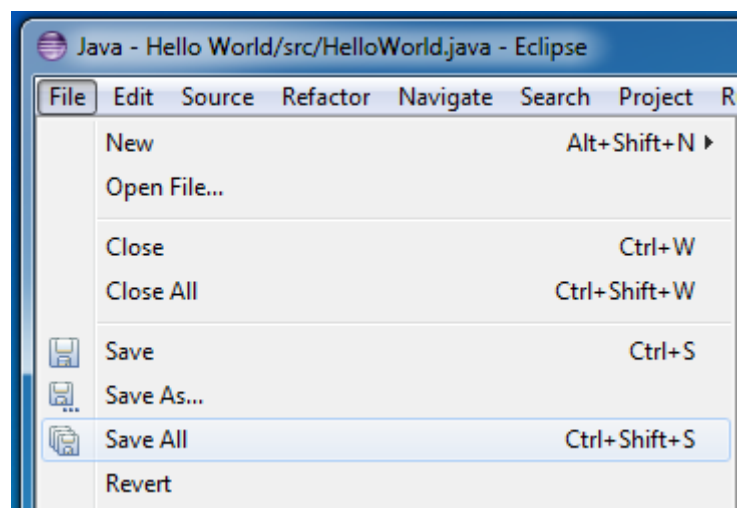
14. Type the following line of code after // TODO Auto-generated method stub
 System.out.println ("Hello, world.");
15. Save file with Ctrl-S
16. Click on the Run Icon
17. Look for output in the Console Window.



Un-Plug Procedure

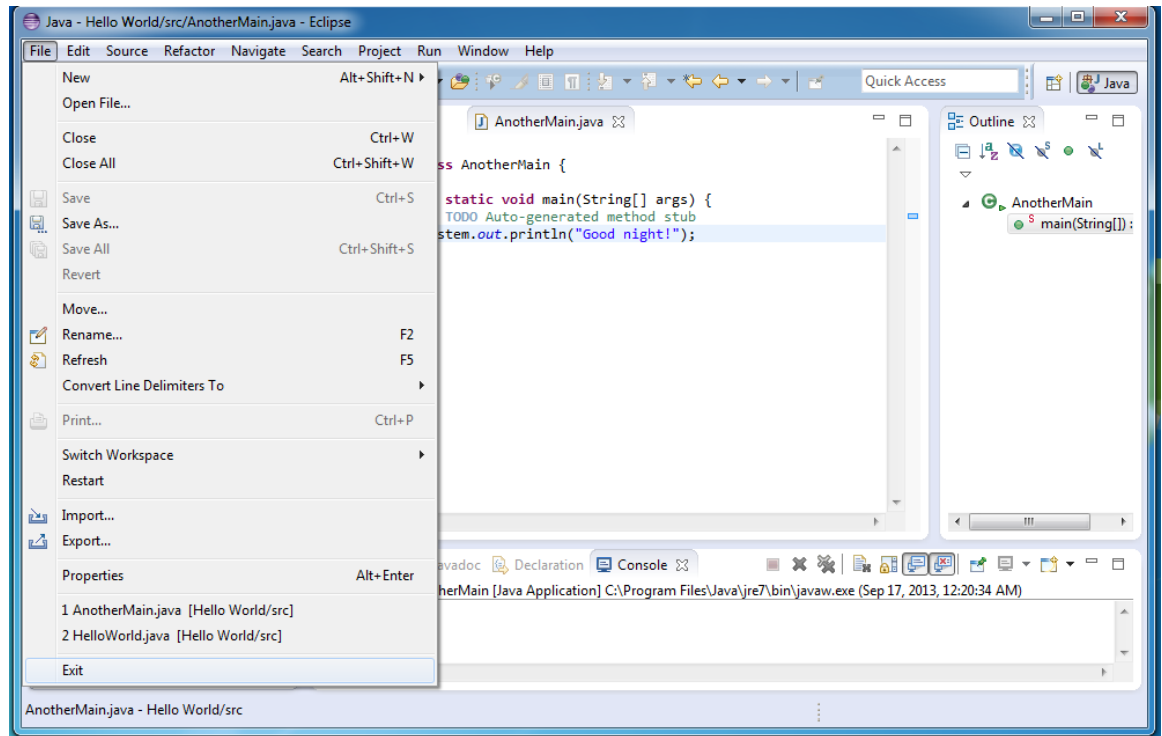
Save All

1. Click on File > Save All to save all edited files.
This text might be greyed-out and not-clickable if all files have already been saved.



Exit Eclipse

2. Select File > Exit



Safe-Eject USB Drive

3. Click on the Devices icon in the lower-right corner of the screen.



4. Select Eject Data Traveler

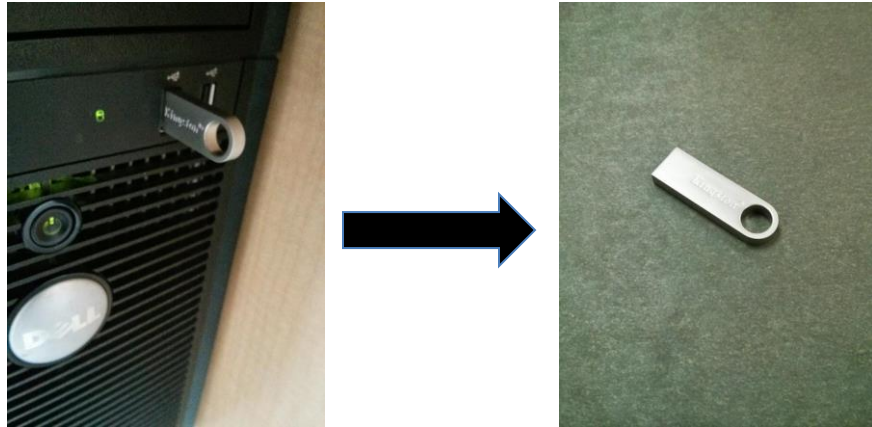


5. Wait for Safe to Remove Hardware message.



Remove USB Drive

6. Remove the USB Drive from the Computer. Don't forget to take it with you, and be sure to bring it back to class each day!



Practice-It

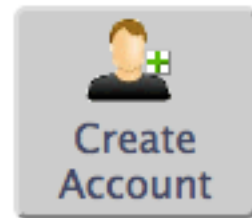
Create an Account

1. Navigate to practiceit.cs.washington.edu
2. Click on Create an Account
3. Enter the name of your school. If your school name does not come up, add your school name by clicking on the Add School button.
4. Enter in your information. Be sure to choose a Username that will be easy for you to remember. Record your Username and password here for your records:

Username:

Password:

5. Type in the Captcha code, then click Create Account.



School: Gregorio Luperon High School + Add School...
(Choose your school from the drop-down list. The list is divided into "common schools" and "all schools". If your school is not found in the Add....)

Username: MyName

First name: First

Last name: Last

Gender: ☐ Male ☐ Female ☒ I'd rather not say

Email: myemail@email.com

Confirm Email: myemail@email.com

Password:

Confirm Password:

Captcha: TWF429 Please type the text shown in this image to prove that you are a human.
 TWF429

Create Account

Verify Your Account

6. A message will pop up, asking you to verify your account by checking your email.

Log Out

You need to verify your account before you can use Practice-It. Check your email and follow the instructions in the message we've sent you to verify your account.

Username: grokit

Password: ***** Change

First Name: Christine

Last Name: Keefe

Email: christine@wegrokit.org

School: Gregorio Luperon High School Change

Gender: Not yet

Verified? [Didn't get your verification email?](#)

Delete Account

7. Find the email from Practice it, and follow the link on your email to verify the account.



This work is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License

Complete a Sample Problem

8. On the main page, click on the button Start Practicing!
9. Your teacher will tell you which edition of Building Java Programs you are using in your class. For your records, write down which edition to click on here:

Building Java Programs, Edition #:



10. Click on the correct edition, then click on the Chapter 1 link.

Building Java Programs, 3rd edition

These problems are copyright Pearson Education. Practice-It is not officially associated with Pearson.

BJP3 Chapter 1: Introduction to Java Programming	(1/48)
BJP3 Chapter 2: Primitive Data and Definite Loops	(58)
BJP3 Chapter 3: Parameters and Objects	(48)
BJP3 Supplement 3G: Graphics	(20)
BJP3 Chapter 4: Conditional Execution	(2/50)
BJP3 Chapter 5: Program Logic and Indefinite Loops	(53)
BJP3 Chapter 6: File Processing	(40)
BJP3 Chapter 7: Arrays	(57)
BJP3 Chapter 8: Classes	(53)

11. Now click on the first problem binaryNumbers.
Select an answer and click the submit button.



12. If you got the answer correct, go to the next question by clicking on the button at the upper-right most corner of the window.
13. If you would like to turn off the sound effects, scroll to the bottom of the window and uncheck the Sound F/X button.

Submit

#	question	your answer
1	Why do computers use binary numbers?	It is easier to build electronic devices reliably if they only have to distinguish between two ele

You passed 1 of 1 tests. Congratulations!
(submitted Tue Mar 31 09:10:50 PDT 2015; took 16 ms)

You have now solved 4 total problems.

Did you like this problem? If so, click "Like" above and let the author know! :-)

If you do not understand how to solve a problem or why your solution code doesn't work, please contact your TA or instructor.

If something seems wrong with the Practice-It system itself (errors, slow performance, incorrect problem descriptions/tests, etc.), please [contact us](#).

☐ Sound F/X
☒ Highlighting