

**ECE 462**

**Object-Oriented Programming**

**using C++ and Java**

**Object and Class**

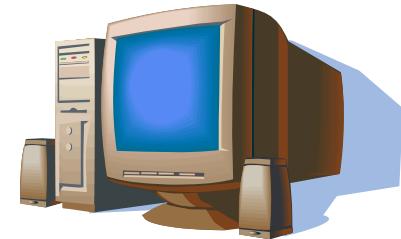
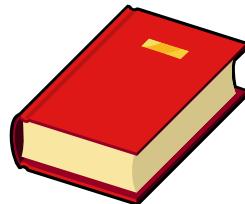
Yung-Hsiang Lu

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# What is an Object?

An object can be a “concrete and tangible” entity that can be separated with **unique properties**:

- you
- your book
- your car
- my computer
- Tom
- Amy’s computer
- your phone
- Sam’s digital camera
- Jennifer’s cat ...



# What is an object?

- An object **can be abstract** and does not have to be tangible:
  - Purdue ECE's student database
  - the email sent by Mark at 9:07AM on 2008/03/22
  - the web page of Purdue ECE 462
  - the song played in WBAA at 7:02PM last night
- An object can **contain** other objects:
  - a car = wheels + engine + door + windshield + ...
  - a house = kitchen + bedrooms + living room + ...
  - a laptop = keyboard + display + processor + ...

# Objects' Three Properties

- Each object is unique and can be **identified** using name, serial number, relationship with another object ...
- Each object has a set of **attributes**, such as location, speed, size, address, phone number, on/off ...
- Each object has unique **behaviors**, such as ring (phone), accelerate and move (car), take picture (camera), send email (computer), display caller (pager)
- Each object has **three** important properties:
  - **unique identity**
  - **attributes**, noun
  - **behavior** (action), verb

# Objects' Interactions

- You (object) press (action) the pedal (object) of your car (object). As a result, your car accelerate (action).
- When your phone (object) rings (action) and alerts (action) you (object) of an incoming call (state), you answer (action) the call (state).
- You submit (action) homework (object) and it is graded (action) with a score (state).

# Object as a Special Case

- A person is an object. A student is also an object. A student is a **special case** of a person
  - ⇒ A student has **all attributes** of a person:  
name, home address, parents ...
  - ⇒ A student has **all behavior** of a person:  
eat, sleep, talk ...
  - ⇒ A student has something that a person may not have:
    - attributes: student ID, list of courses, classmates ...
    - behavior: submit homework, take exam ...

# What is a Class?

- A class **describes the commonalities** of similar objects:
  - Person: you, David, Mary, Tom, Amy ...
  - Car: your Toyota Camry, his Ford Explorer, Jennifer's Mercedes C300 ...
  - Classroom: EE170, EE117, EE129 ...
  - Building: EE, MSEE, Purdue Bell Tower, Hovde Hall...
- A class describes both the attributes and the behavior:
  - Person: name, home ... + sleep, eat, speak ...
  - Car: engine size, year ... + accelerate, brake, turn ...

# Relationship among Classes

- A class can be a **special case** of another class:
    - Student is a special case of Person
    - Sedan is a special case of Car
    - Laptop is a special case of Computer
    - Computer is a special case of ElectronicMachine
- ⇒ This is called a "**is a**" relationship.
- any Student object is a Person object
  - any Sedan object is a Car object
  - any Laptop object is a Computer object
  - any Computer object is an ElectronicMachine object

# Class and Object

- An object is an **instantiation** (i.e. concrete example) of a class:
  - an object is unique
  - a class describes the common properties of many objects
- An object may contain an object. This must be described in the former object's class. We can say that one class "**has a**" class.

# Encapsulation

- An object can hide information (**attributes**) from being manipulated by or even visible to other objects:  
A person's name is given once when the object is created. This attribute is visible but cannot be changed.
- An attribute may be modified by only restricted channels to keep consistency.  
A person's address and phone number must be change together when this person moves.

# **Self Test**

**ECE 462**

**Object-Oriented Programming**

**using C++ and Java**

**Inheritance and Polymorphism**

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# Inheritance = "Is A"

- Any Student object **is a** Person object. Student class is a **derived class** of Person. Person is the **base class**.
  - ⇒ Person is more general, with fewer attributes and behaviors.
  - ⇒ Student is more specific, with more attributes (school, major) and behaviors (submit homework, take exam).
- Any TabletPC object **is a** Computer object. TabletPC class is a **derived class** of Computer.
  - ⇒ Computer is more general.
  - ⇒ TabletPC is more specific, with more attributes (battery lifetime) and behavior (close or turn the screen)

# Derived Class

- A class may have **multiple** derived classes:
  - Car: Sedan, Truck, Sport Utility Vehicle, Sport Car ...
  - Computer: Laptop, Desktop, Server
  - Person: Student, Teacher, Father, Mother ...
- A derived class may also have derived classes:
  - Vehicle: Car, Bike ...              Car: Sedan, Truck ...
  - Animal: Bird, Mammal ...          Mammal: Dog, Cat ...
- Use "base" and "derived" classes. **Do not** use "super" and "sub" classes. A base class or a superclass is "smaller" (fewer attributes and behaviors)  
⇒ too confusing

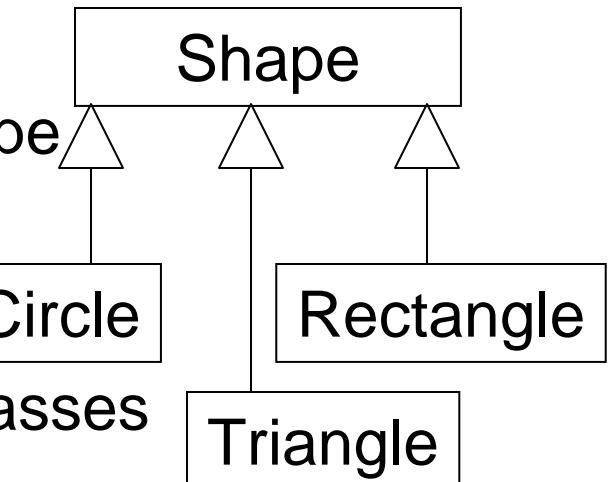
# Why Object-Oriented?

- Object-oriented programming (**OOP**) is more **natural** to describe the interactions between "things" (i.e. objects).
- OOP provides better **code reuse**:
  - commonalities among objects described by a class
  - commonalities among classes described by a base class (inheritance)
- Objects know what to do using their attributes:  
Each object responds differently to "What is your name?"
- OOP provides **encapsulation**: hide data that do not have to be visible to the other objects or protect data from unintentional, inconsistent changes.

# Interface ≠ Implementation

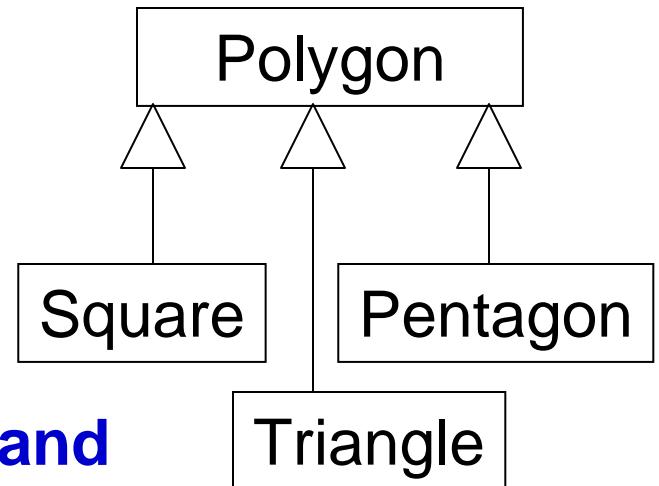
If a behavior is common among classes, the behavior should be **available** in their base class. However, this behavior may need additional information from derived classes and must be **handled** in derived classes.

- Shape: contains color, lineStyle ... attributes
- Shape **supports** getArea behavior
- getArea **cannot** be handled by Shape
- getArea must be handled by individual derived classes
- getArea **implemented** in derived classes



# Override Behavior

- Polygon can support getArea.
- Derived classes (such as Triangle, Square, and Pentagon) can have better (faster) ways to getArea.  
⇒ getArea is implemented in Polygon **and** the derived classes.
- A Polygon object calls getArea in Polygon
- A Square object calls getArea in Square if getArea is implemented in Square.
- A Pentagon object calls getArea in Polygon if getArea is **not** implemented in Pentagon.



# Overriding

Base	Derived	Object	Execute
Y	Y	Base	Base
Y	Y	Derived	Derived
Y	N	B	B
Y	N	D	B
N	Y	Base	Error
N	Y	Derived	D
N	N	B	Error
N	N	D	Error

The behavior implemented in a sibling class  
(such as Square-Triangle) has no effect.

# Class and Object

```
Polygon p1; // this is a comment: p1 is a Polygon object
p1.getArea(); // call the implementation in Polygon
Square s2; // s2 is a Square object
p1 = s2; // p1 now behaves like a square
// a Square object is always a Polygon object
p1.getArea(); // implementation in Square (if available)
// polymorphism
s2 = p1; // error
// a Polygon object may not be a Square object
```

# Fundamental Concepts in OOP

- **object and class**
- **encapsulation**
- **inheritance**
- **polymorphism**

# **Self Test**

# **Java and Qt Documentations**

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http://java.sun.com/javase/6/docs/ java document

# JDK™ 6 Documentation

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[Tool Docs](#) [Tutorials and Training](#)

## Java™ SE 6 Platform at a Glance

This document covers the Java™ Platform, Standard Edition 6 JDK. Its product version number is 6 and developer version number is 1.6.0, as described in [Platform Name and Version Numbers](#). For programmer guides or information on a feature of the JDK, click on a component in

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<http://java.sun.com/javase/6/docs/>

java document

or information on a feature of the JDK, click on a component in the diagram below.

Java Language														
JDK	JRE	java	javac	javadoc	apt	jar	javap	JPDA	jconsole					
		Security	Int'l	RMI	IDL	Deploy	Monitoring	Troubleshoot	Scripting	JVM TI				
		Deployment			Java Web Start			Java Plug-in						
		AWT			Swing			Java 2D						
		Accessibility		Drag n Drop		Input Methods		Image I/O	Print Service	Sound				
		IDL		JDBC™		JNDI™		RMI	RMI-IIOP		Scripting			
		Beans		Intl Support		I/O		JMX		JNI		Math		
		Networking		Override Mechanism		Security		Serialization		Extension Mechanism		XML JAXP		
		lang and util Base Libraries		Collections		Concurrency Utilities		JAR		Logging		Management		
		Java Virtual Machine		Preferences API		Ref Objects		Reflection		Regular Expressions		Versioning	Zip	Instrument
		Platforms		Java Hotspot™ Client VM				Java Hotspot™ Server VM						
				Solaris™		Linux		Windows		Other				

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or information on a feature of the JDK, click on a component in the diagram below.

Java Language											
JDK		Java Language									
JRE	Tools & Tool APIs		java	javac	javadoc	apt	jar	javap	JPDA	jconsole	
	Deployment Technologies		Security	Int'l	RMI	IDL	Deploy	Monitoring	Troubleshoot	Scripting	JVM TI
	User Interface Toolkits		Deployment			Java Web Start			Java Plug-in		
	Integration Libraries		AWT			Swing			Java 2D		
	Other Base Libraries		Accessibility		Drag n Drop		Input Methods		Image		
	lang and util Base Libraries		IDL		JDBC™		JNDI™		RMI		
	Java Virtual Machine		Beans		Intl Support		I/O		RMI-IIOP		
	Platforms		Networking		Override Mechanism		Security		Scripting		
		lang and util		Collections		Concurrency Utilities		JAR			
		Preferences API		Ref Objects		Reflection		Regular Expressions			
		Java Hotspot™ Client VM						Java Hotspot™ Server VM			
		Solaris™			Linux			Windows		Other	

Graphical user interface components

Java SE API

JDK 6 Swing (Java Foundation Classes (JFC))-related APIs & Developer Guides -- from Sun Microsystems - Mozilla...

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http://java.sun.com/javase/6/docs/technotes/guides/swing/index.html java document

[Documentation Contents](#)

 **Swing**  
**(Java™ Foundation Classes)**

The Swing classes (part of the Java™ Foundation Classes (JFC) software) implement a set of components for building graphical user interfaces (GUIs) and adding rich graphics functionality and interactivity to Java applications. The Swing components are implemented entirely in the Java programming language. The pluggable look and feel lets you create GUIs that can either look the same across platforms or can assume the look and feel of the current OS platform (such as Microsoft Windows, Solaris™ or Linux).

## Overview

- [About the JFC and Swing](#) from [The Swing Tutorial](#).

## API Specification

- [API Reference](#)
- [Focus Model Specification](#)

## Tutorials and Programmer's Guides

- [The Swing Tutorial](#) 

Done

Trail: Creating a GUI with JFC/Swing (The Java™ Tutorials) - Mozilla Firefox

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http://java.sun.com/docs/books/tutorial/uiswing/index.html java document

The Java™ Tutorials

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« Previous • Trail • Next » Home Page

## Trail: Creating a GUI with JFC/Swing

Also known as *The Swing Tutorial*

This trail tells you how to create graphical user interfaces (GUIs) for applications and applets, using the Swing components.

[Getting Started with Swing](#) is the first start lesson. First it gives you a bit of background about the JFC and Swing. Then it tells you how to compile and run programs that use Swing components.

[Learning Swing with the NetBeans IDE](#) is the fastest and easiest way to begin working with Swing. This lesson explores the NetBeans IDE's GUI builder, a powerful feature that lets you visually construct your Graphical User Interfaces.

[Using Swing Components](#) tells you how to use each of the Swing components — buttons, tables, text components, and all the rest. It also tells you how to use borders and icons.

[Concurrency in Swing](#) discusses concurrency as it applies to Swing programming. Information on the event dispatch thread and the SwingWorker class are included.

Done

Lesson: Getting Started with Swing (The Java™ Tutorials > Creating a GUI with JFC/Swing) - Mozilla Firefox

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← → ⌂ ⌂ ⌂ http://java.sun.com/docs/books/tutorial/uiswing/start/index.html ⌂ ⌂ ⌂ java document ⌂ ⌂ ⌂

The Java™ Tutorials

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Getting Started with Swing

About the JFC and Swing  
Compiling and Running  
Swing Programs

« Previous • Trail • Next » Home Page > Creating a GUI with JFC/Swing

## Lesson: Getting Started with Swing

[Examples Index](#)

This lesson gives you a brief introduction to using the Java Foundation Classes (JFC) and Swing. After telling you about JFC and Swing, it helps you get the necessary software and walks you through how to compile and run a program that uses the Swing packages.

The following lesson, [Learning Swing with the NetBeans IDE](#), will build on these first steps to help you create several progressively more complex examples. For now, let's start with the basics.

### [About the JFC and Swing](#)

This section gives you an overview of the JFC and Swing.

### [Compiling and Running Swing Programs](#)

Done

Trail: Creating a GUI with JFC/Swing (The Java™ Tutorials) - Mozilla Firefox

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Done

Lesson: Using Swing Components (The Java™ Tutorials > Creating a GUI with JFC/Swing) - Mozilla Firefox

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← → ⌂ ⌂ ⌂ http://java.sun.com/docs/books/tutorial/uiswing/components/index.htm ▾ ⌂ G java document ⌂

The Java™ Tutorials

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Using Swing Components

Using Top-Level Containers  
The JComponent Class  
Using Text Components  
Text Component Features  
The Text Component API  
How to Use Various Components  
How to Make Applets  
How to Use Buttons, Check Boxes, and Radio Buttons  
How to Use the ButtonGroup Component  
How to Use Color Choosers  
How to Use Combo Boxes

« Previous • Trail • Next » Home Page > Creating a GUI with JFC/Swing

## Lesson: Using Swing Components

[Examples Index](#)

This lesson gives you the background information you need to use the Swing components, and then describes every Swing component. It assumes that you have successfully compiled and run a program that uses Swing components, and that you are familiar with basic Swing concepts. These prerequisites are covered in [Getting Started with Swing](#) and [Learning Swing with the NetBeans IDE](#).

[\*\*A Visual Index to the Swing Components \(Java Look and Feel\)\*\*](#)

[\*\*A Visual Index to the Swing Components \(Windows Look and Feel\)\*\*](#)

Before you get started, you may want to check out these pages (from the [Graphical User Interfaces](#) lesson in the Core trail) which have

Done

The screenshot shows a web browser window with the following details:

- Title Bar:** Using Swing Components: Examples (The Java™ Tutorials > Creating a GUI with JFC/Swing > Using Swing Compo...)
- Menu Bar:** File, Edit, View, History, Bookmarks, Yahoo!, Tools, Help
- Toolbar:** Back, Forward, Stop, Home, Refresh, Address Bar (http://java.sun.com/docs/books/tutorial/uiswing/examples/components), Search Bar (java document), Magnifying Glass icon.

The main content area displays the Java Tutorials homepage with the following elements:

- Java Logo:** Java for Professionals
- Section Header:** The Java™ Tutorials
- Buttons:** Download the JDK, Search the Tutorials
- Breadcrumbs:** « Previous • Trail • Next » > Home Page > Creating a GUI with JFC/Swing > Using Swing Components
- Section Title:** Using Swing Components: Examples
- The table that follows lists every example in the Using Swing Components lesson, with links to required files and to where each example is discussed. The first column of the table has links to JNLP files that let you run the examples using Java™ Web Start.

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**NOTE:** Release 6.0 is required to run all applets and Java Web Start examples. Most examples will run on an earlier release but you must compile and run them locally.

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To run an example using Java Web Start, click the *[Launch]* link in the first column of the table. The first time you run an example, there will be a delay while Java Web Start downloads the JAR file containing the class files for this lesson's examples. Afterward, the examples should execute more quickly.

### Compiling and Running the Examples Locally

The second column in the table below has links to zip files for each demo that you can open and run in the NetBeans IDE. Refer to [Running Tutorial Examples in NetBeans IDE](#) for more information.

Done

Using Swing Components: Examples (The Java™ Tutorials > Creating a GUI with JFC/Swing > Using Swing Compo...)

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http://java.sun.com/docs/books/tutorial/uiswing/examples/components/ java document

**Table of Examples**

[sunw01.jpg](#), [sunw02.jpg](#), [sunw03.jpg](#), [sunw04.jpg](#), [sunw05.jpg](#)

Example	Zip File (contains all files necessary for the example plus NetBeans IDE project metadata)	Source Files (first file has the main method, except for examples that run only as applets)	Image and Other Files	Where Described
BorderDemo <a href="#">[Launch]</a>	<a href="#">Border Demo Project</a>	<a href="#">BorderDemo.java</a>	<a href="#">wavy.gif</a>	<a href="#">How to Use Borders</a>
ButtonDemo <a href="#">[Launch]</a>	<a href="#">Button Demo Project</a>	<a href="#">ButtonDemo.java</a>	<a href="#">right.gif</a> , <a href="#">middle.gif</a> , <a href="#">left.gif</a>	<a href="#">How to Use Buttons,...</a>
ButtonHtmlDemo <a href="#">[Launch]</a>	<a href="#">Button Html Demo Project</a>	<a href="#">ButtonHtmlDemo.java</a>	<a href="#">right.gif</a> , <a href="#">middle.gif</a> , <a href="#">left.gif</a>	<a href="#">How to Use Buttons,...</a>
CheckBoxDemo <a href="#">[Launch]</a>	Check Box	<a href="#">CheckBoxDemo.java</a>	All of the images in the	<a href="#">How to Use Buttons,...</a>

Done

Qt 4.3: Qt Reference Documentation (Open Source Edition) - Mozilla Firefox

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Home · All Classes · Main Classes · Grouped Classes · Modules · Functions

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# Qt Reference Documentation (Open Source Edition)

Note: This edition is for the development of Free and Open Source software only; see [Qt Commercial Editions](#).

Getting Started	General	Developer Resources
<ul style="list-style-type: none"><li>• <a href="#">What's New in Qt 4.3</a></li><li>• <a href="#">How to Learn Qt</a></li><li>• <a href="#">Installation</a></li><li>• <a href="#">Tutorial and Examples</a></li><li>• <a href="#">Porting from Qt 3 to Qt 4</a></li></ul>	<ul style="list-style-type: none"><li>• <a href="#">About Qt</a></li><li>• <a href="#">About Trolltech</a></li><li>• <a href="#">Commercial Edition</a></li><li>• <a href="#">Open Source Edition</a></li><li>• <a href="#">Frequently Asked Questions</a></li></ul>	<ul style="list-style-type: none"><li>• <a href="#">Mailing Lists</a></li><li>• <a href="#">Qt Community Web Sites</a></li><li>• <a href="#">Qt Quarterly</a></li><li>• <a href="#">How to Report a Bug</a></li><li>• <a href="#">Other Online Resources</a></li></ul>

API Reference	Core Features	Key Technologies
<ul style="list-style-type: none"><li>• <a href="#">All Classes</a></li><li>• <a href="#">Main Classes</a></li><li>• <a href="#">Grouped Classes</a></li><li>• <a href="#">Annotated Classes</a></li></ul>	<ul style="list-style-type: none"><li>• Signals and Slots</li><li>• Object Model</li><li>• Layout Management</li><li>• Paint System</li></ul>	<ul style="list-style-type: none"><li>• Multithreaded Programming</li><li>• Main Window Architecture</li><li>• Rich Text Processing</li><li>• Model/View Programming</li></ul>

Done

Inheritance and Polymorphism

The screenshot shows a Mozilla Firefox browser window with the title bar "Qt 4.3: Qt Examples - Mozilla Firefox". The address bar displays the URL "http://doc.trolltech.com/4.3/examples.html". The page content is the "Qt Examples" section of the Trolltech documentation. The page header includes links for Home, All Classes, Main Classes, Grouped Classes, Modules, and Functions. On the right side of the page, there is a "TROLLTECH" logo and a green button labeled "Trolltech Labs Blogs". The main content area contains several paragraphs of text about Qt examples, followed by a section on Qt Quarterly and a note about documented examples. At the bottom of the page, there is a "Categories:" section and a link to "http://doc.trolltech.com/4.3/opensourceedition.html".

Qt 4.3: Qt Examples - Mozilla Firefox

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Home · All Classes · Main Classes · Grouped Classes · Modules · Functions

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# Qt Examples

This is the list of examples in Qt's `examples` directory. The examples demonstrate Qt features in small, self-contained programs. They are not all designed to be impressive when you run them, but their source code is carefully written to show good Qt programming practices. You can launch any of these programs from the [Examples and Demos Launcher](#) application.

If you are new to Qt, you should probably start by going through the [Tutorial](#) before you have a look at the [Application](#) example.

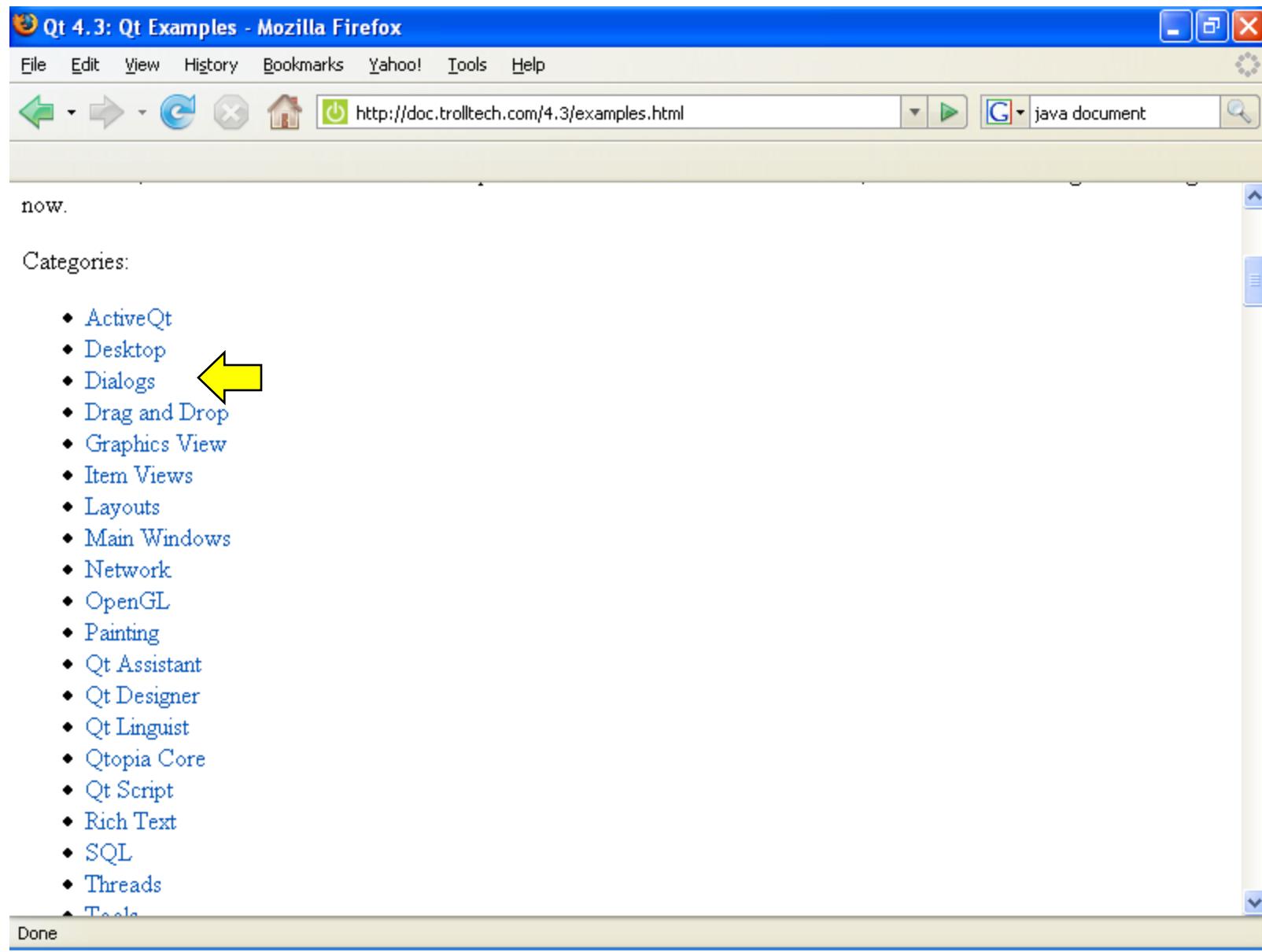
In addition to the examples and the tutorial, Qt includes a [selection of demos](#) that deliberately show off Qt's features. You might want to look at these as well.

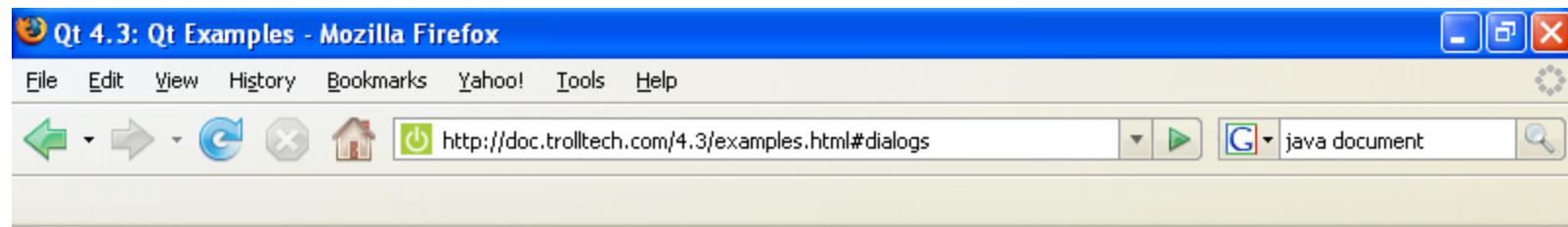
One more valuable source for examples and explanations of Qt features is the archive of the [Qt Quarterly](#).

In the list below, examples marked with an asterisk (\*) are fully documented. Eventually, all the examples will be fully documented, but sometimes we include an example before we have time to write about it, because someone might need it right now.

Categories:

<http://doc.trolltech.com/4.3/opensourceedition.html>





## DIALOGS

- [Class Wizard](#)\*
- [Config Dialog](#)
- [Extension](#)\*
- [Find Files](#)\* 
- [License Wizard](#)\*
- [Standard Dialogs](#)
- [Tab Dialog](#)\*
- [Trivial Wizard](#)

## DRAG AND DROP

- [Draggable Icons](#)
- [Draggable Text](#)
- [Drop Site](#)
- [Fridge Magnets](#)\*
- [Drag and Drop Puzzle](#)

## GRAPHICS VIEW

Done

Qt 4.3: Find Files Example - Mozilla Firefox

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http://doc.trolltech.com/4.3/dialogs-findfiles.html java document

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## Find Files Example

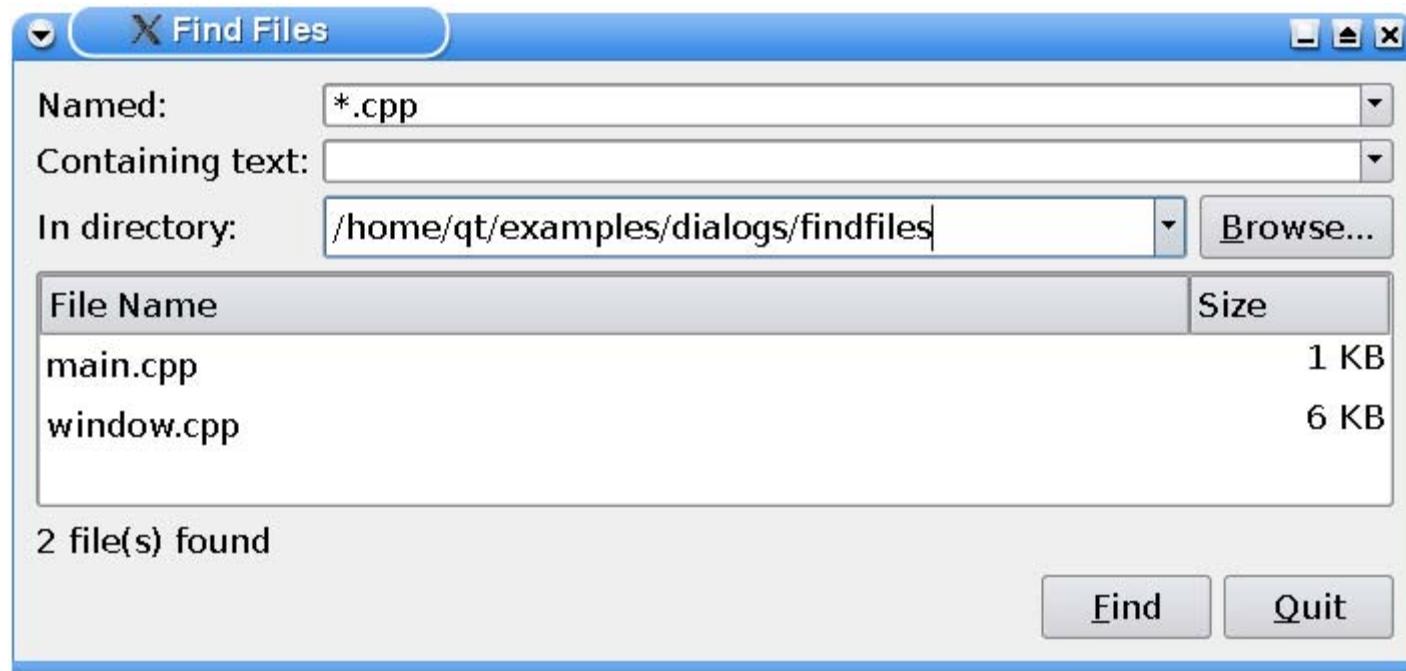
Files:

- dialogs/findfiles/window.cpp
- dialogs/findfiles/window.h
- dialogs/findfiles/main.cpp

The Find Files example shows how to use [QProgressDialog](#) to provide feedback on the progress of a slow operation. The example also shows how to use [QFileDialog](#) to facilitate browsing, how to use [QTextStream](#)'s streaming operators to read a file, and how to use [QTableWidget](#) to provide standard table display facilities for applications.

The dialog box has the following fields and data:

- Named: \*.`cpp`
- Containing text: (empty)
- In directory: /`home/qt/examples/dialogs/findfiles`
- File Name: main.`cpp`, window.`cpp`
- Size: 1 KB, 6 KB



**ECE 462**

**Object-Oriented Programming**

**using C++ and Java**

**Development Environment**

Yung-Hsiang Lu

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# Demonstrations

- develop C++ project in Eclipse
- develop Java project in Eclipse
- develop Java project in Netbeans (in handout)
- compile / execute C++ program in Linux shell
- compile / execute Java program in Linux shell
- Program: Person and Student classes.

# Set up Execution Environment

- You can use Netbeans or Eclipse for developing Java or C++ projects.
- Please remember to use your ee462xxx account in MSEE190. Your personal Purdue account will not work.
- Do not use the ee462xxx account for any other purpose.
- After the final exam, **the account will be erased and the password will be reset.**

# **Install Eclipse at Your Own Computer**

Eclipse.org home - Mozilla Firefox

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eclipse

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Eclipse - an open development platform

Eclipse is an open source community whose projects are focused on building an open development platform comprised of extensible frameworks, tools and runtimes for building, deploying and managing software across the lifecycle. A large and vibrant ecosystem of major technology vendors, innovative start-ups, universities, research institutions and individuals extend, complement and support the Eclipse platform. [New to Eclipse?](#)

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March 17<sup>th</sup>-20<sup>th</sup>  
Santa Clara, CA

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Eclipse is used for ...

Enterprise Development

Embedded + Device Development

Rich Client Platform

Application Frameworks

Language IDE

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# The Official Eclipse FAQs

(Redirected from [Eclipse FAQs](#))

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**1 Part I -- The Eclipse Ecosystem**

- [1.1 The Eclipse Community](#)
- [1.2 Getting Started](#)
- [1.3 Java Development in Eclipse](#)
- [1.4 Plug-In Development Environment](#)

**2 Part II -- The Rich Client Platform**

- [2.1 All about Plug-ins](#)
- [2.2 Runtime Facilities](#)
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FAQ How is Eclipse licensed?

## Getting Started

Eclipse can be seen as a very advanced Java program. Running Eclipse may sound simple—simply run the included `eclipse.exe` or `eclipse executable`—yet in practice, you may want to tweak the inner workings of the platform. First, Eclipse does not come with a Java virtual machine (JVM), so you have to get one yourself. Note that Eclipse 3.0 needs a 1.4-compatible Java runtime environment (JRE). To use Eclipse effectively, you will need to learn how to make Eclipse use a specific JRE. In addition, you may want to influence how much heap Eclipse may allocate, where it loads and saves its workspace from, and how you can add more plug-ins to your Eclipse installation.

This chapter should get you going. We also included some FAQs for



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Eclipse - an open development platform

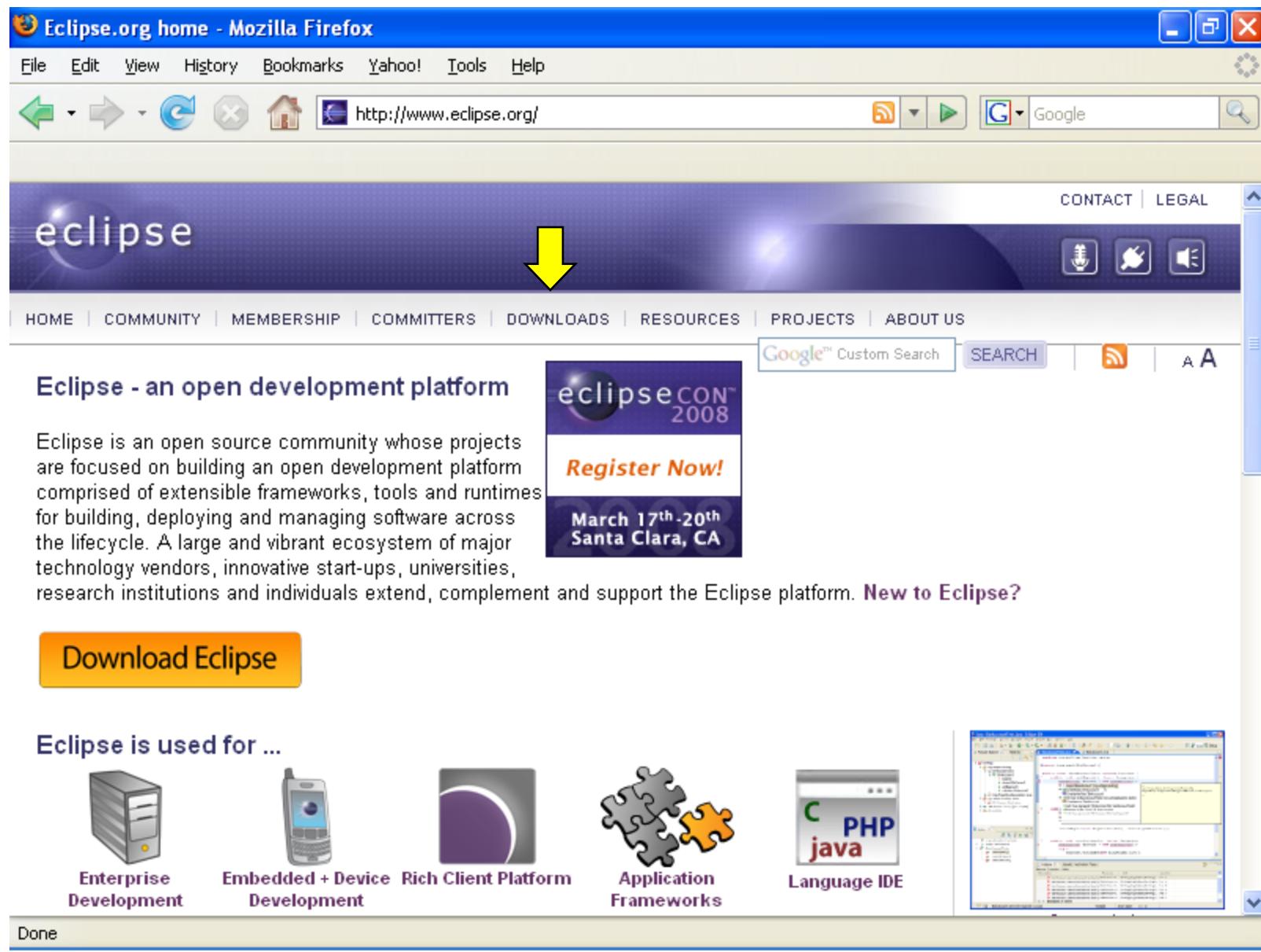
Eclipse is an open source community whose projects are focused on building an open development platform comprised of extensible frameworks, tools and runtimes for building, deploying and managing software across the lifecycle. A large and vibrant ecosystem of major technology vendors, innovative start-ups, universities, research institutions and individuals extend, complement and support the Eclipse platform. [New to Eclipse?](#)

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To download Eclipse, select a package below or choose one of the third party Eclipse distros. **You will need a Java runtime environment (JRE) to use Eclipse (Java 5 JRE recommended).** All downloads are provided under the terms and conditions of the **Eclipse Foundation Software User Agreement** unless otherwise specified.

Problems extracting the ZIP file? Please read these **Known Issues**.

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**Eclipse IDE for Java Developers - Windows (78 MB)**

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The essential tools for any Java developer, including a Java IDE, a CVS client, XML Editor and Mylyn. [Find out more...](#)

**Eclipse IDE for Java EE Developers** - Windows (126 MB)  
Tools for Java developers creating JEE and Web applications, including a Java IDE, tools for JEE and JSF, Mylyn and others. **Java 5 (or higher) required.** [Find out more...](#)

**Eclipse IDE for C/C++ Developers** - Windows (63 MB)  
An IDE for C/C++ developers. [Find out more...](#)

**Eclipse for RCP/Plug-in Developers** - Windows (153 MB)  
A complete set of tools for developers who want to create Eclipse plug-ins or Rich Client Applications. It includes a complete SDK, developer tools and source code. [Find out more...](#)

**Eclipse Classic 3.3.1.1** - Windows (140 MB)  
The classic Eclipse download: the Eclipse Platform, Java Development Tools, and Plug-in Development Environment, including source and both user and programmer documentation. [Find out more...](#)  
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Developer (PDT)  
3. Modeling Tools (MDT)  
4. C/C++ Developers (CDT)  
5. Visual Editor (VE)  
6. Business Intelligence and Reporting (BIRT)  
7. Modeling Framework (EMF)  
8. Mylyn  
9. Test & Performance (TPTP)  
10. AspectJ

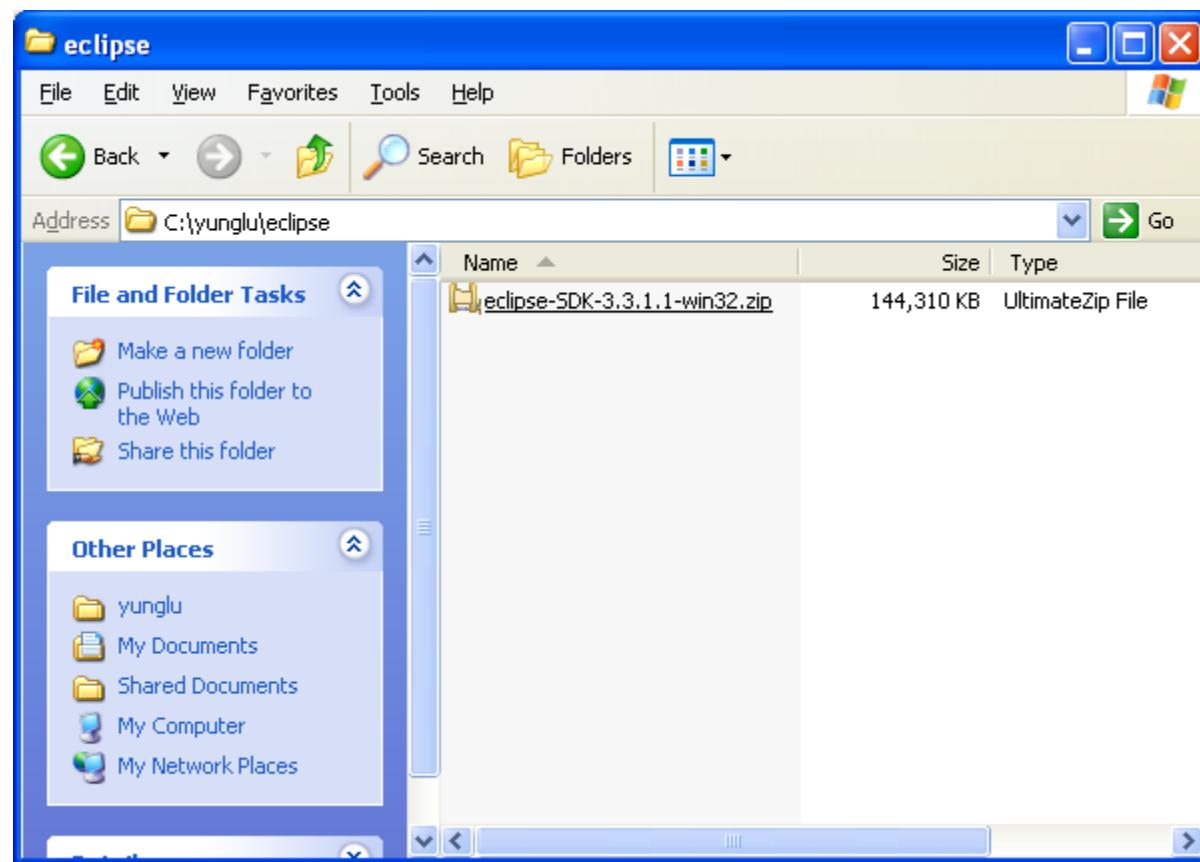
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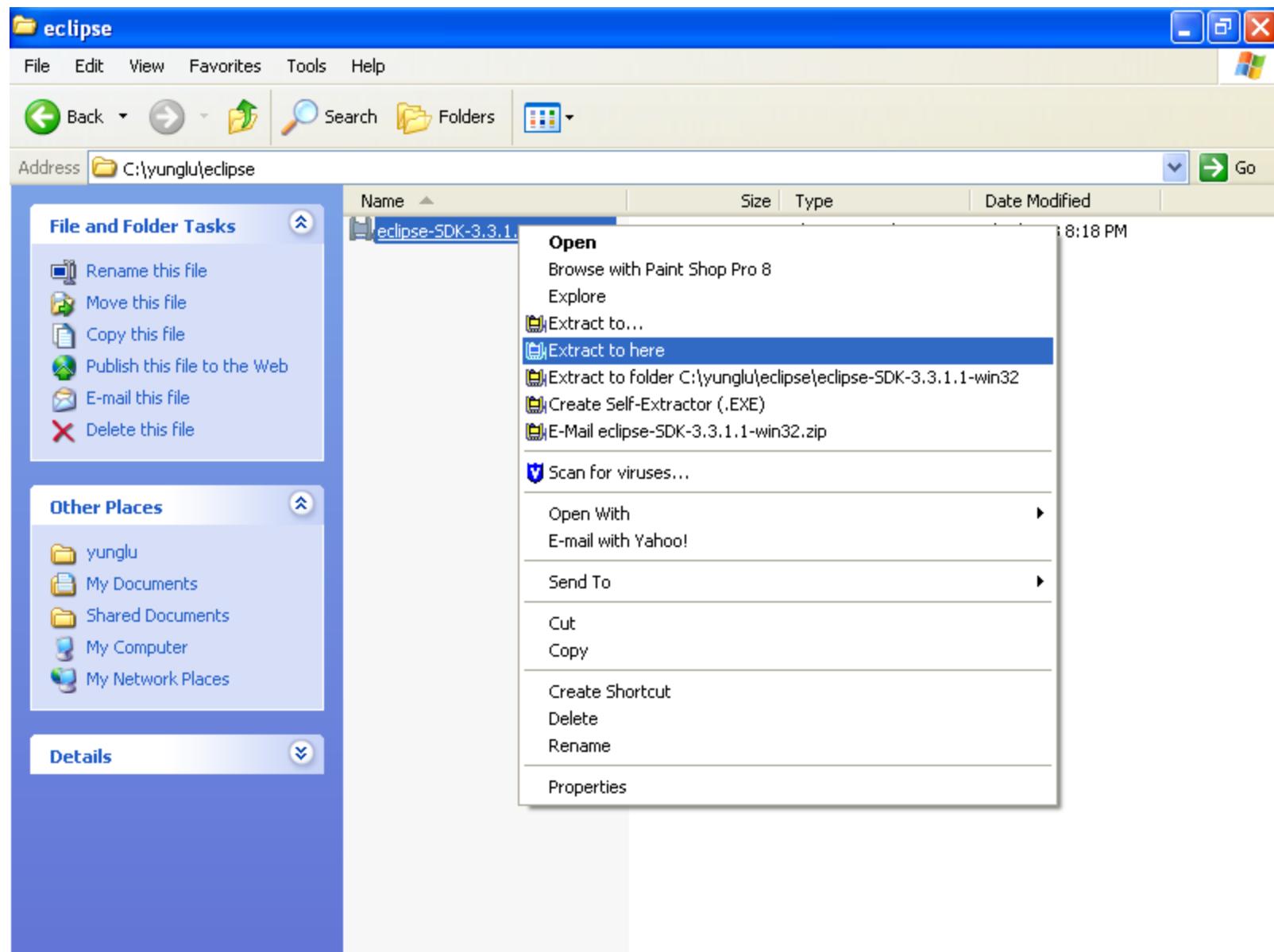
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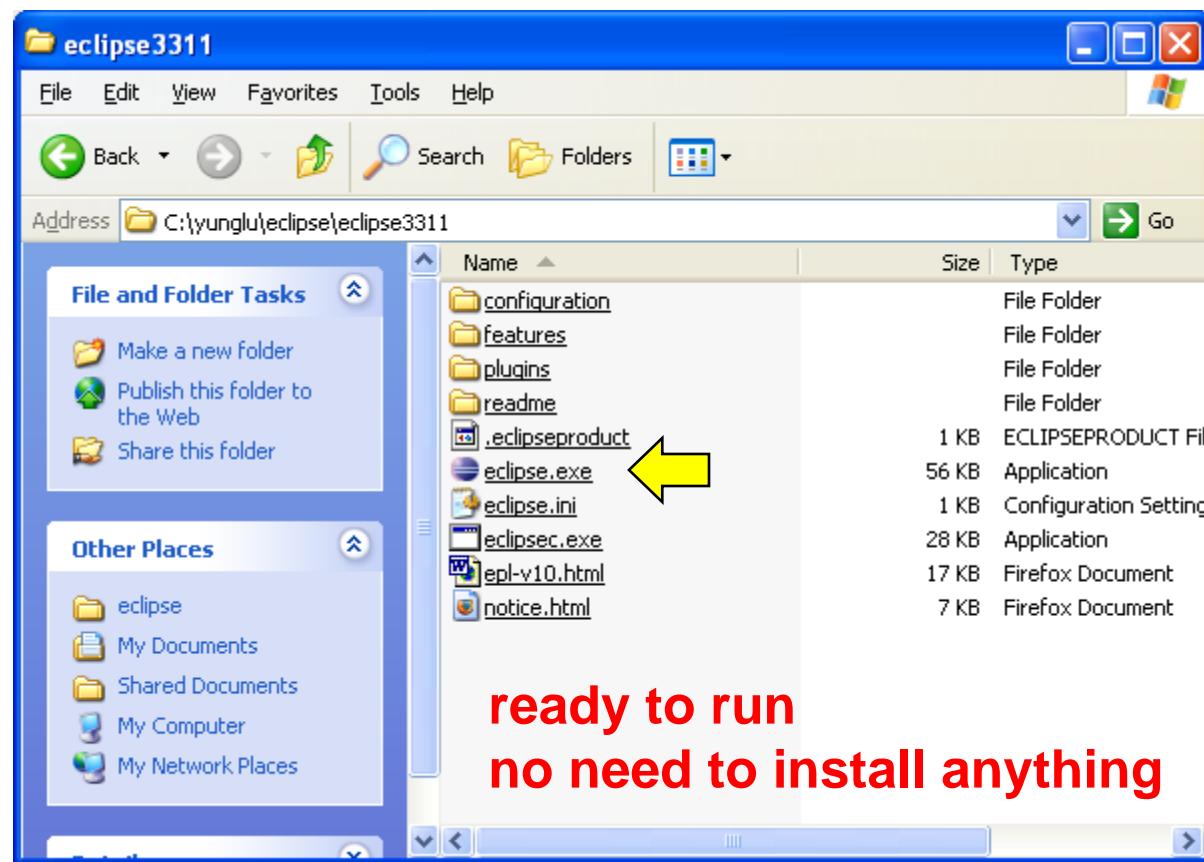
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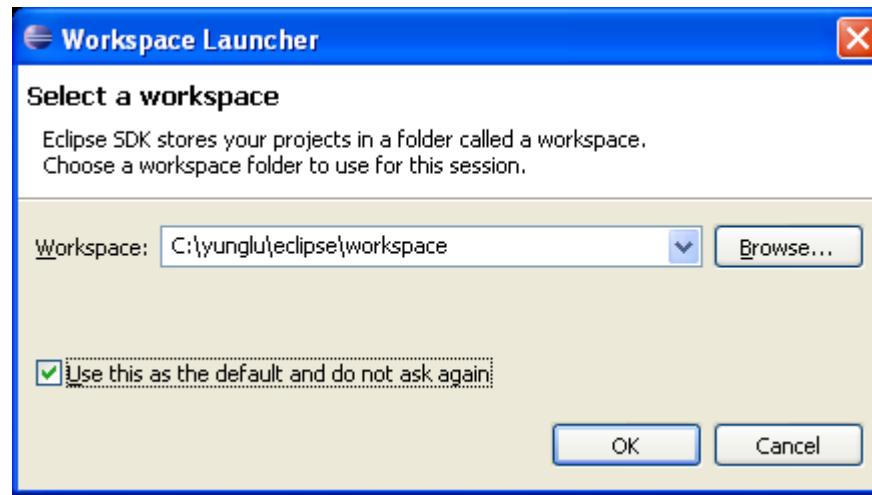
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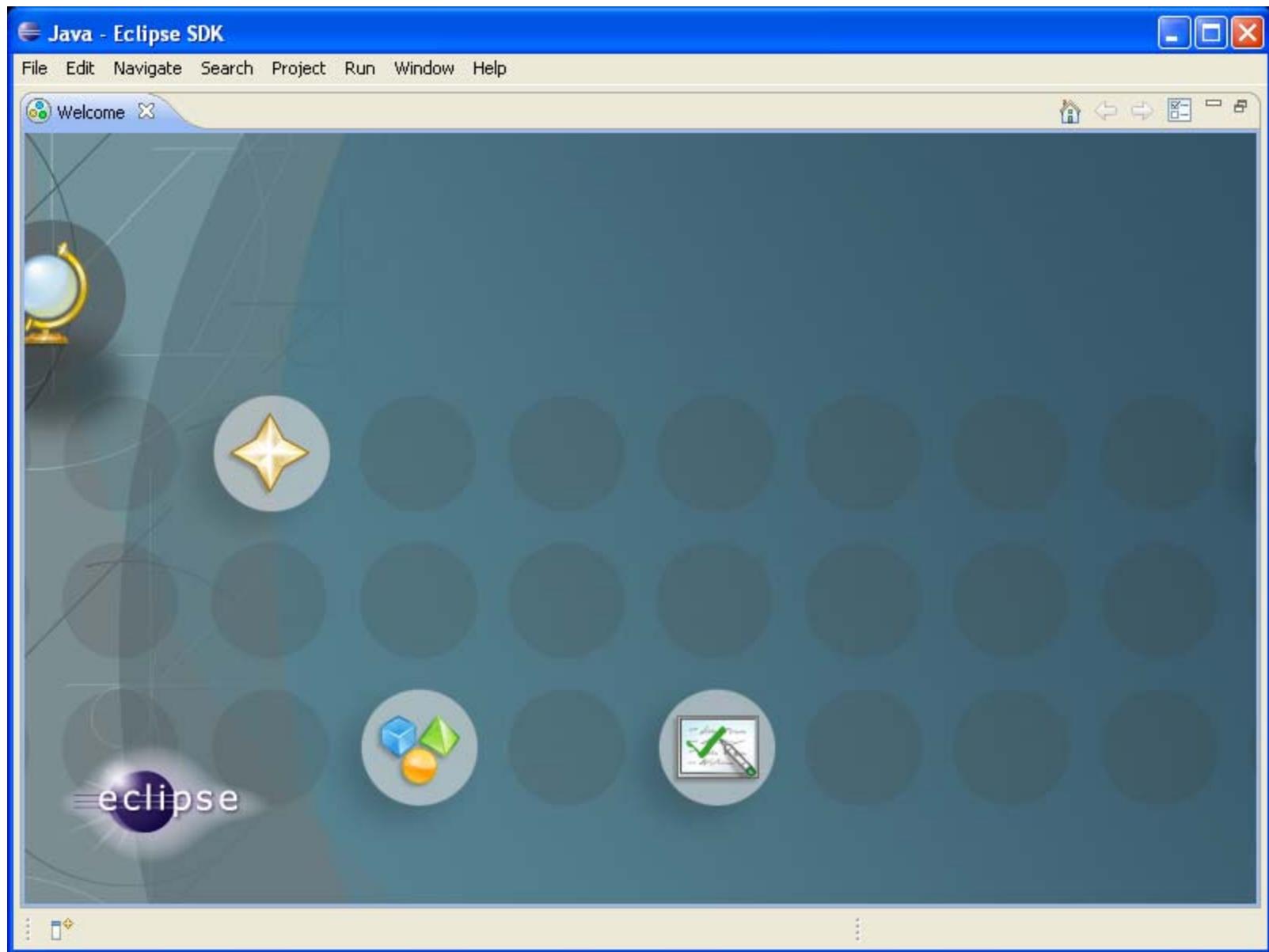
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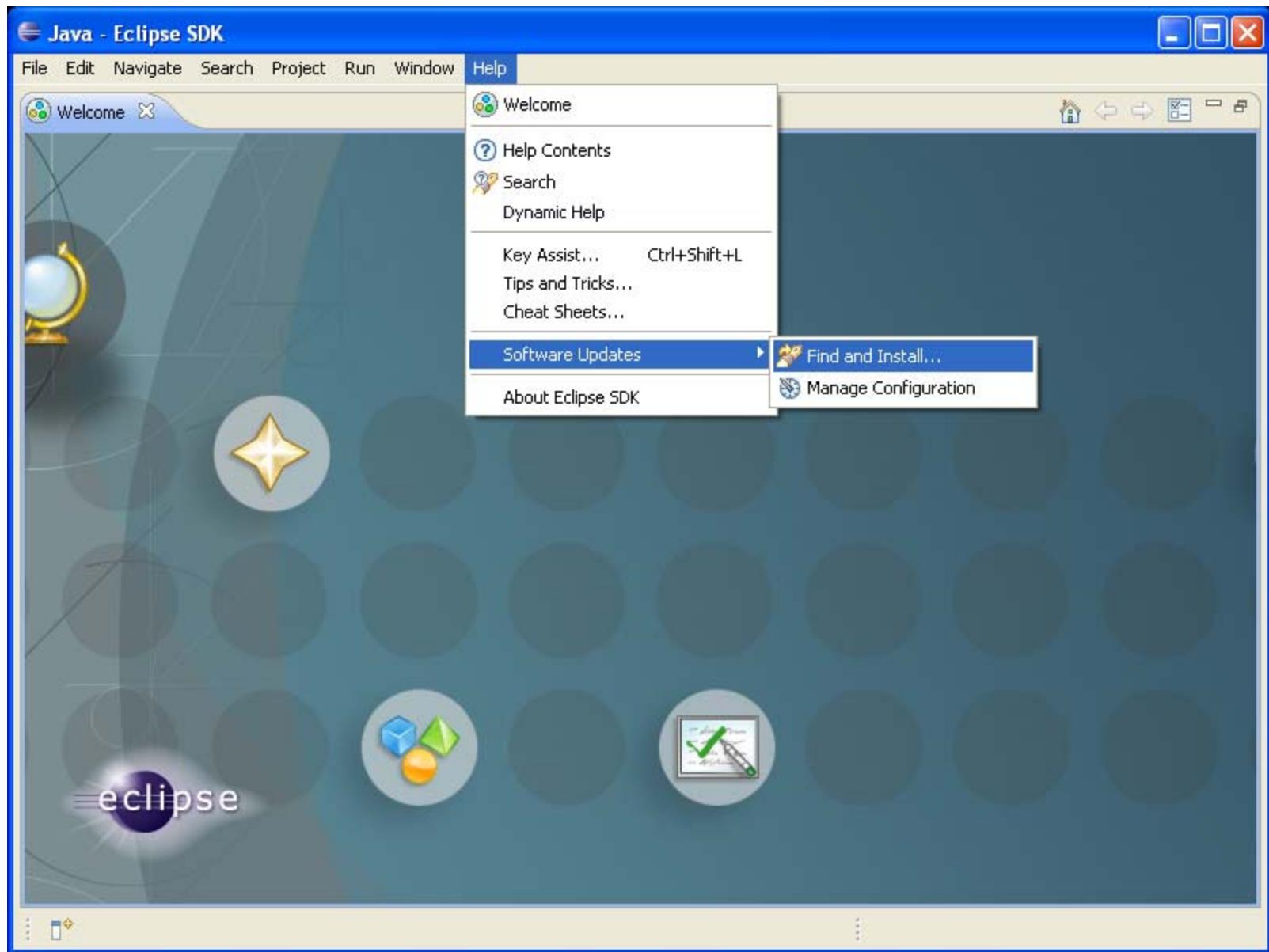


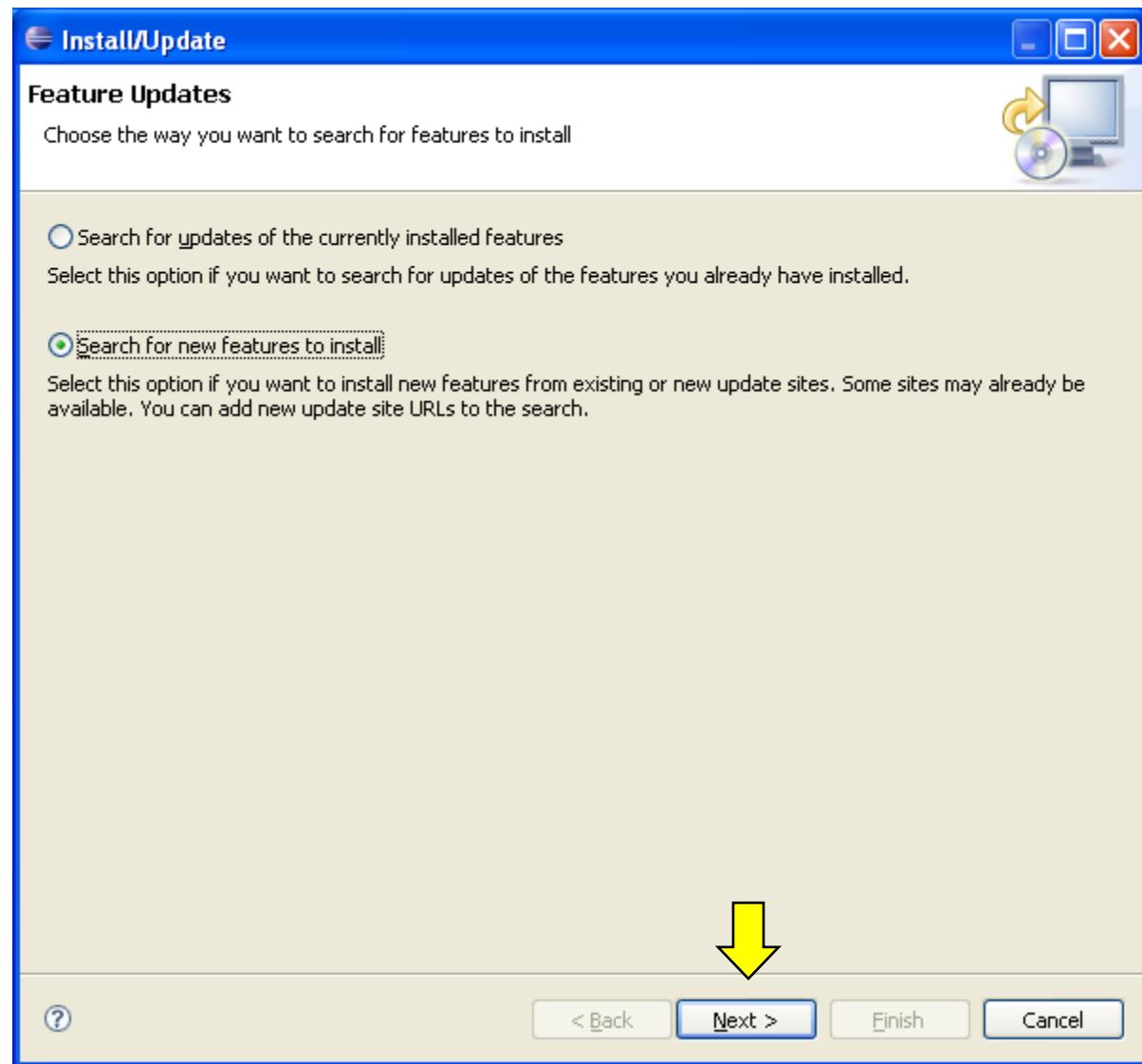


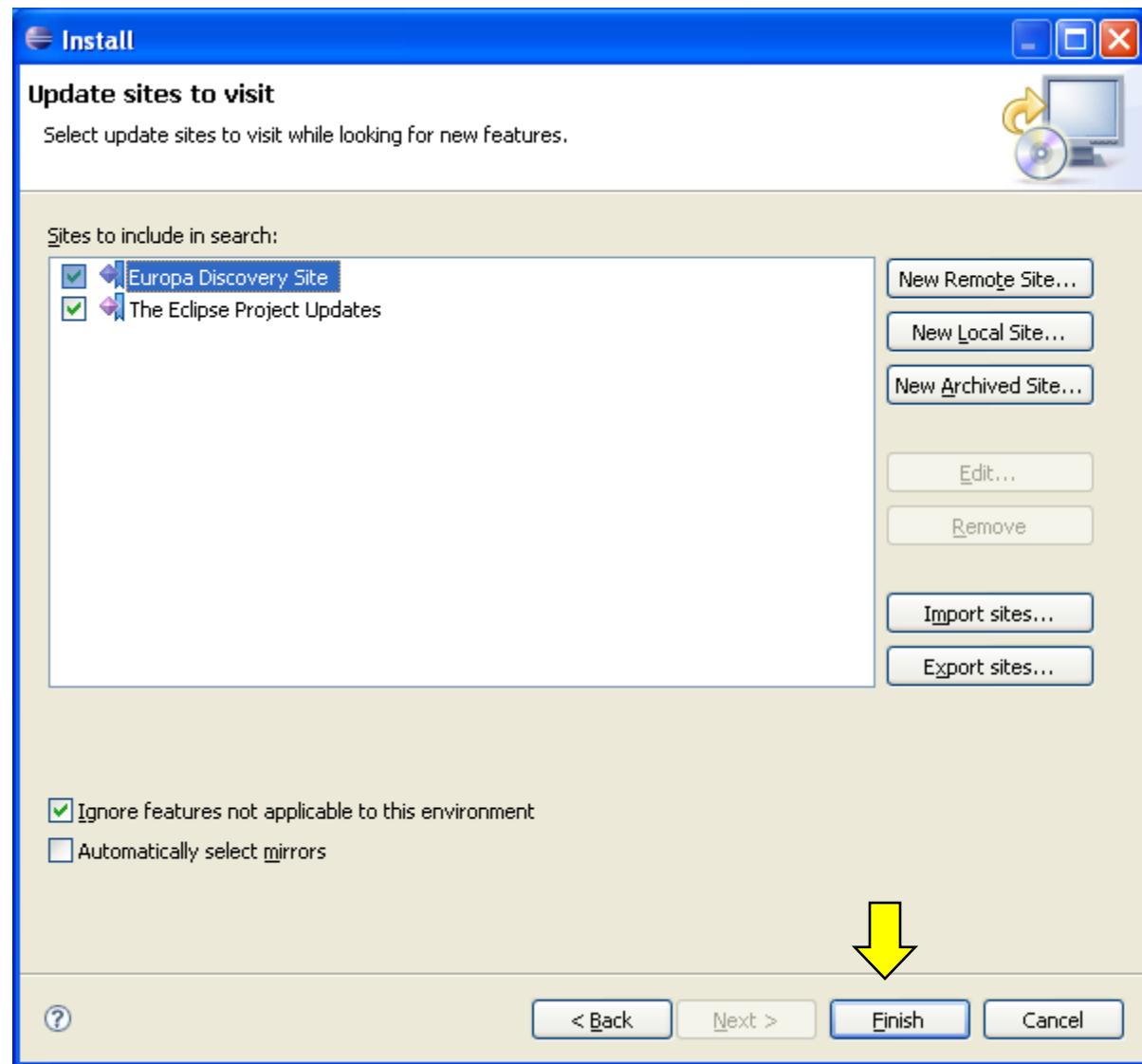


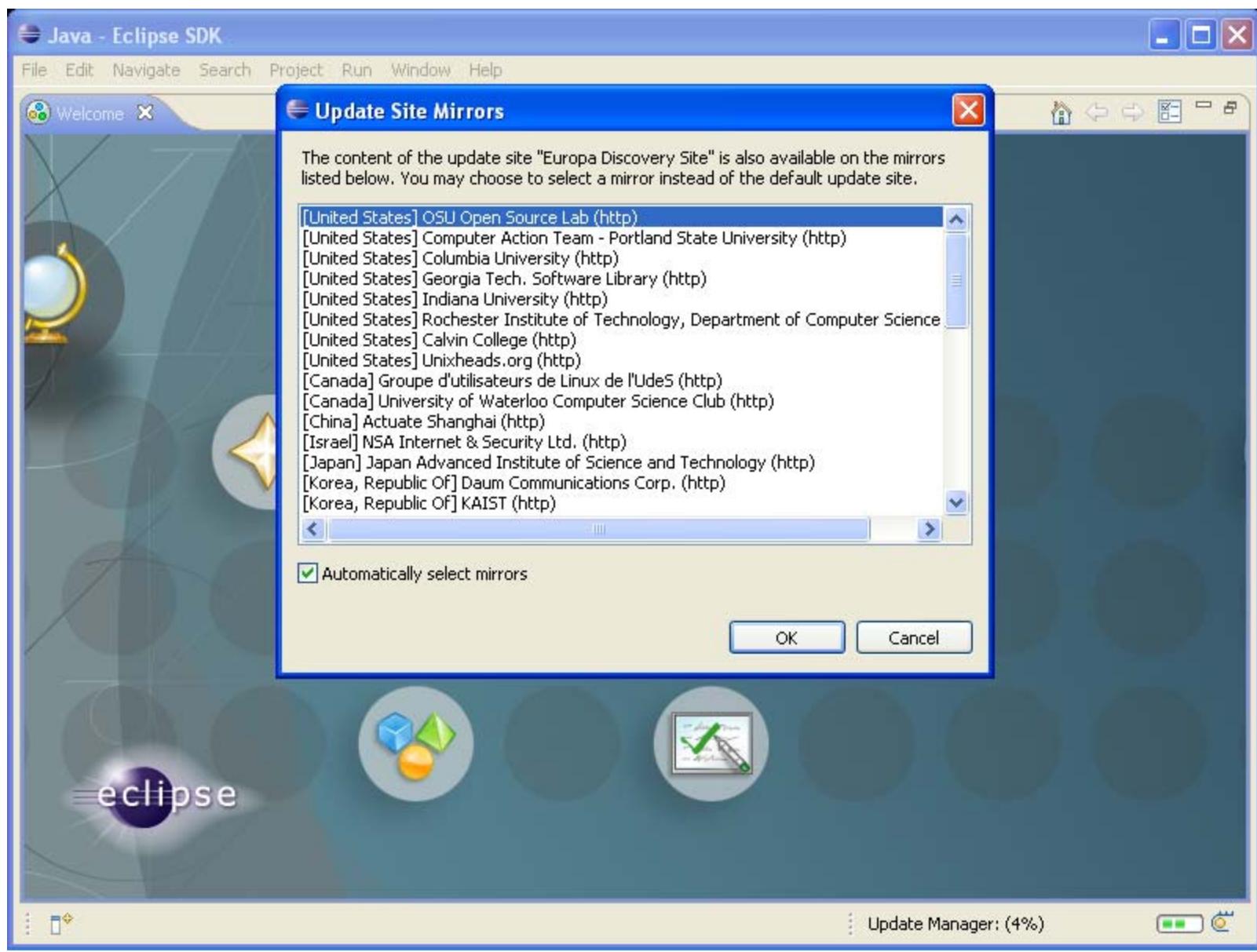


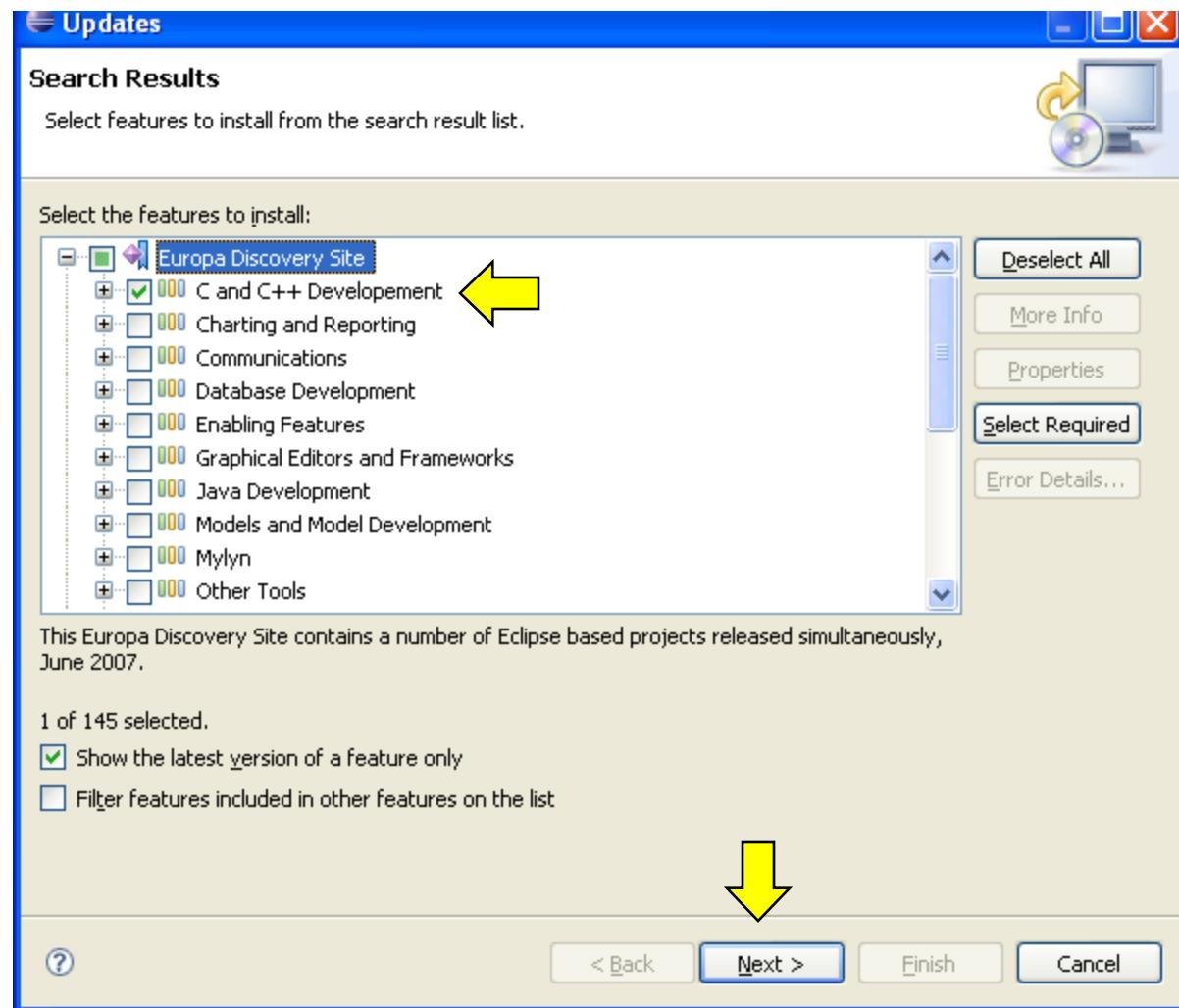


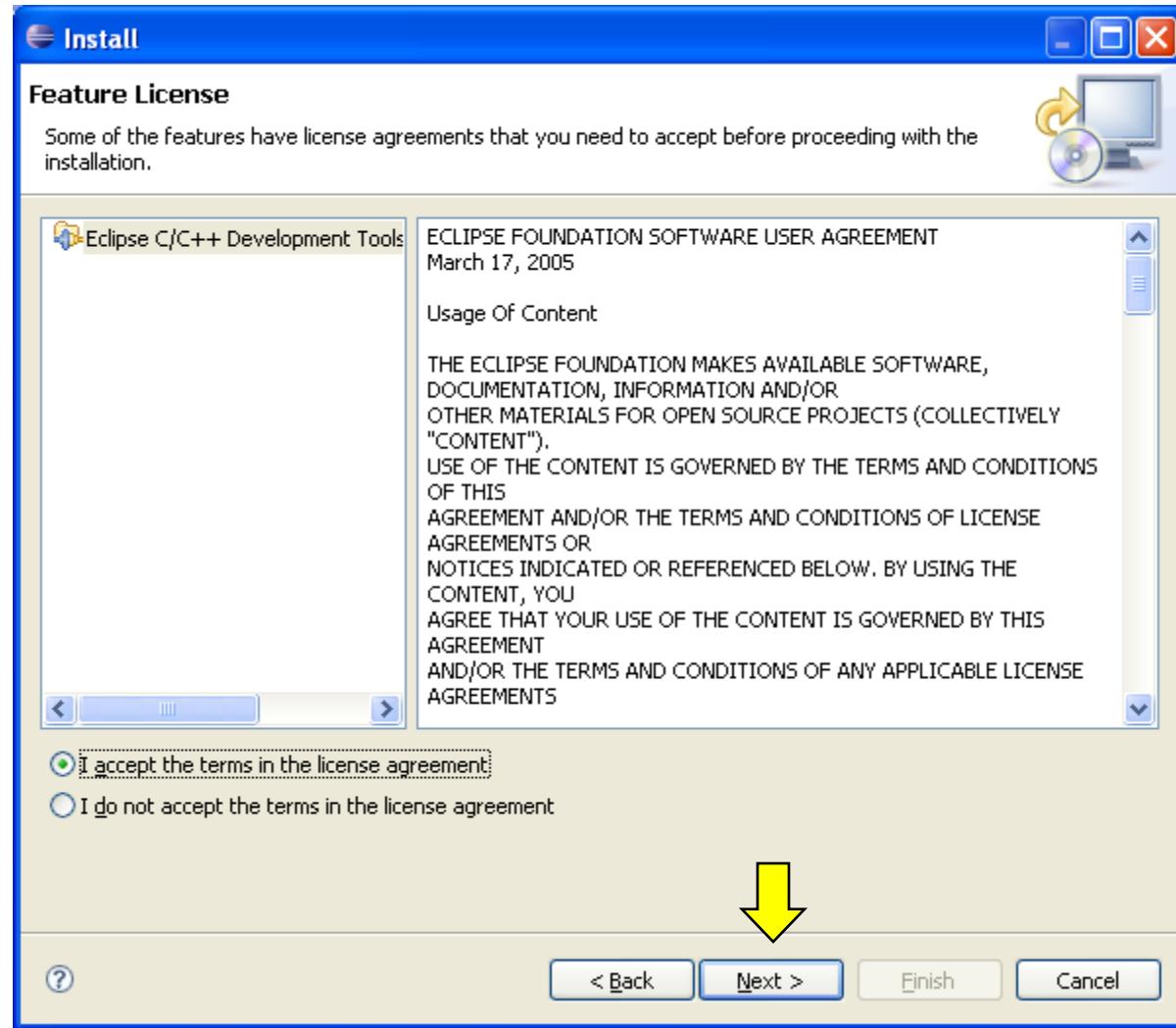


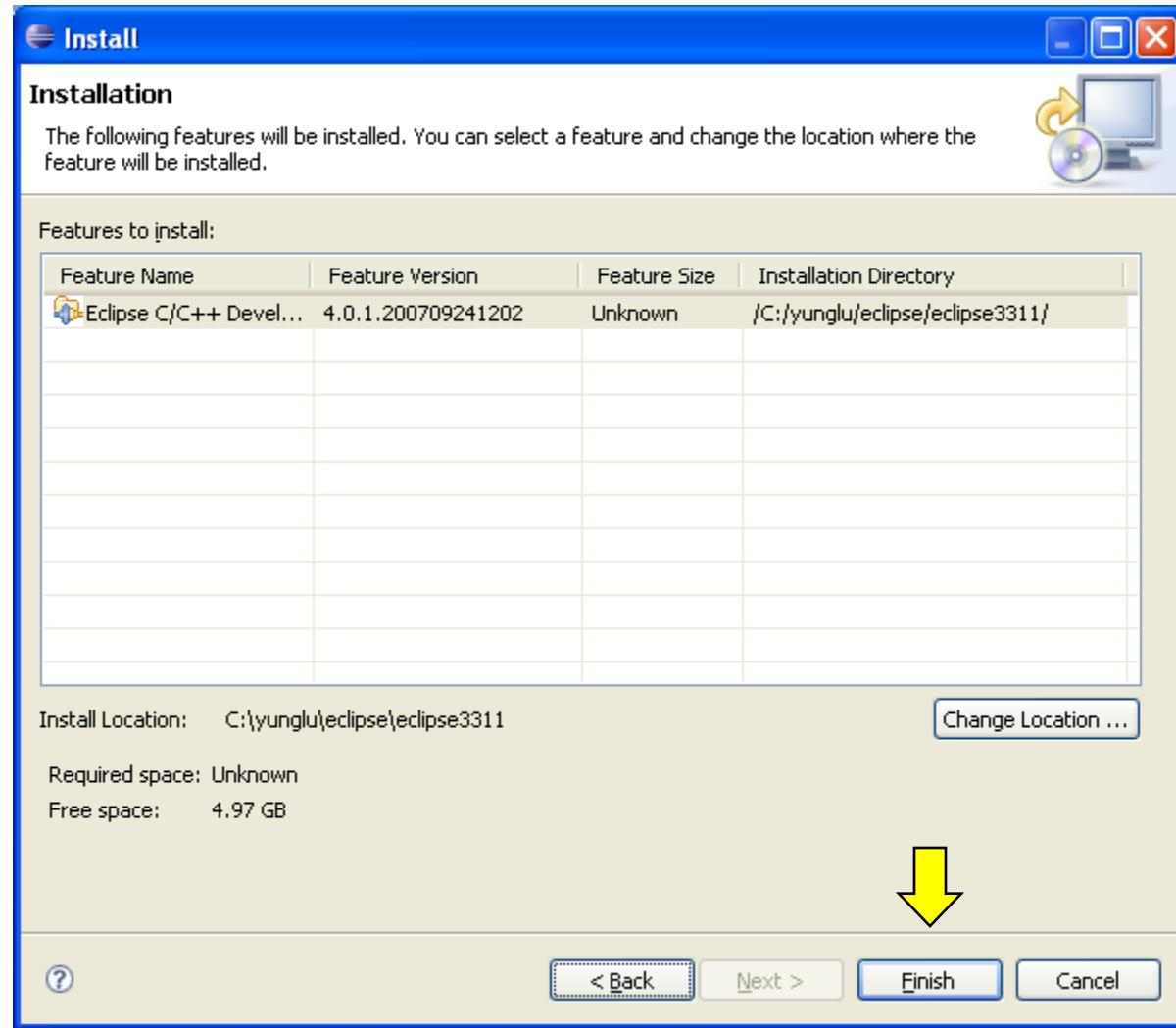


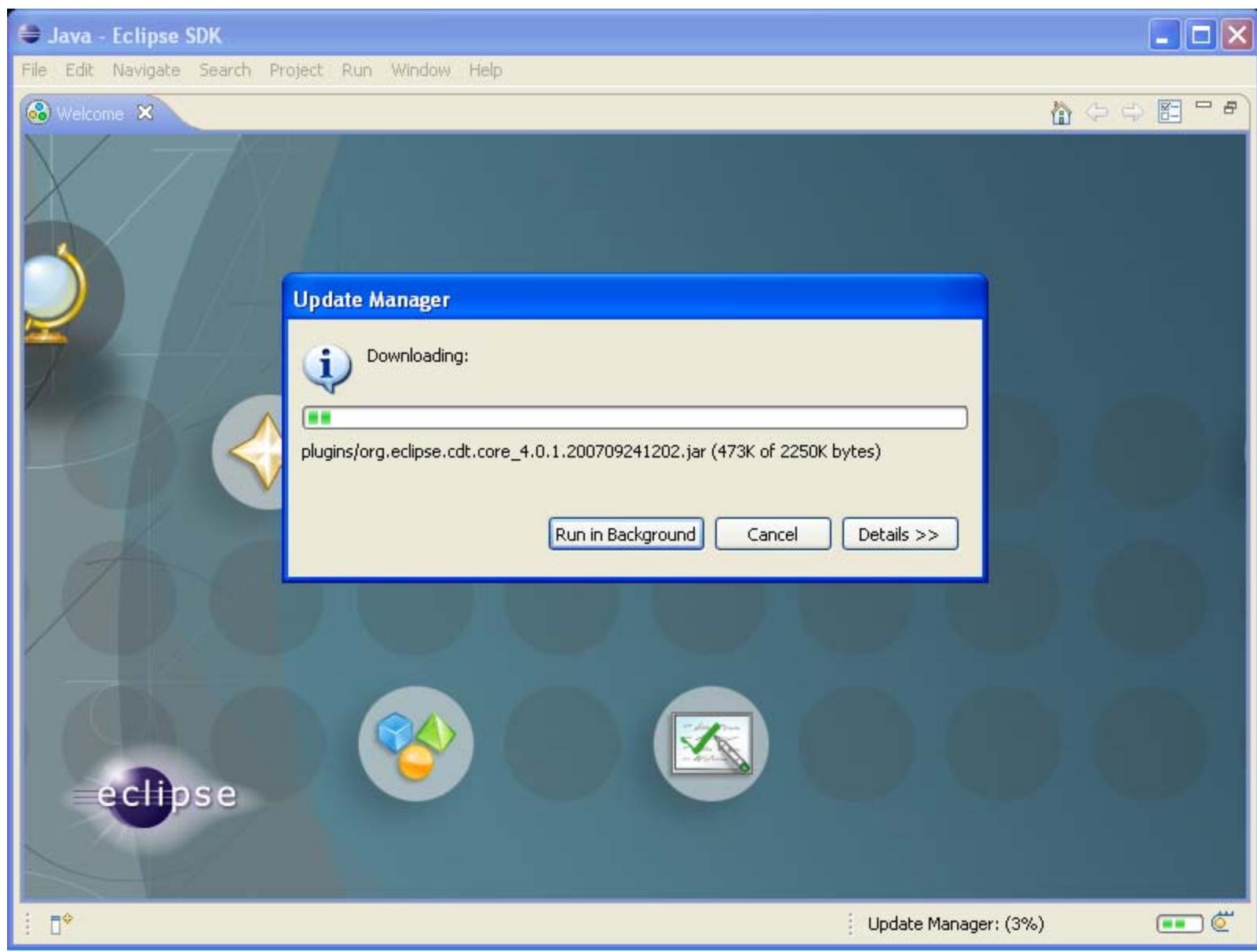








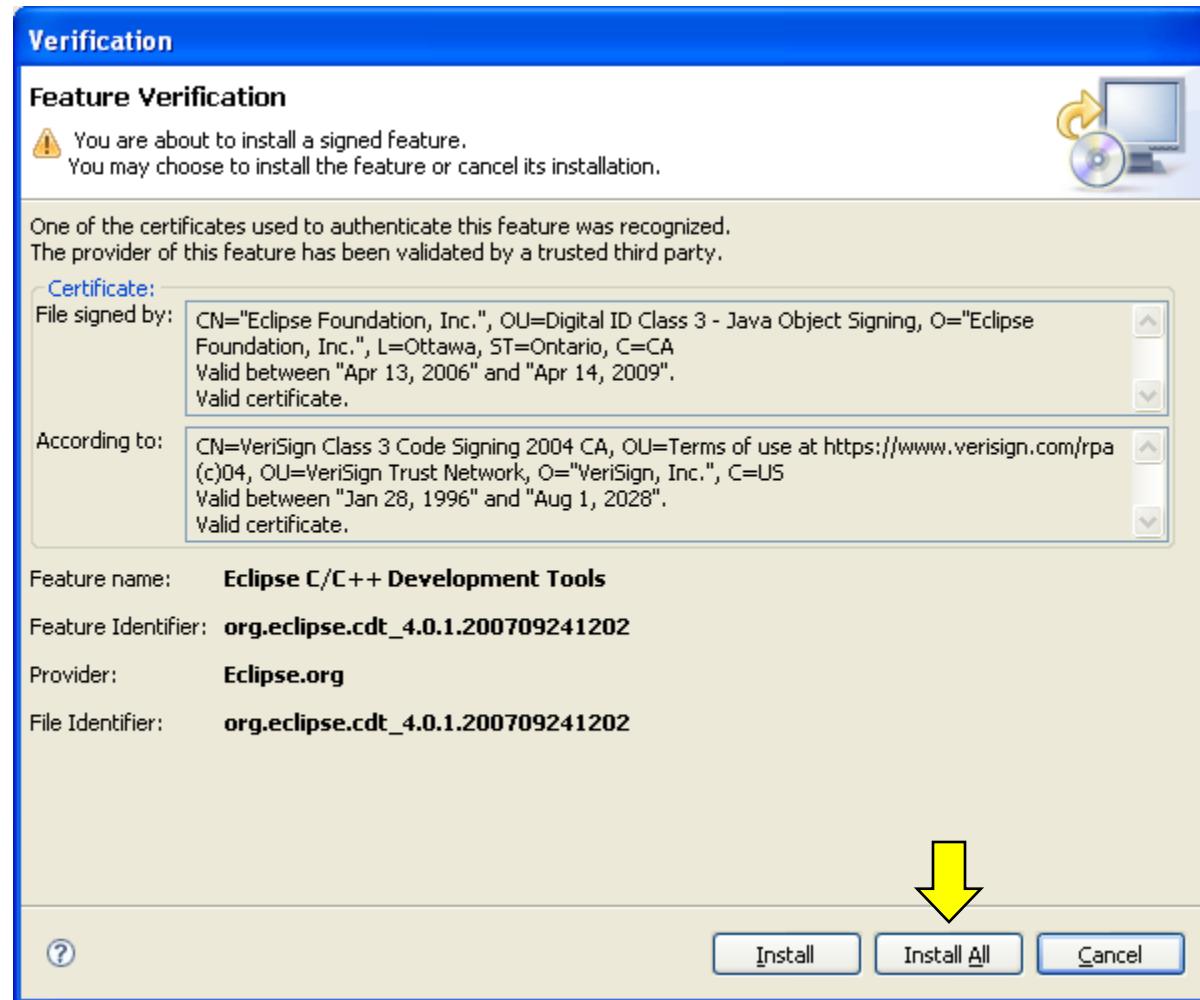


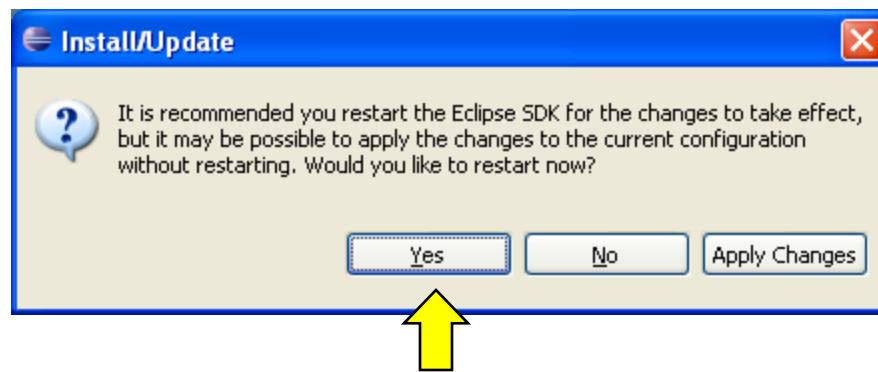


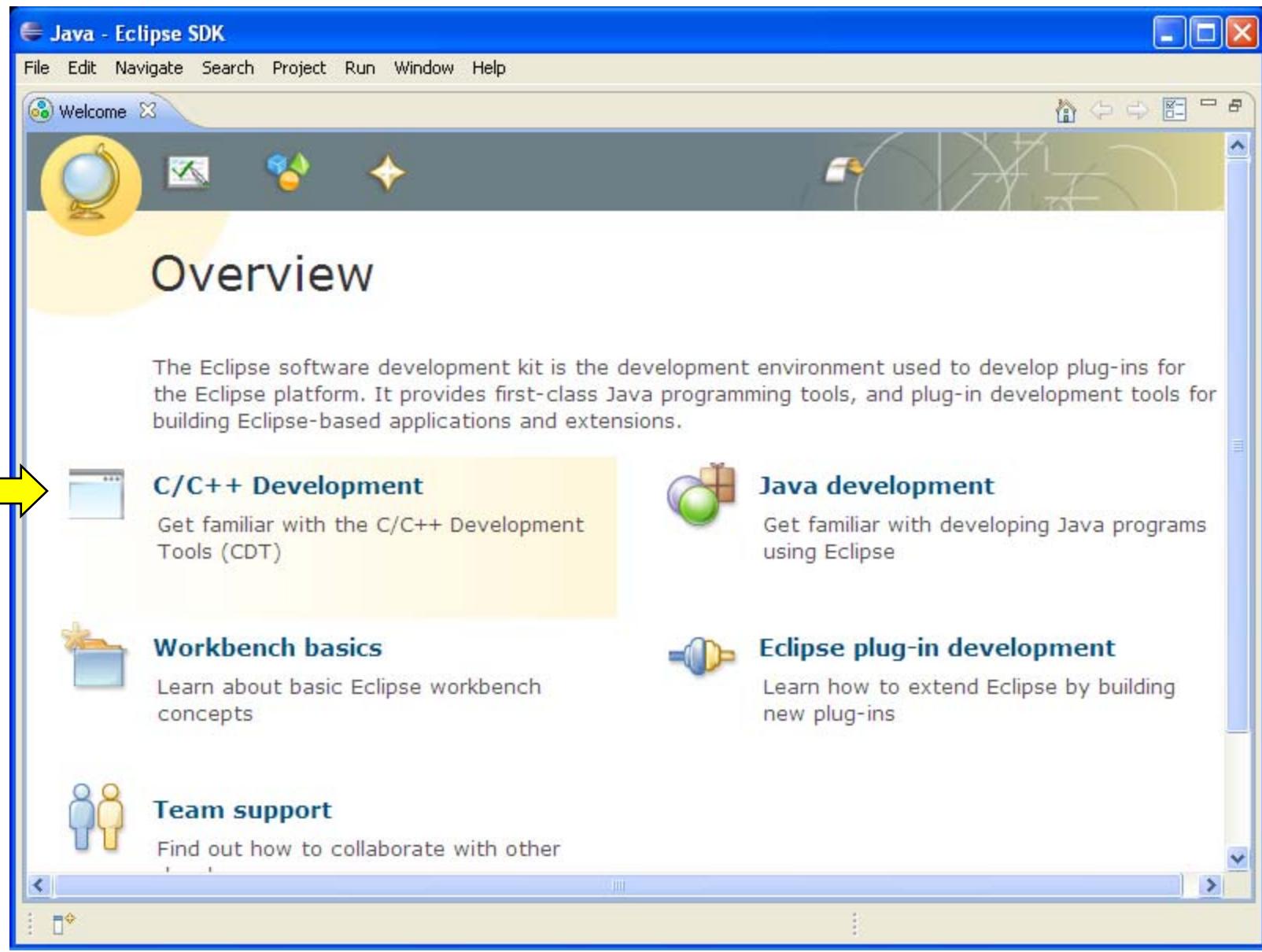
YHL

Development Environment

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The screenshot shows the Eclipse SDK Help window titled "Help - Eclipse SDK". The left pane contains a "Contents" tree with links to various user guides and developer guides. The right pane displays the "C/C++ Development User Guide" page. The page title is "C/C++ Development User Guide". The content describes the C/C++ Development Toolkit (CDT) as a collection of Eclipse-based features for creating, editing, navigating, building, and debugging C and C++ projects. It notes that the CDT does not include compilers and debuggers but provides frameworks for integration with GNU tools. Below the main content, there is a sidebar with links to "Before you begin", "Getting Started", "Concepts", "Tasks", "Reference", and "What's new".

Search:  GO Search scope: All topics

Contents

- + Workbench User Guide
- + Java Development User Guide
- + Platform Plug-in Developer Guide
- + JDT Plug-in Developer Guide
- + Plug-in Development Environment
- + C/C++ Development User Guide

## C/C++ Development User Guide

The C/C++ Development Toolkit (CDT) is a collection of Eclipse-based features that provides the capability to create, edit, navigate, build, and debug projects that use C and/or C++ as a programming language.

The CDT does not include the necessary compilers and debuggers to convert C/C++ code into executable programs and to debug those programs, but it does provide the frameworks that allow such tools to be integrated in a consistent fashion. This allows you to mix and match such tools depending on your project requirements.

Often, commercial distributions of the CDT include the necessary tools and integrations. If yours does not, the base CDT does provide support for integration with the GNU tools for build and debug. Please see the [Before you begin](#) section for installation instructions

Before you begin

Getting Started

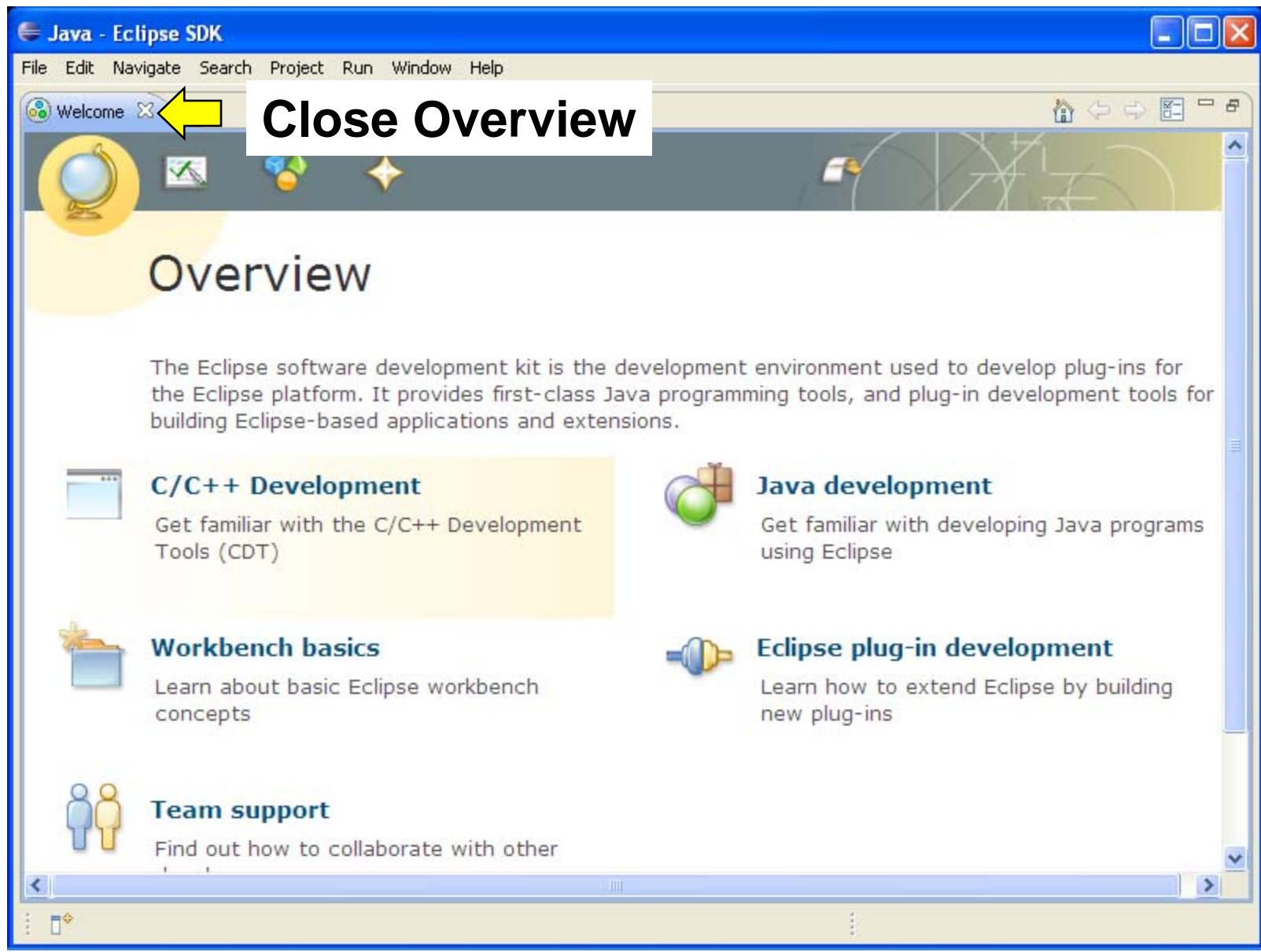
Concepts

Tasks

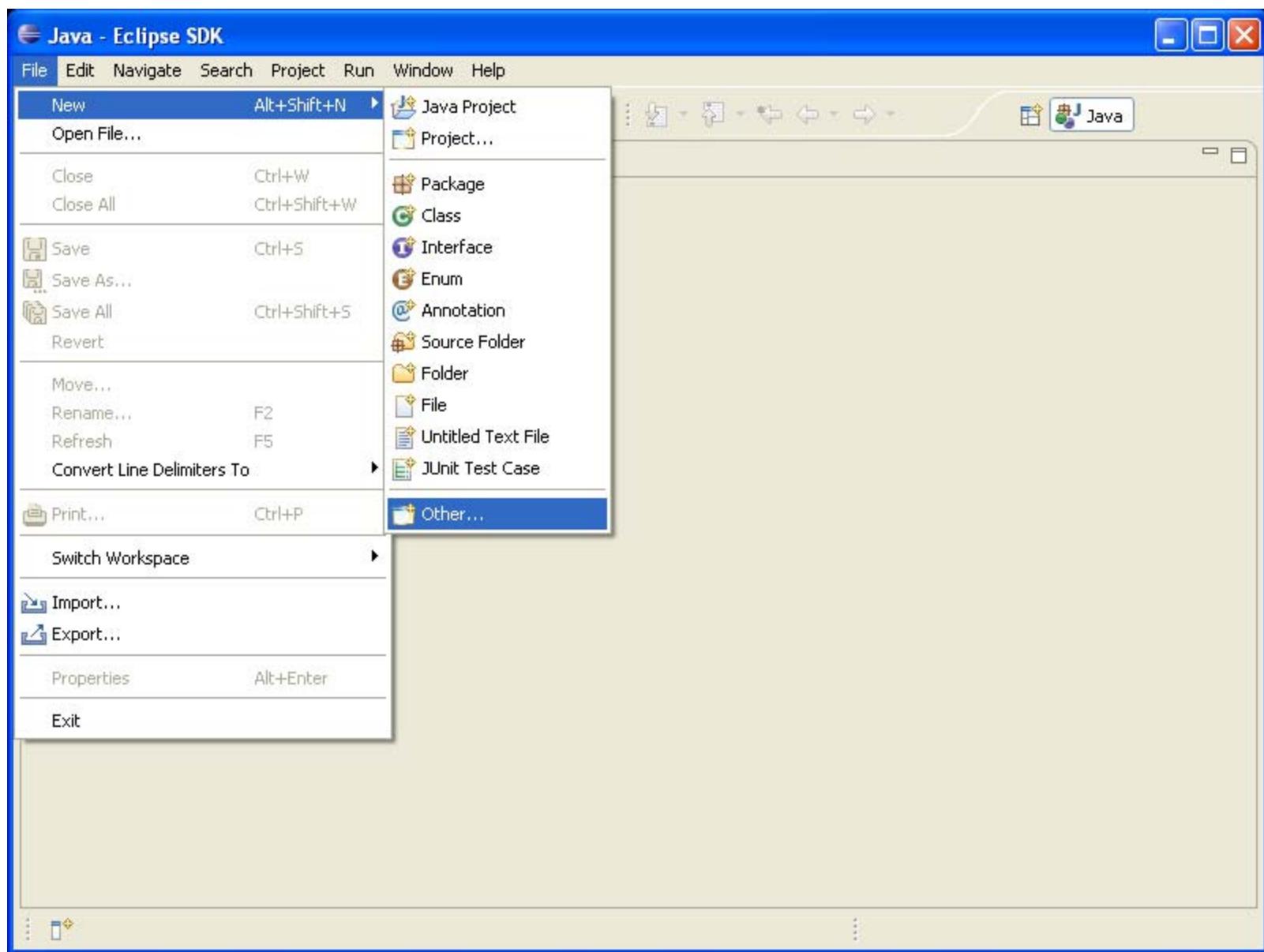
Reference

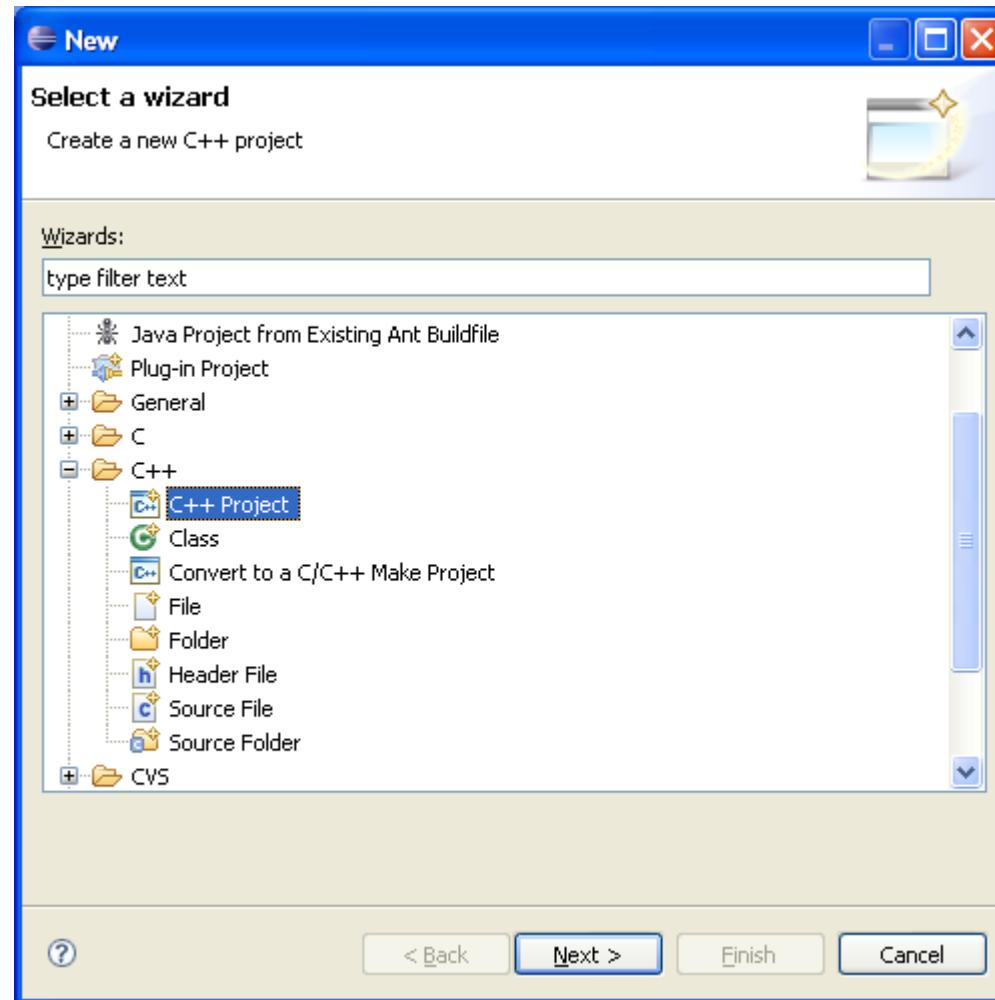
What's new

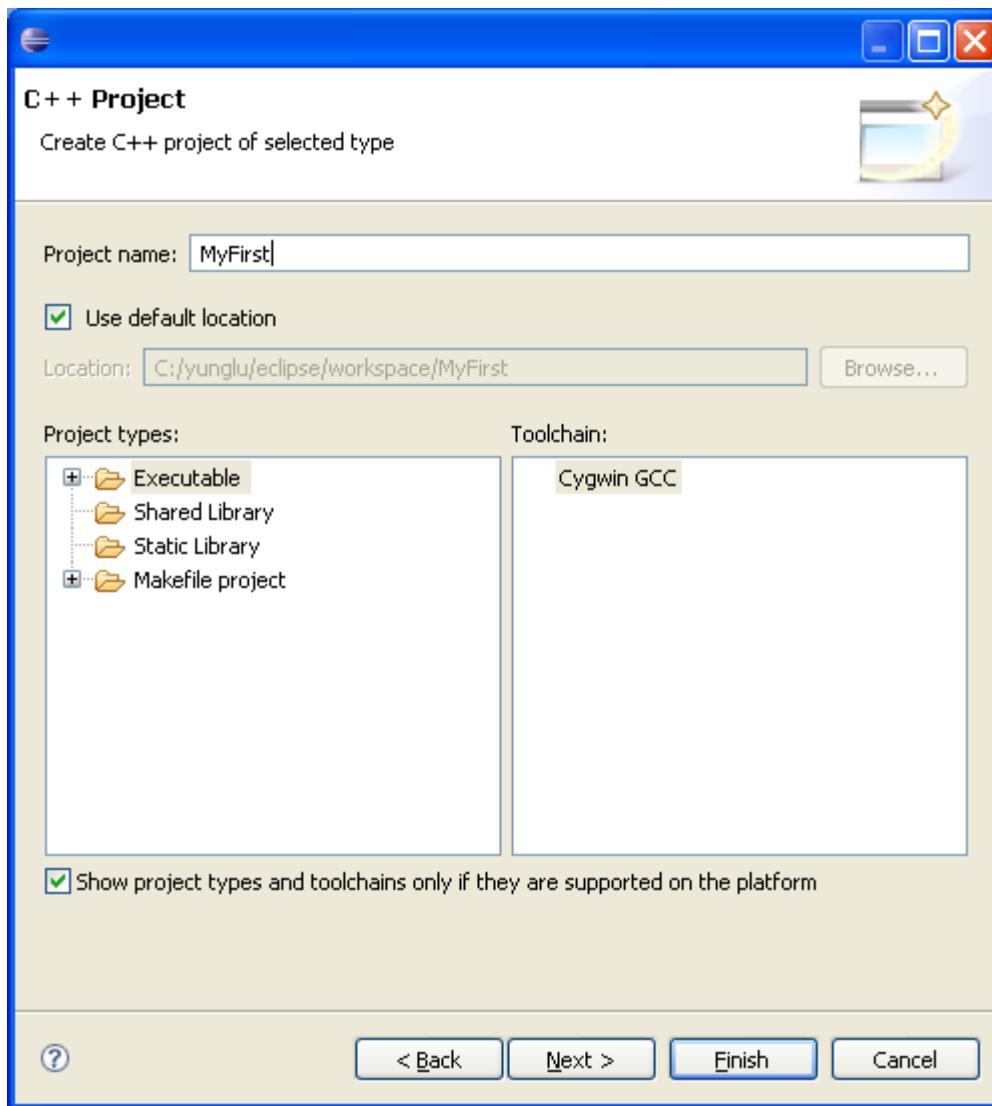
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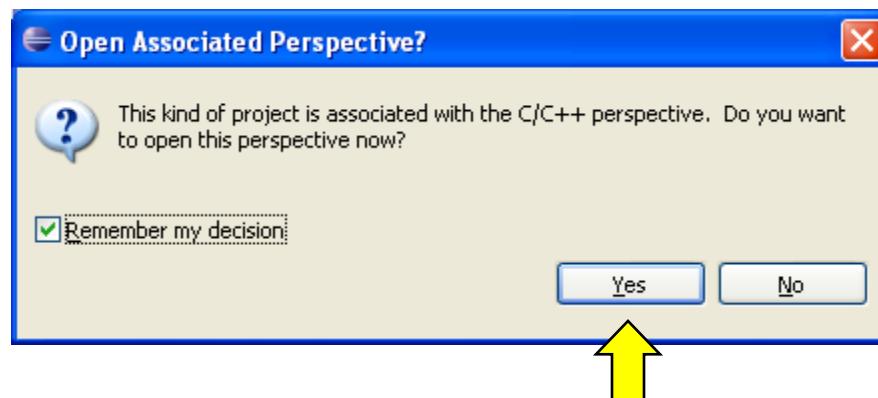


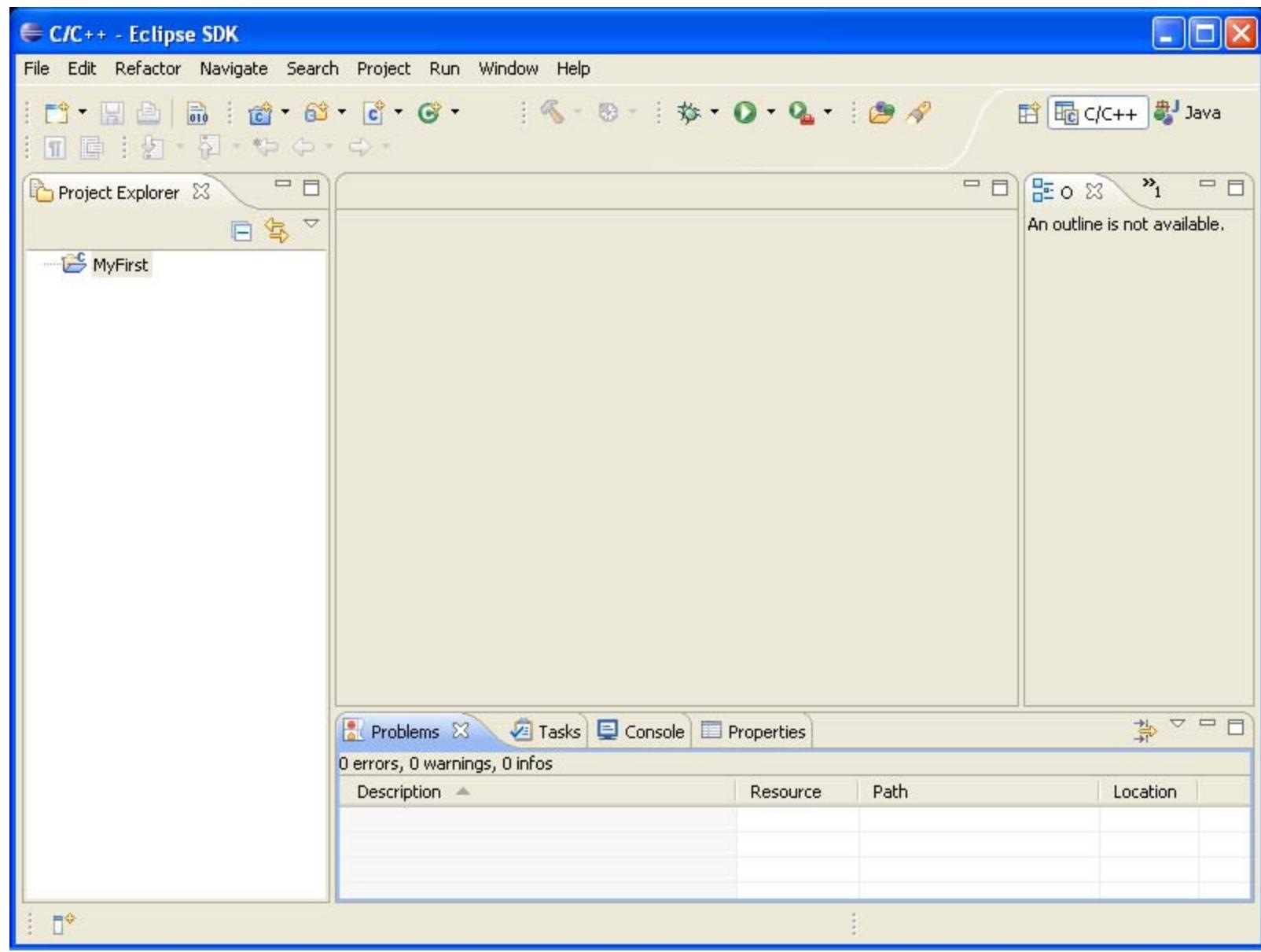
# Develop C++ Projects in Eclipse







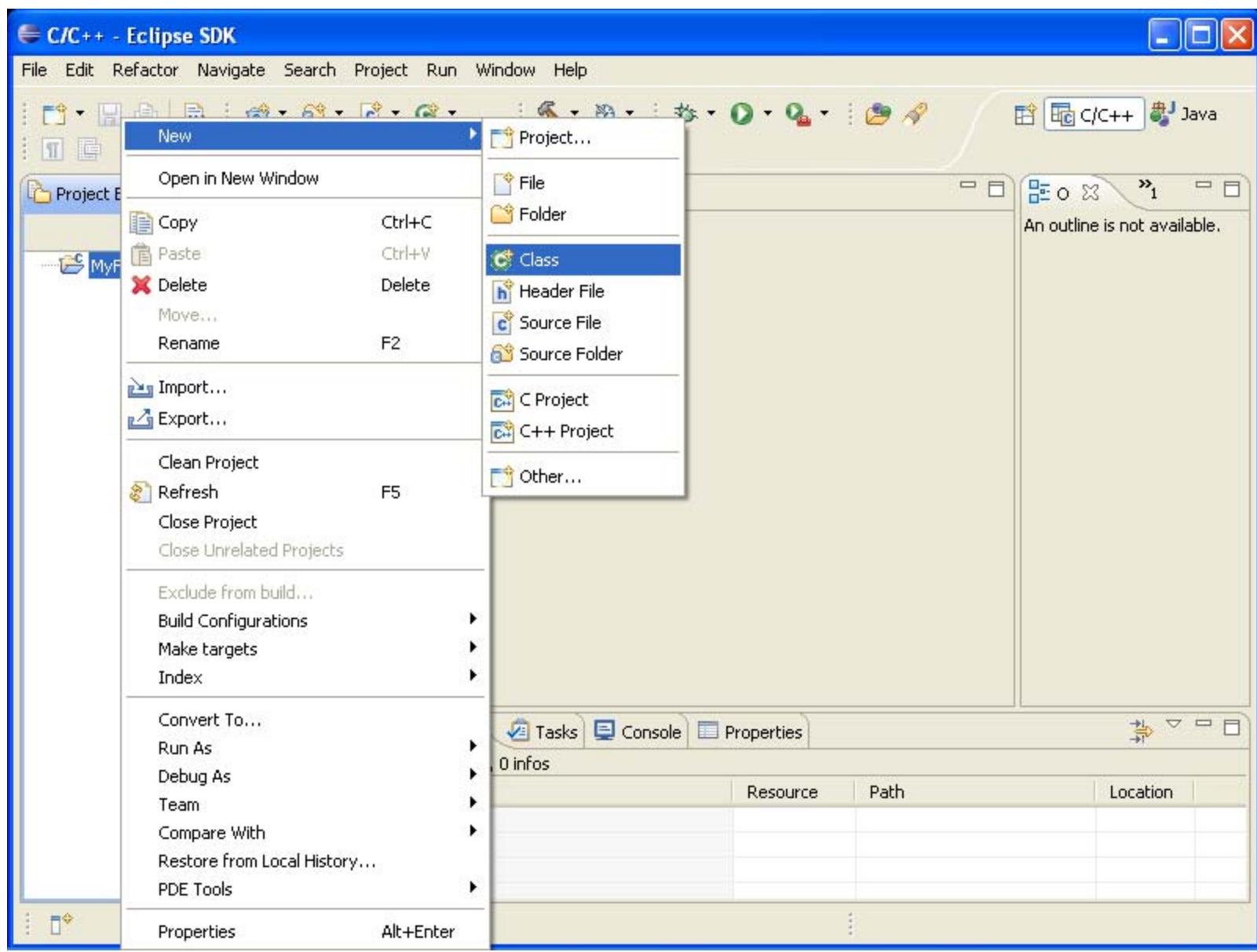


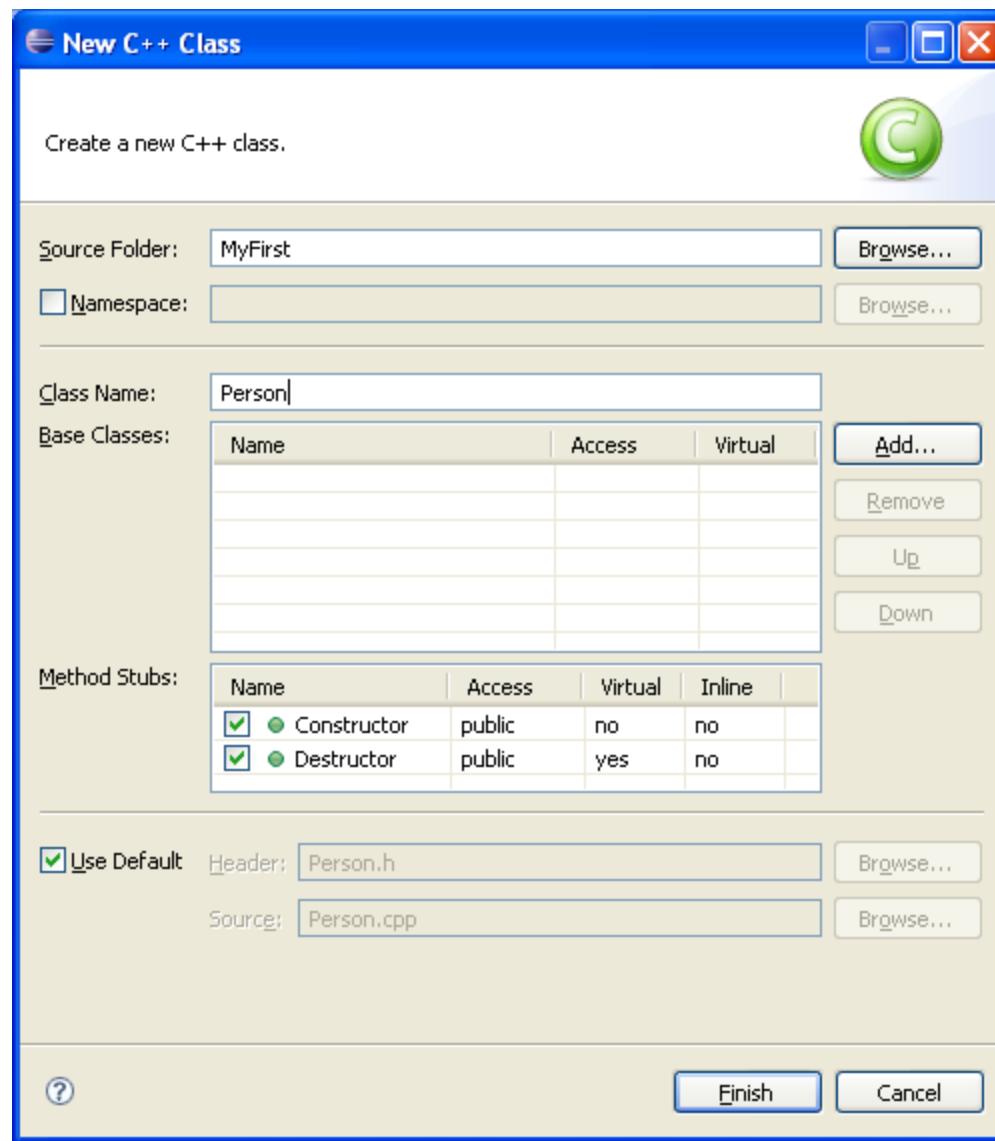


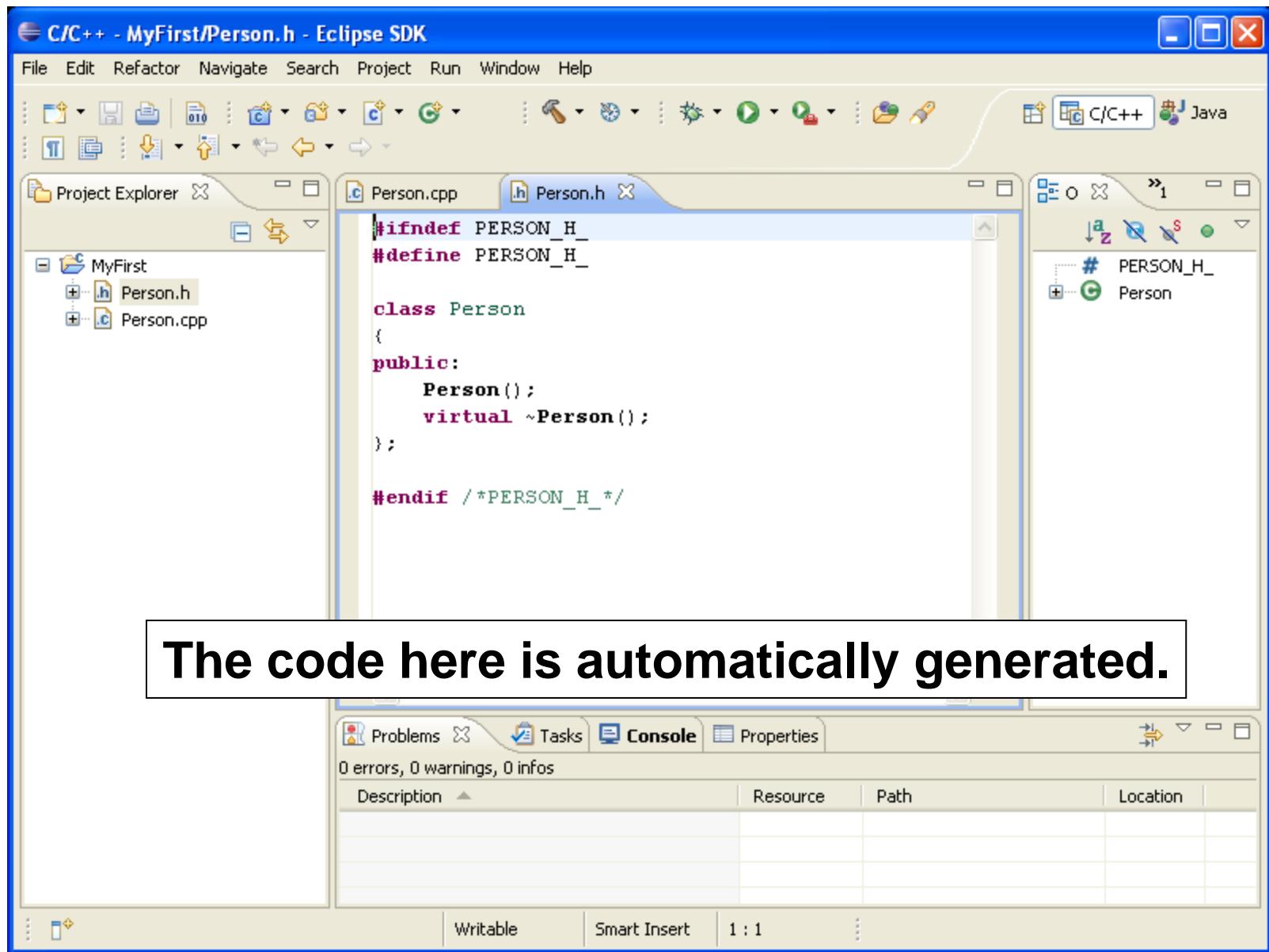
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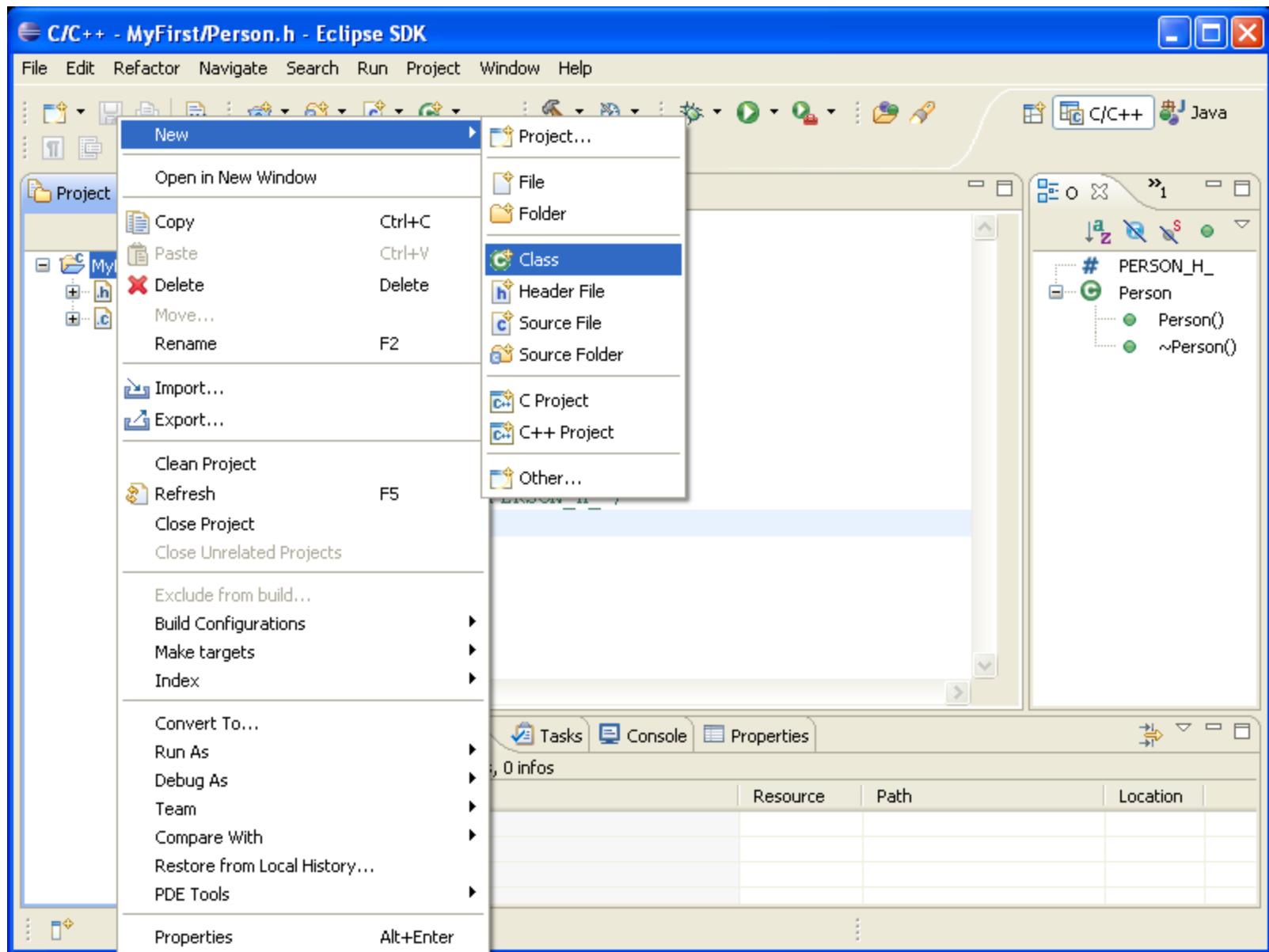
Development Environment

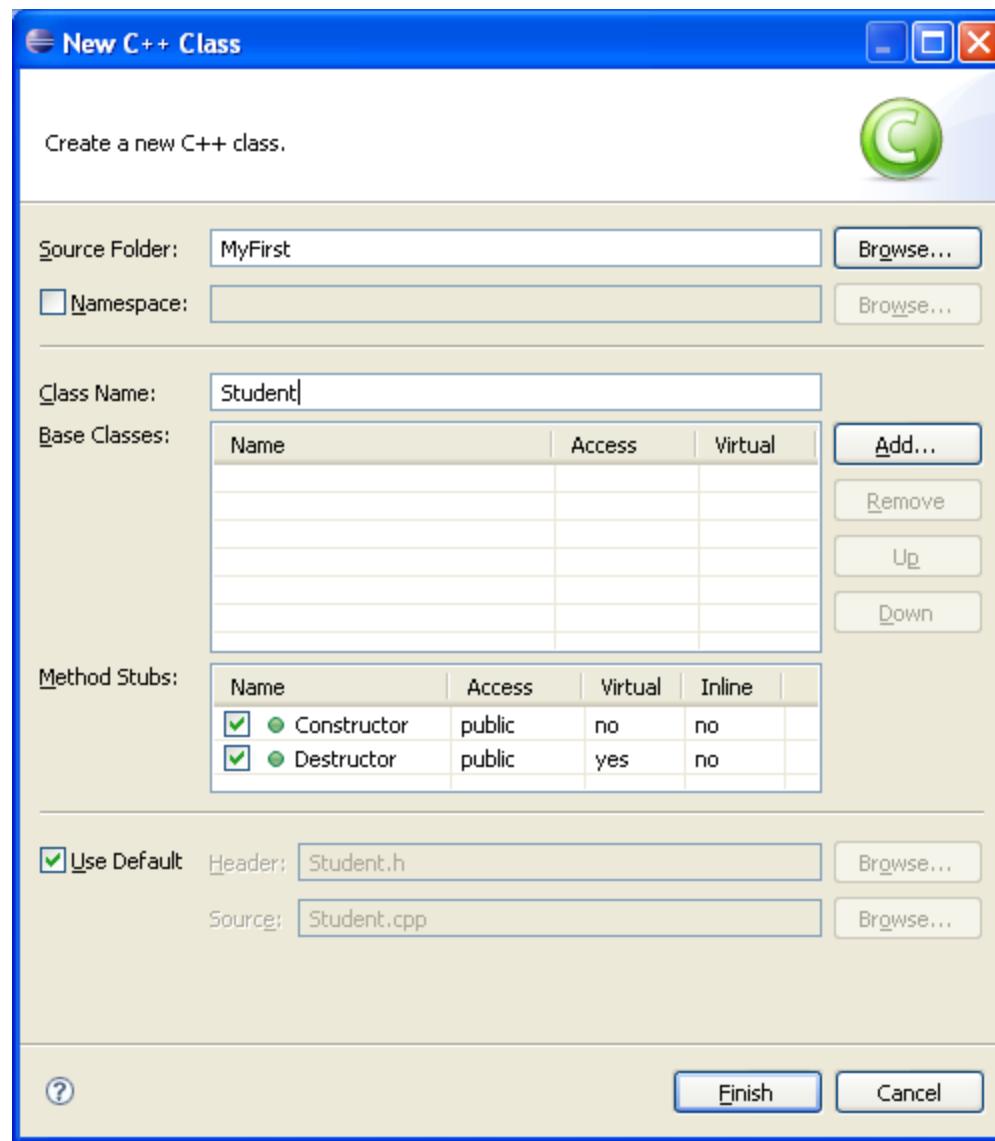
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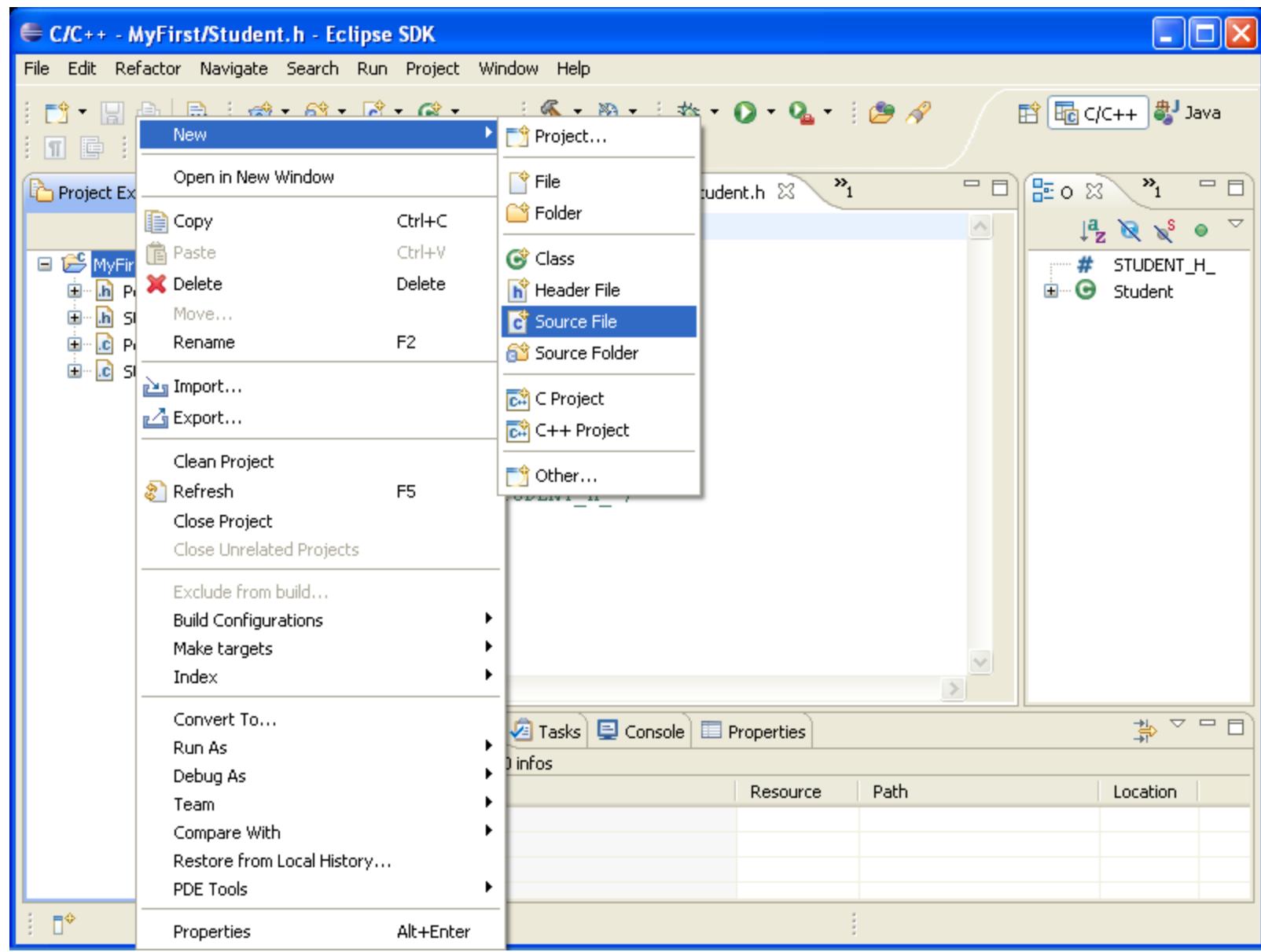


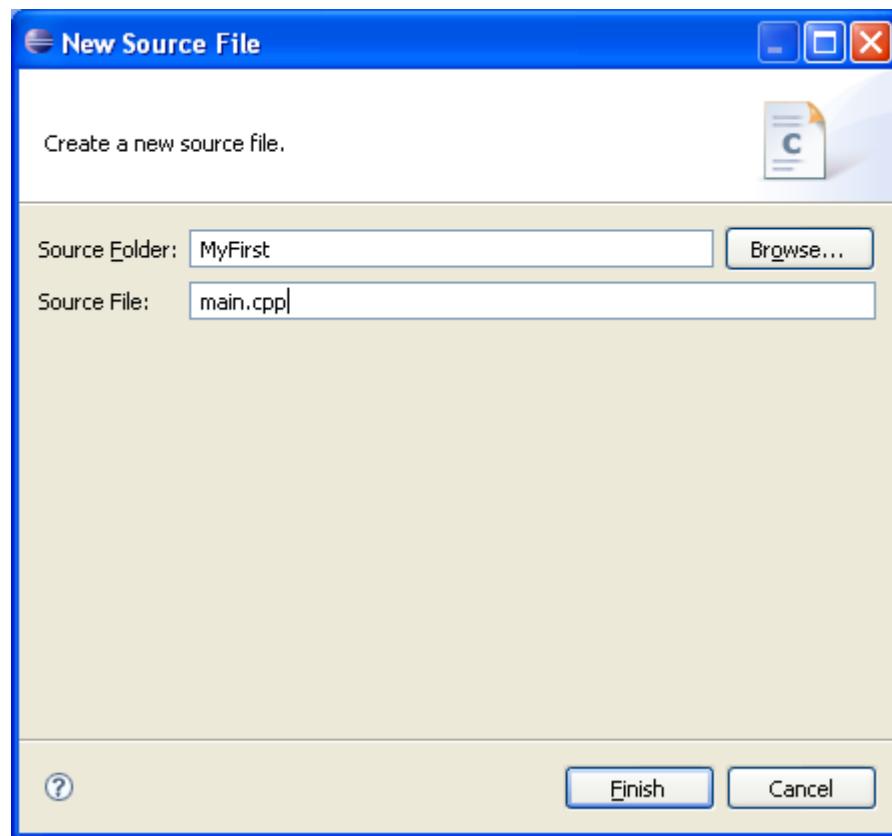












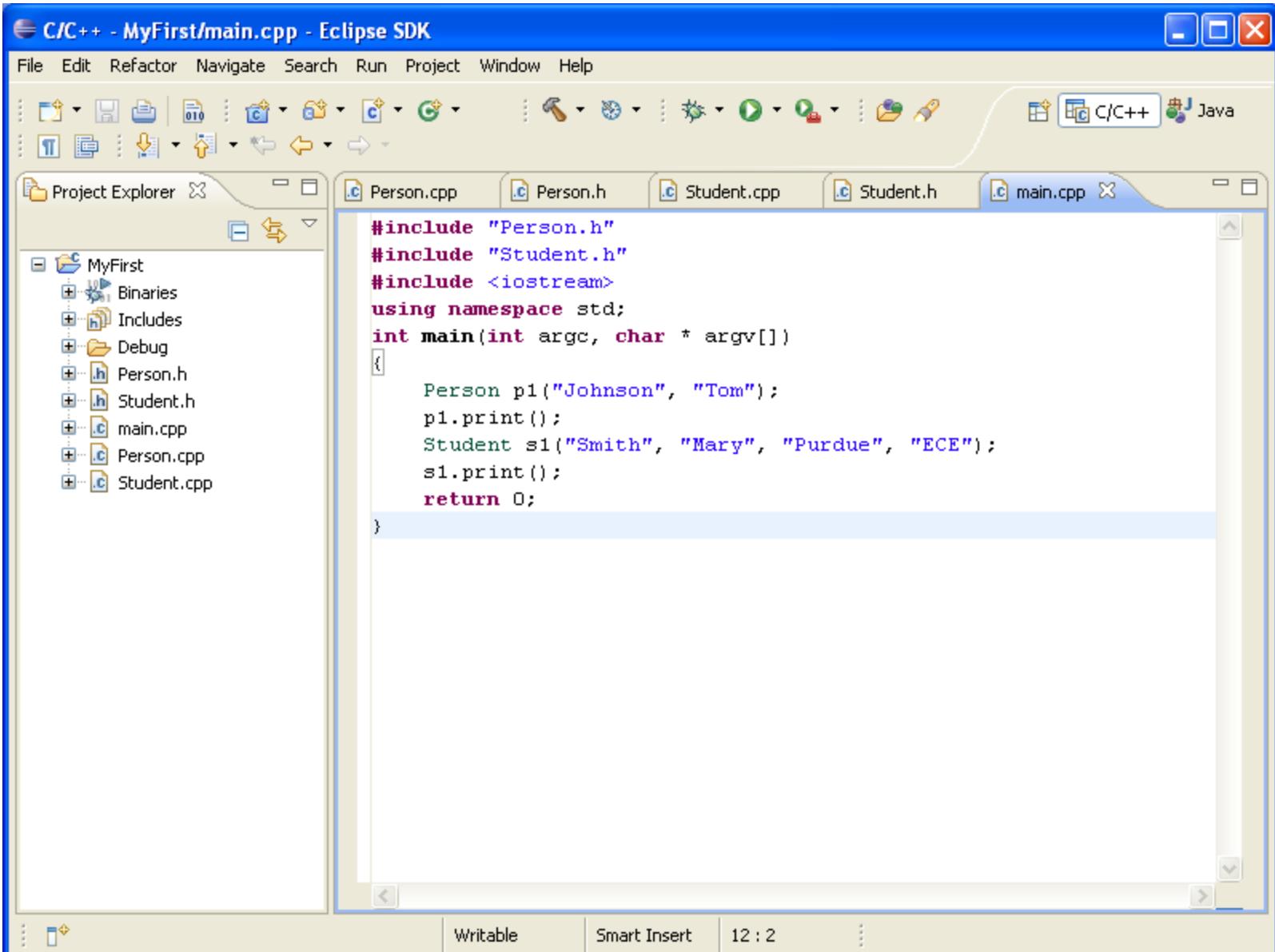
C/C++ - MyFirst/main.cpp - Eclipse SDK

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Project Explorer Person.cpp Person.h Student.cpp Student.h main.cpp

```
#include "Person.h"
#include "Student.h"
#include <iostream>
using namespace std;
int main(int argc, char * argv[])
{
    Person p1("Johnson", "Tom");
    p1.print();
    Student s1("Smith", "Mary", "Purdue", "ECE");
    s1.print();
    return 0;
}
```

Writable Smart Insert 12 : 2



C/C++ - MyFirst/Person.h - Eclipse SDK

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Project Explorer Person.cpp Person.h Student.cpp Student.h main.cpp

```
#ifndef PERSON_H_
#define PERSON_H_
#include <string>
using namespace std;
class Person
{
public:
    Person(string ln, string fn);
    // use at least two letters for a variable name
    virtual ~Person();
    void print();
protected:
    const string p.lastName;
    const string p.firstName;
};

#endif /*PERSON_H_*/
```

C/C++ - MyFirst/Person.cpp - Eclipse SDK

File Edit Refactor Navigate Search Run Project Window Help

Project Explorer Person.cpp Person.h Student.cpp Student.h main.cpp

```
#include "Person.h"
#include <iostream>

Person::Person(string ln, string fn) :
    p.lastName(ln), p.firstName(fn)
}

Person::~Person() {
}

void Person::print() {
    cout << "last name: " << p.lastName << endl;
    cout << "first name: " << p.firstName << endl;
}
```

C/C++ - MyFirst/Student.h - Eclipse SDK

File Edit Refactor Navigate Search Run Project Window Help

Project Explorer Person.cpp Person.h Student.cpp Student.h main.cpp

```
#ifndef STUDENT_H_
#define STUDENT_H_
#include "Person.h"
#include <string>
using namespace std;
class Student: public Person
{
public:
    Student(string ln, string fn, string sch, string maj);
    virtual ~Student();
    void print(); // same name in Person, override
private:
    string s_school;
    string s_major;
};

#endif /*STUDENT_H_*/
```

C/C++ - MyFirst/Student.cpp - Eclipse SDK

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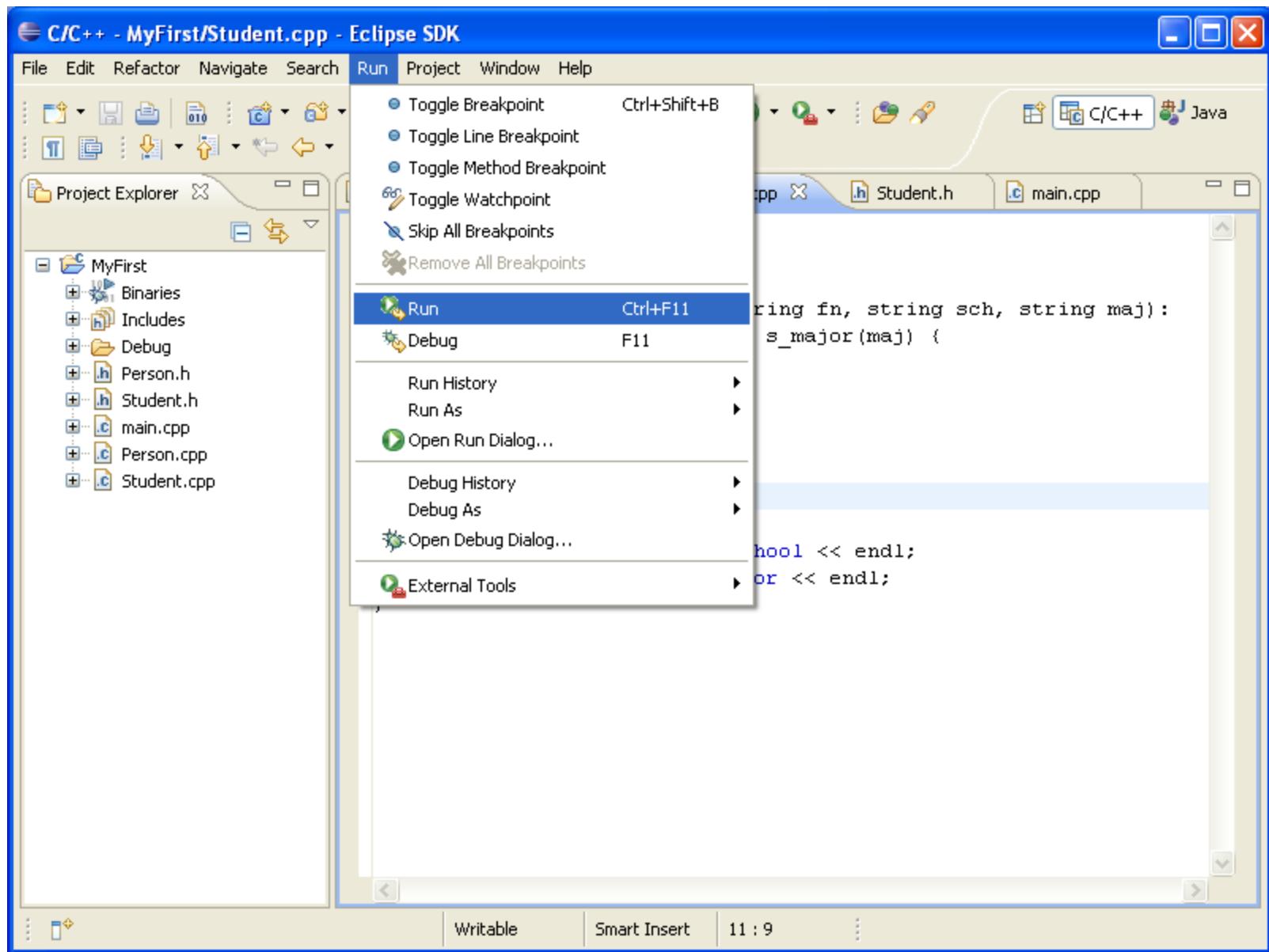
Project Explorer Person.cpp Person.h Student.cpp Student.h main.cpp

```
#include "Student.h"
#include <iostream>

Student::Student(string ln, string fn, string sch, string maj):
Person(ln, fn), s_school(sch), s_major(maj) {}

Student::~Student() {}

void Student::print() {
    Person::print();
    cout << "school: " << s_school << endl;
    cout << "major: " << s_major << endl;
}
```



C/C++ - MyFirst/Student.cpp - Eclipse SDK

File Edit Refactor Navigate Search Run Project Window Help

Project Explorer Person.cpp Person.h Student.cpp Student.h main.cpp

```
#include "Student.h"
#include <iostream>

Student::Student(string ln, string fn, string sch, string maj):
Person(ln, fn), s_school(sch), s_major(maj) {}

Student::~Student() {}

void Student::print() {
```

Console

```
<terminated> MyFirst.exe [C/C++ Local Application] C:\yunglu\eclipse\workspace\MyFirst\Debug\MyFirst.exe (2/16/08)
last name: Johnson
first name: Tom
last name: Smith
first name: Mary
school: Purdue
major: ECE
```



**C/C++ - MyFirst/main.cpp - Eclipse SDK**

File Edit Refactor Navigate Search Run Project Window Help

Project Explorer Person.cpp Person.h Student.cpp Student.h main.cpp

#include "Person.h"  
#include "Student.h"  
#include <iostream>  
using namespace std;  
int main(int argc, char \* argv[]){  
 Person p1("Johnson", "Tom");  
 p1.print();  
 p1.p.firstName = "John";  
 Student s1("Smith", "Mary", "Purdue", "ECE");  
 s1.print();  
}

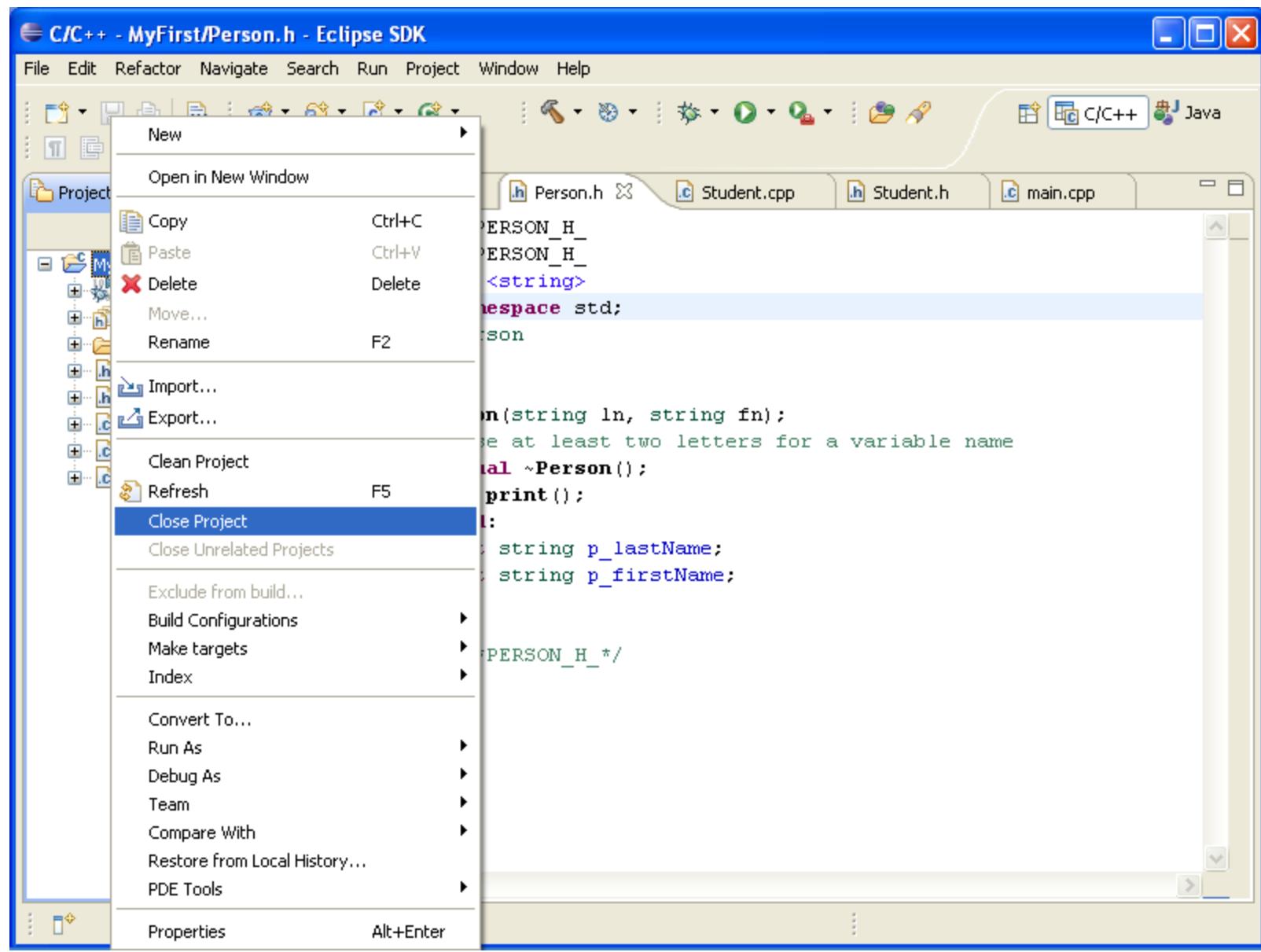
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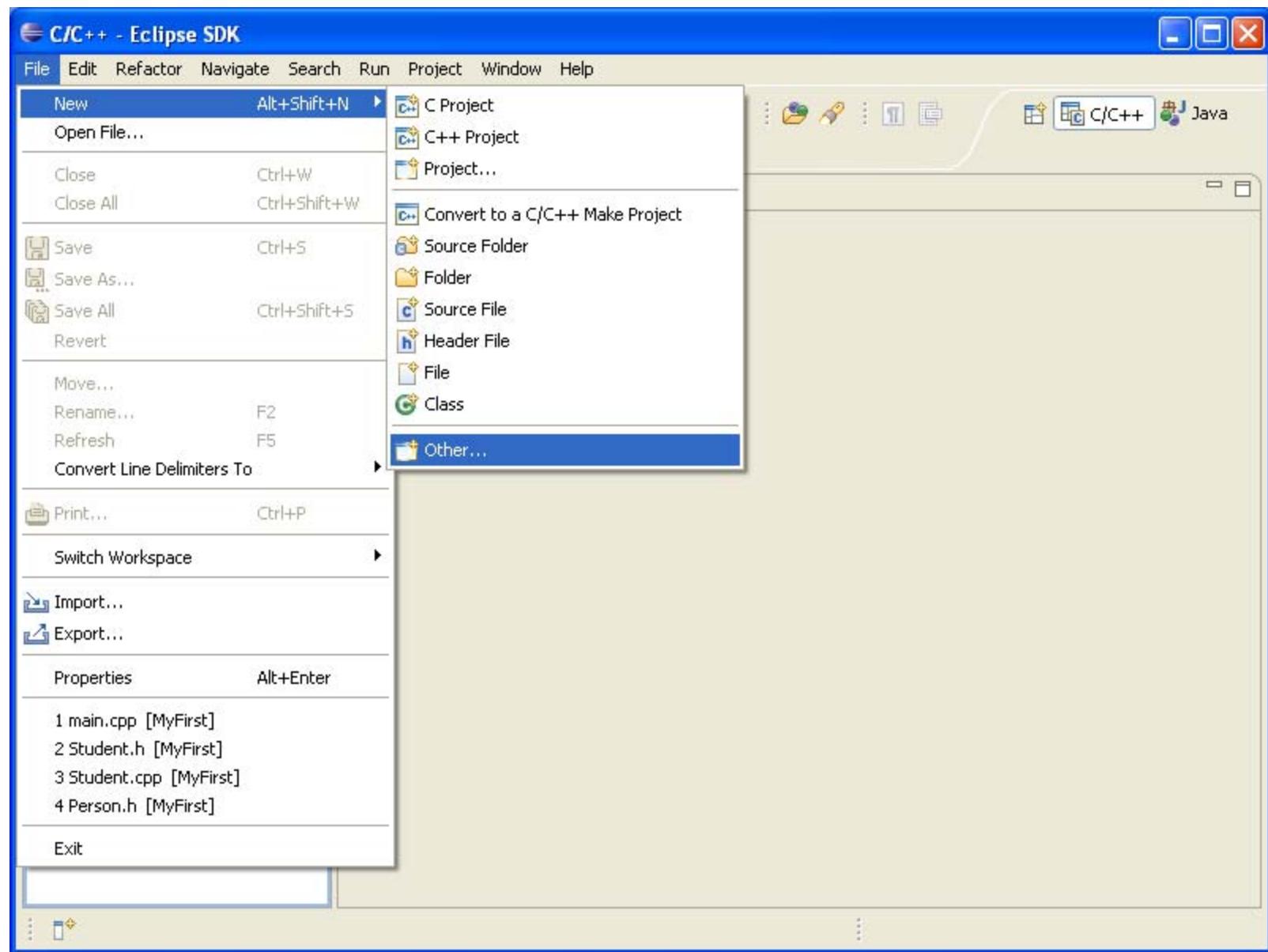
Console C-Build [MyFirst]  
.../main.cpp: In function 'int main(int, char\*\*)':  
.../Person.h:14: error: `const std::string Person::p.firstName' is  
protected  
.../main.cpp:9: error: within this context  
.../main.cpp:9: error: passing `const std::string' as 'this' argument  
of `std::basic\_string<\_CharT, \_Traits, \_Alloc>::operator=(const \_CharT\*)'  
[with \_CharT = char, \_Traits = std::char\_traits<char>, \_Alloc =  
std::allocator<char>] discards qualifiers  
make: \*\*\* [main.o] Error 1

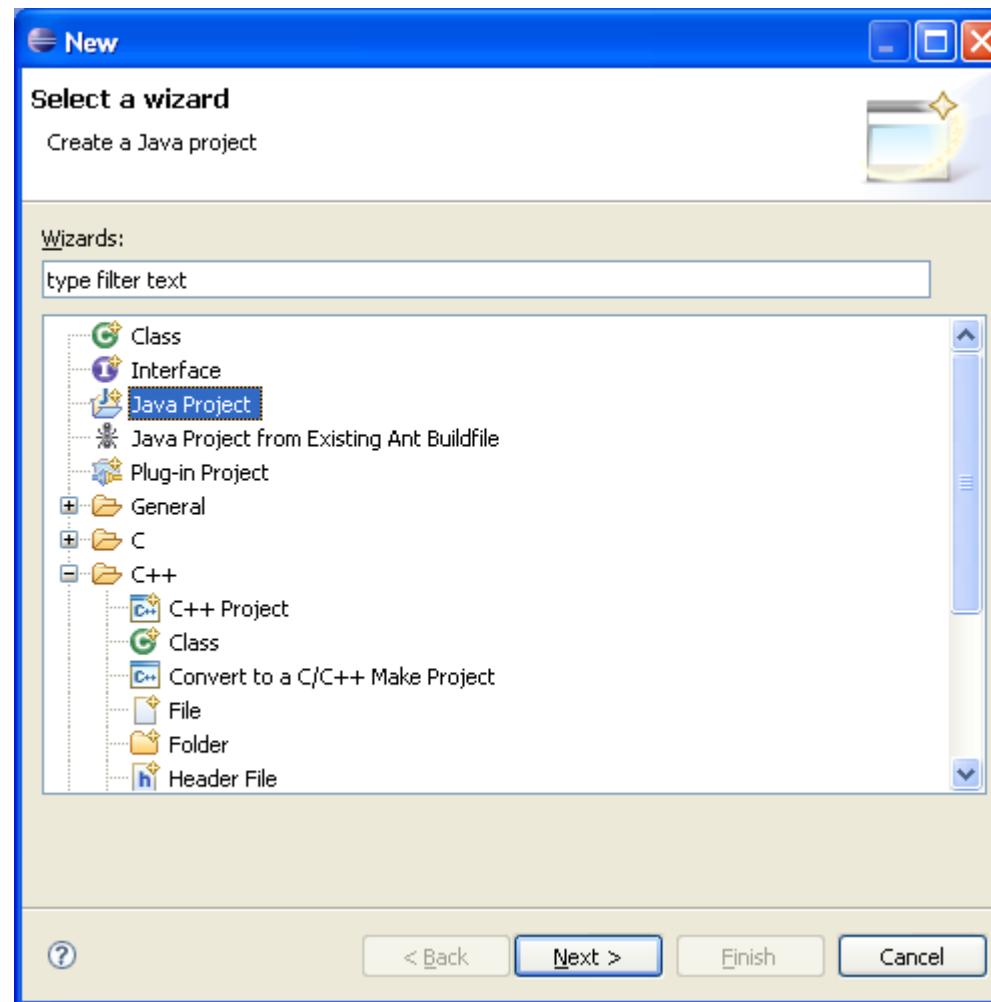
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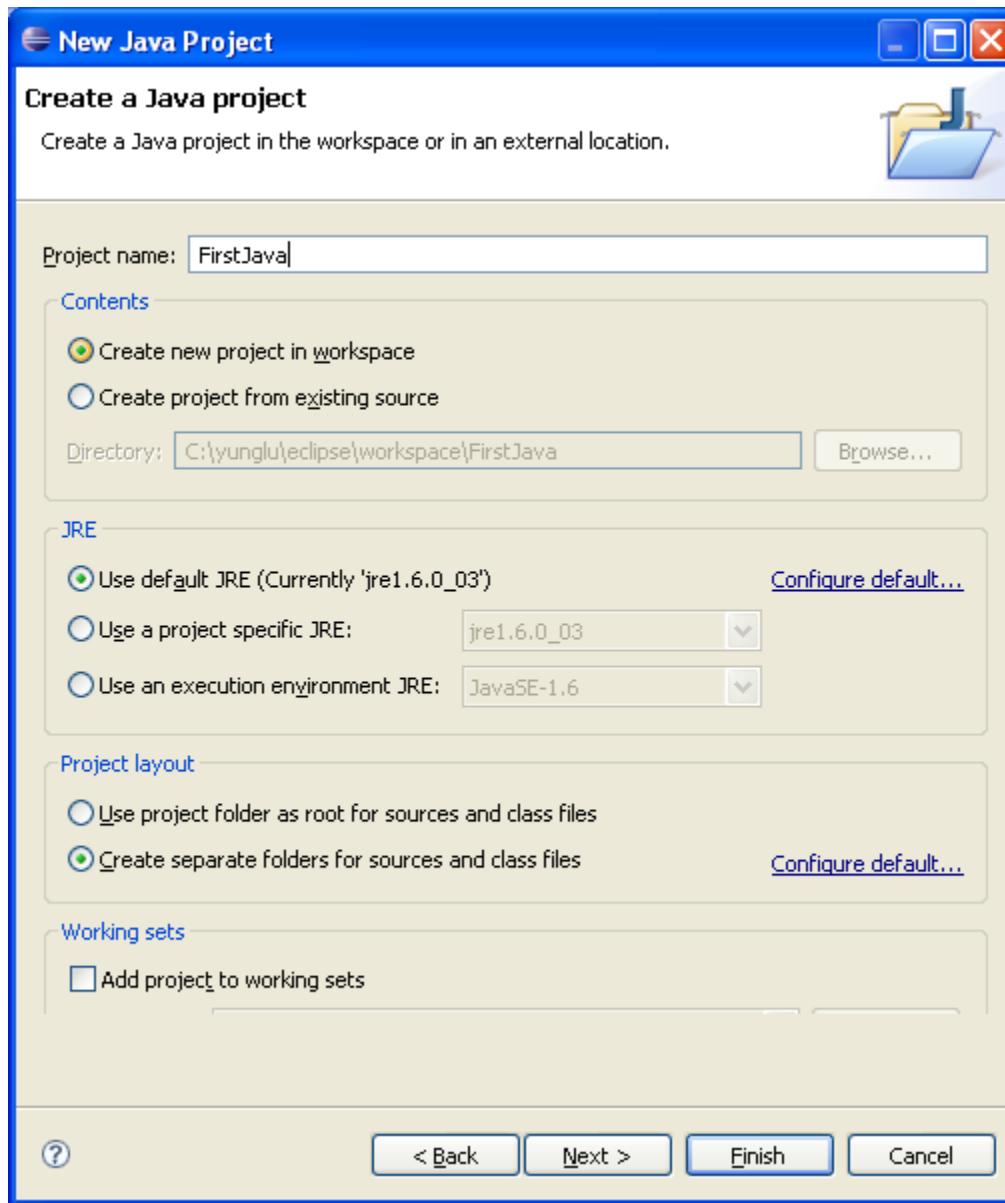


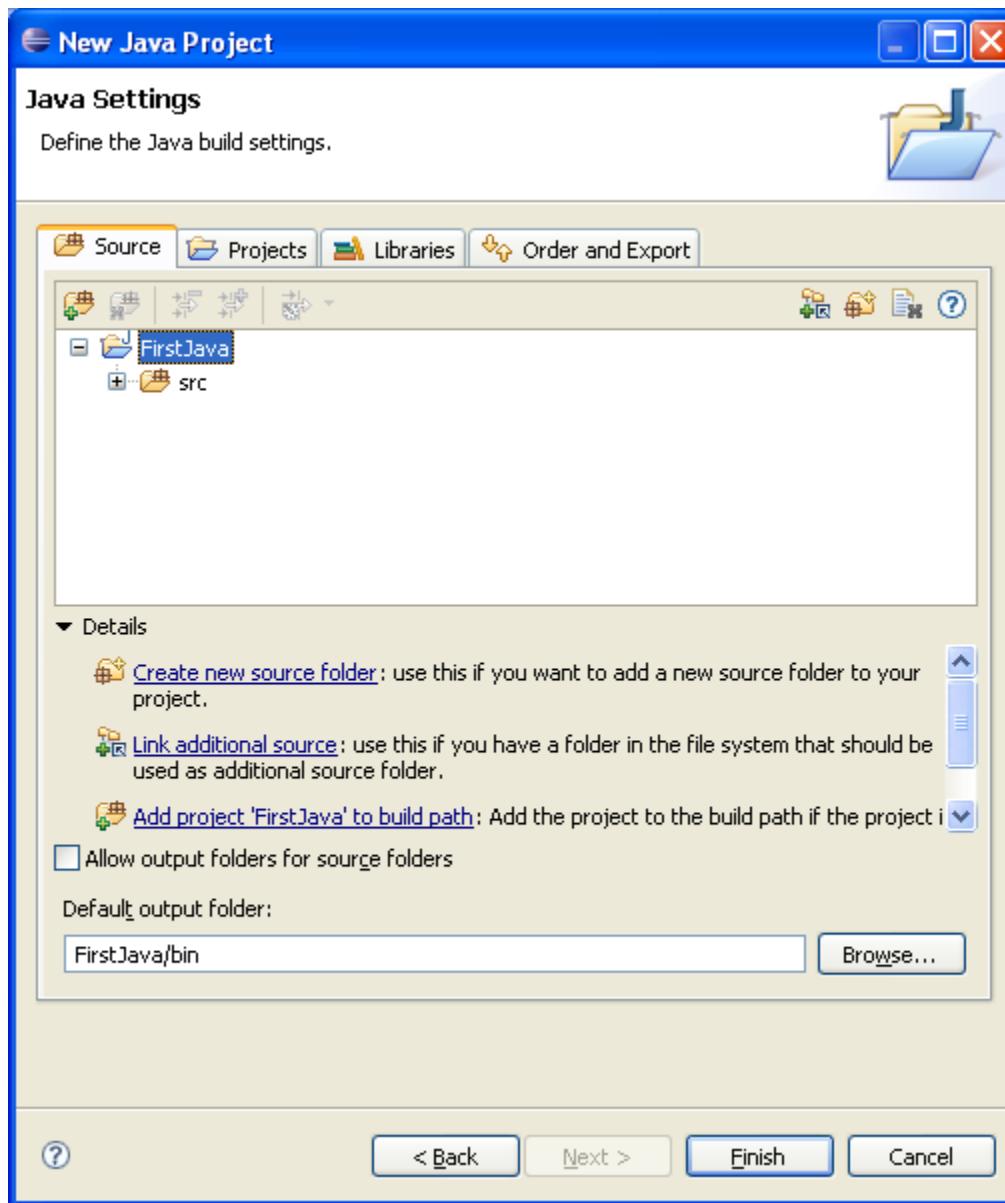
# Develop Java Projects in Eclipse

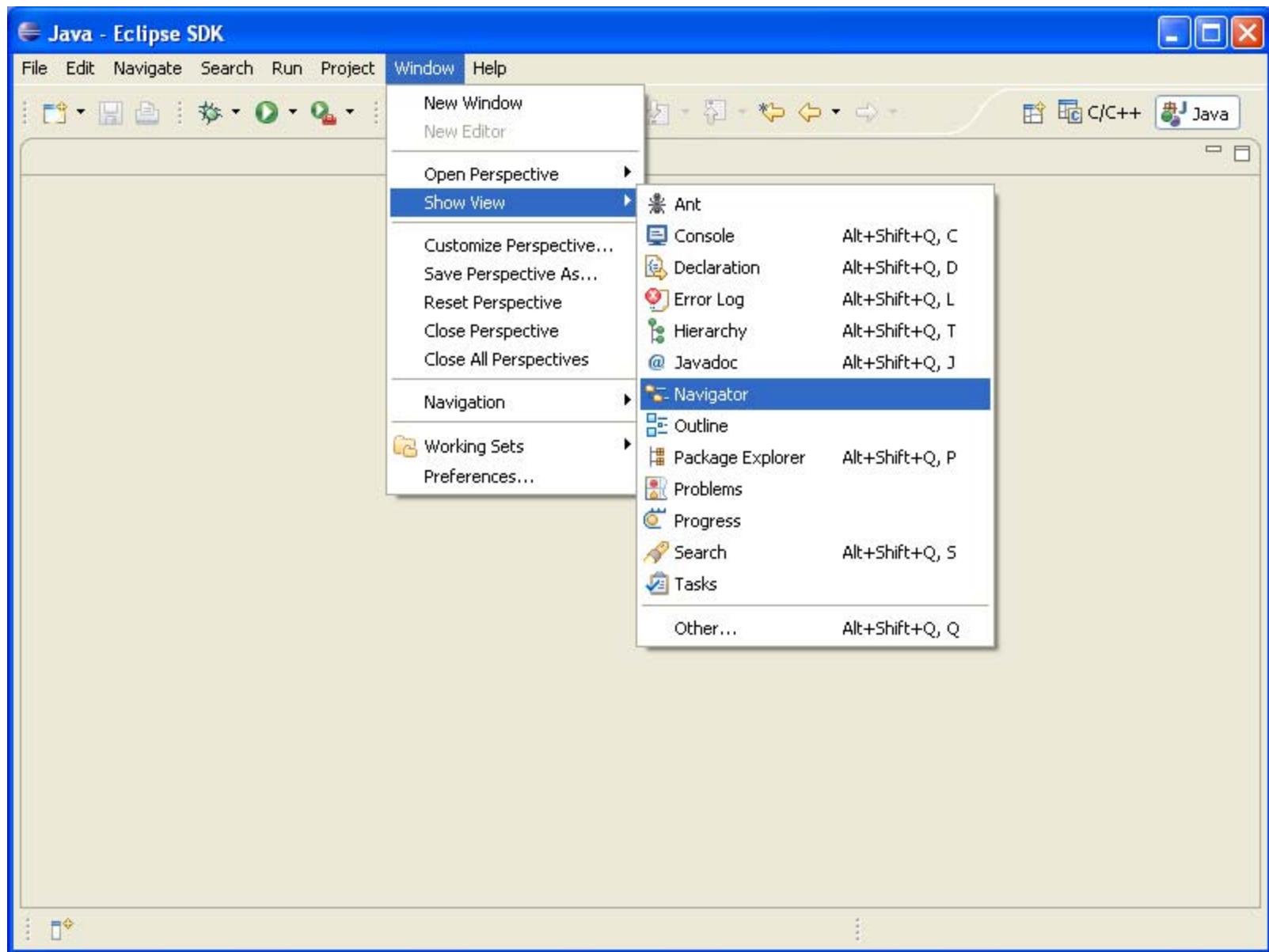


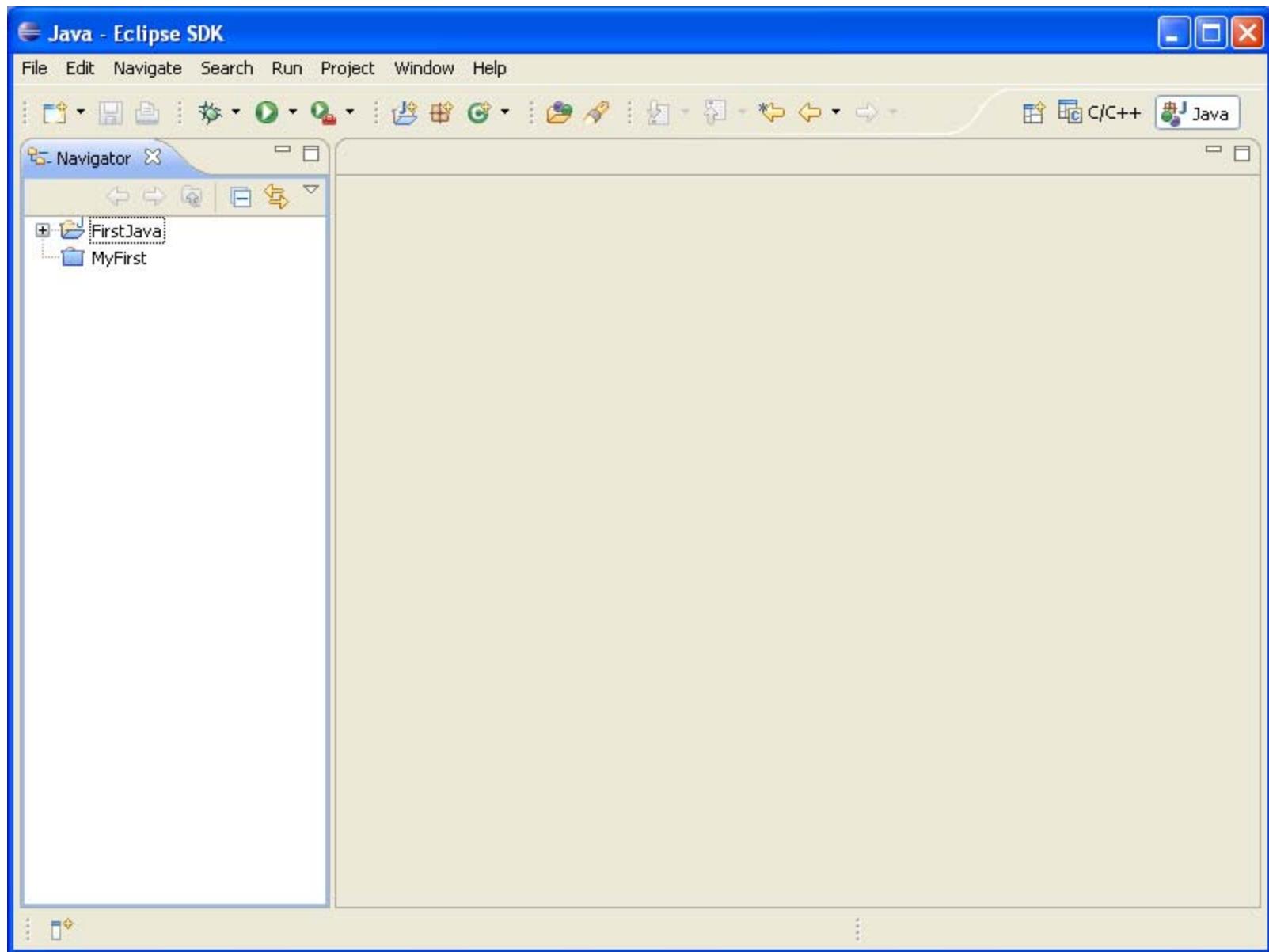


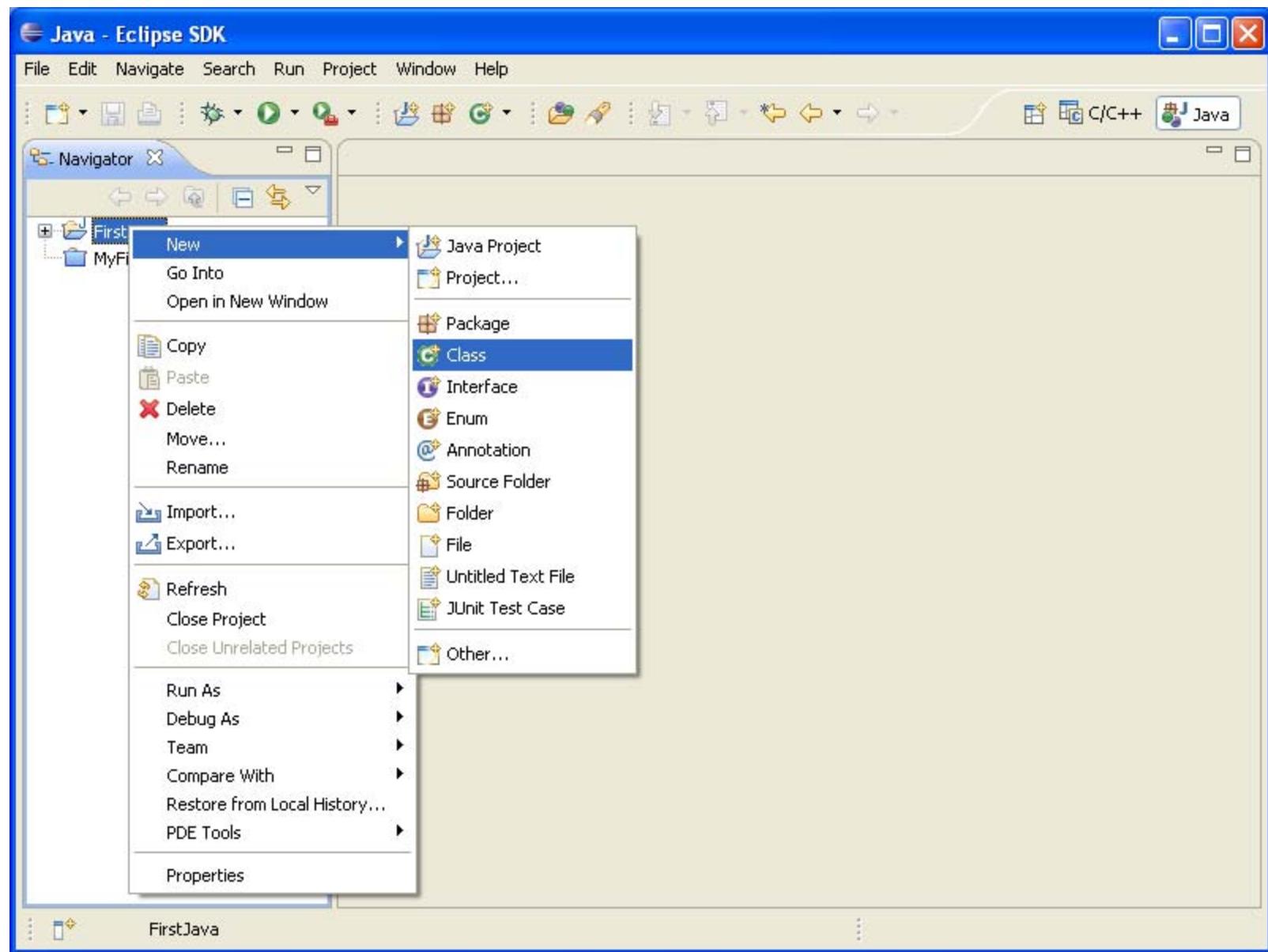


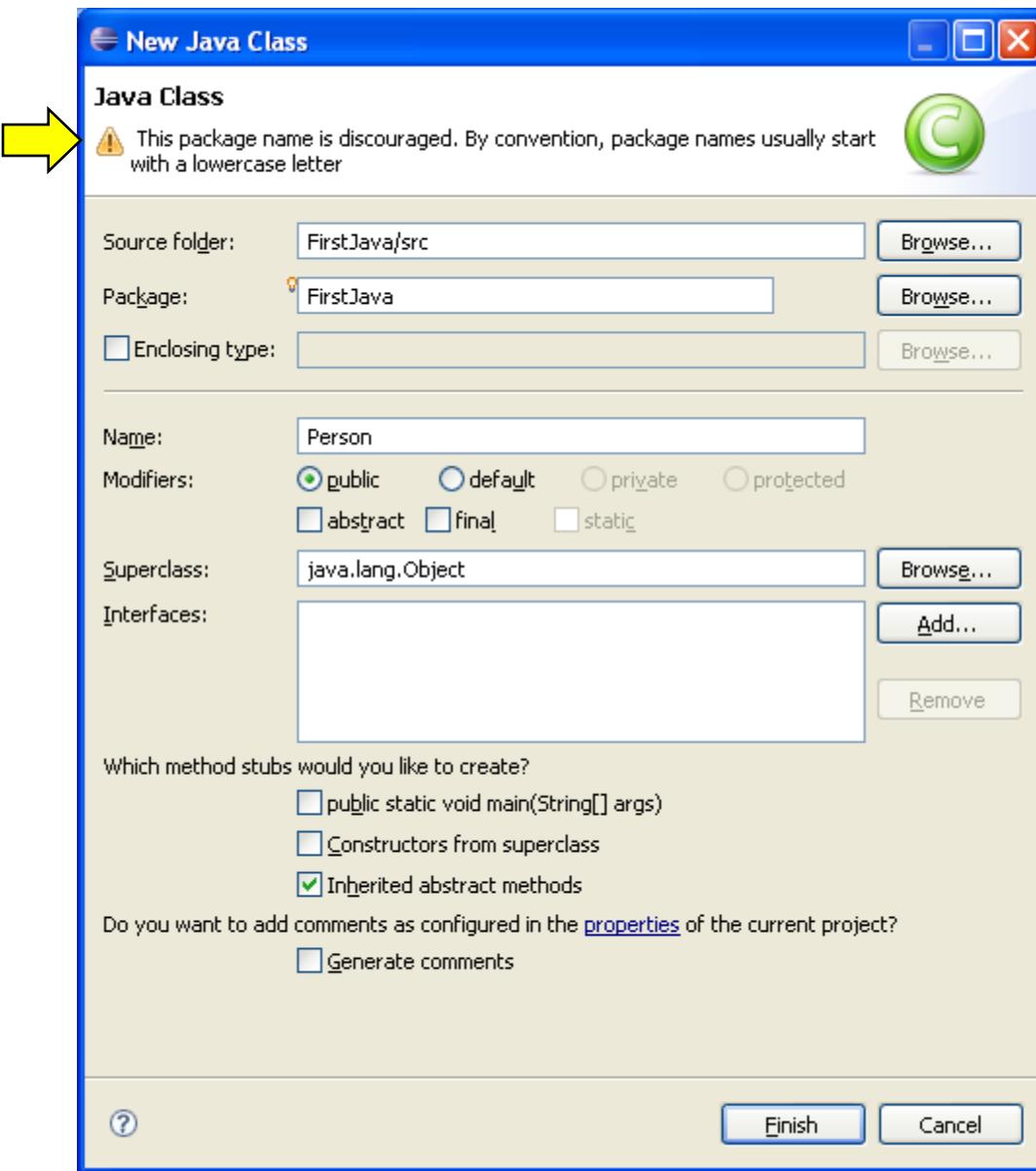


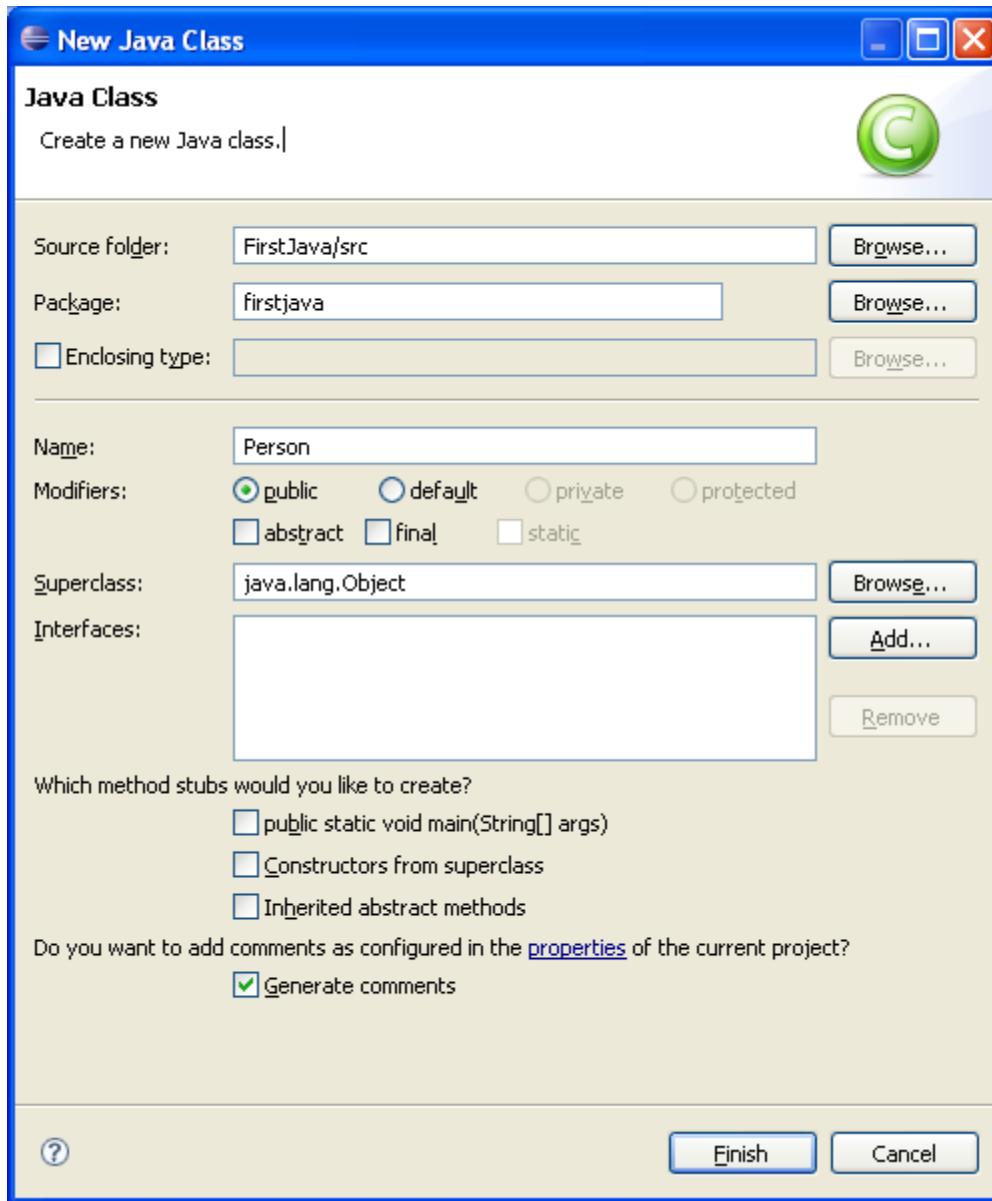


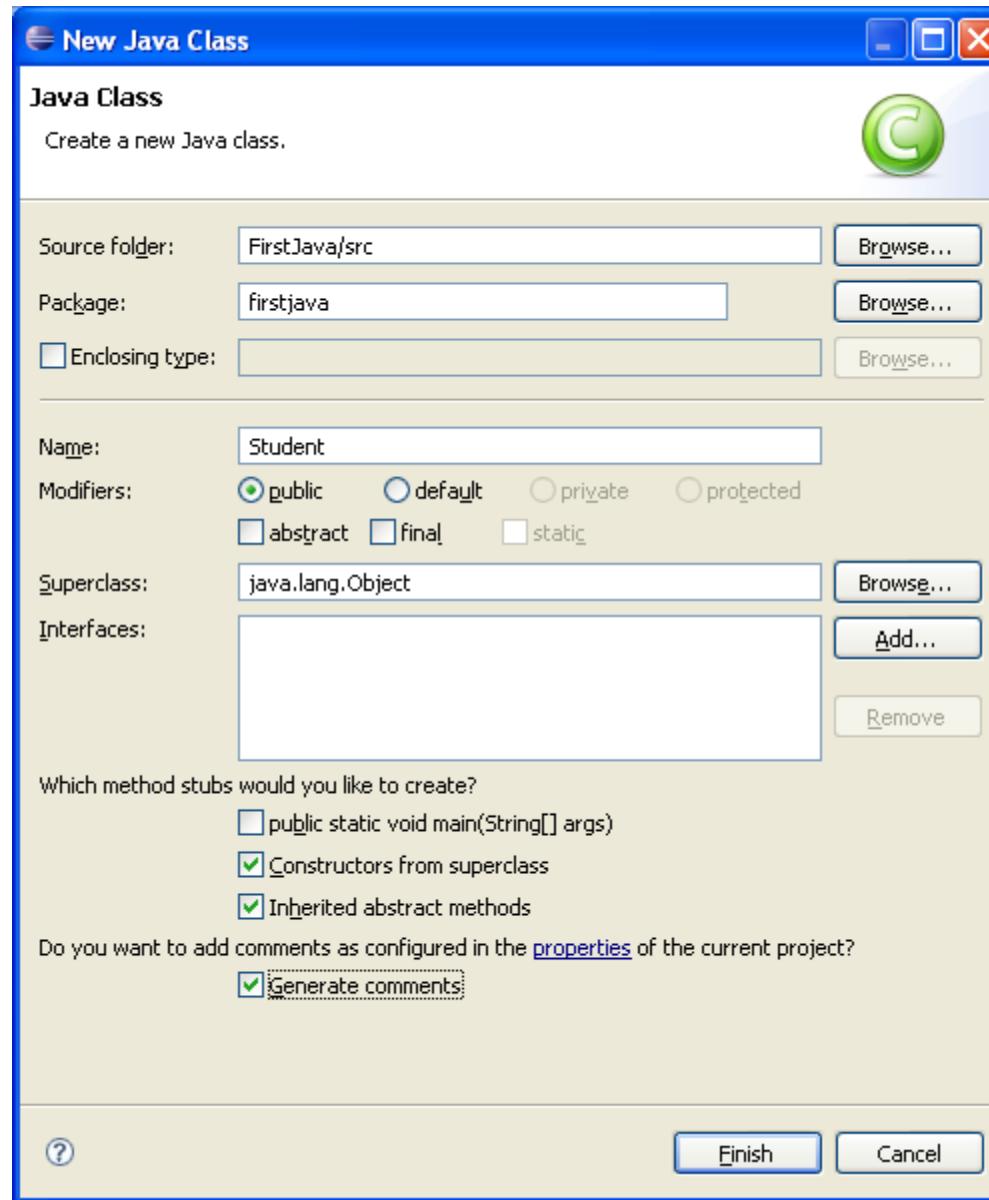


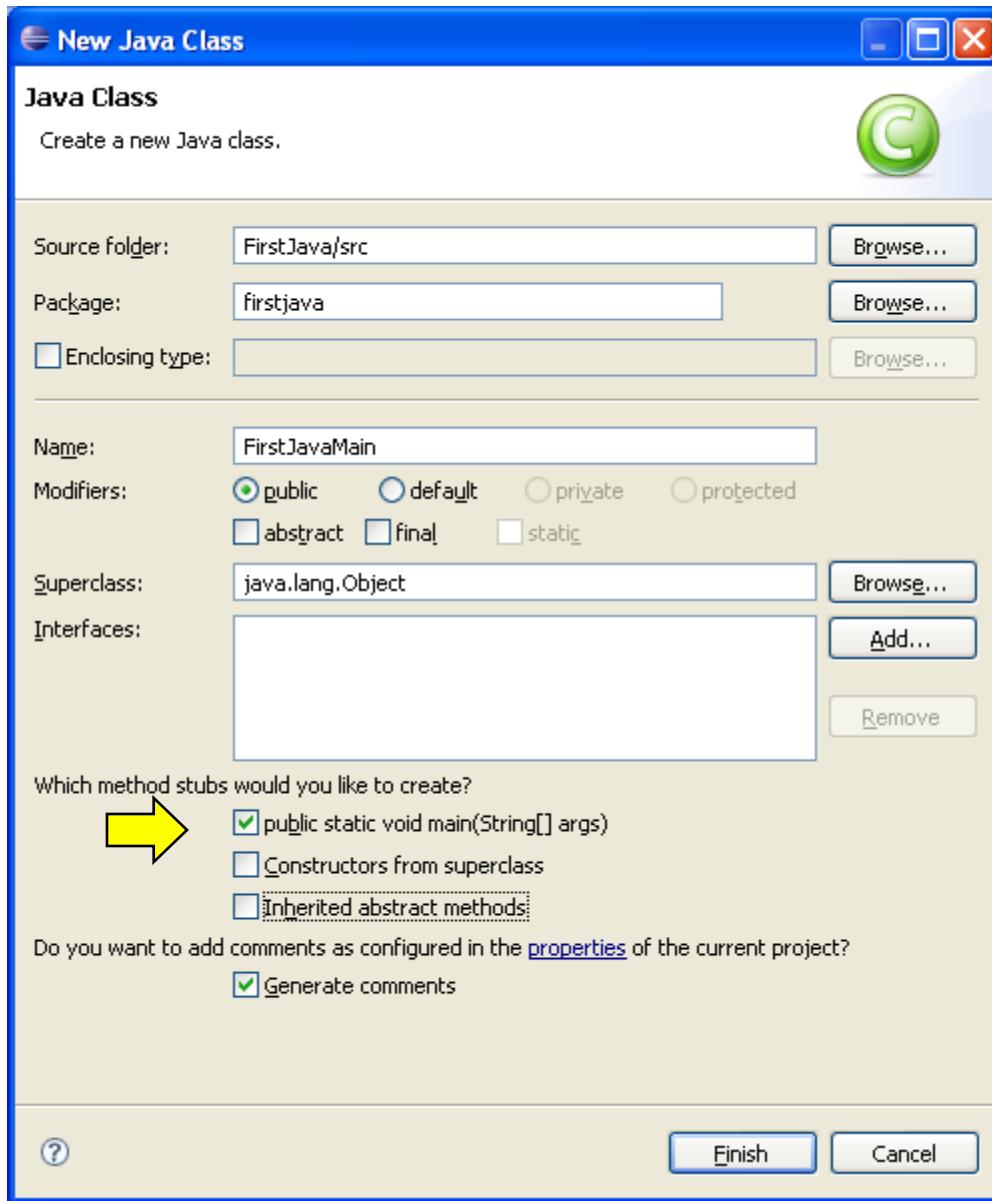












Java - FirstJava/src/firstjava/Person.java - Eclipse SDK

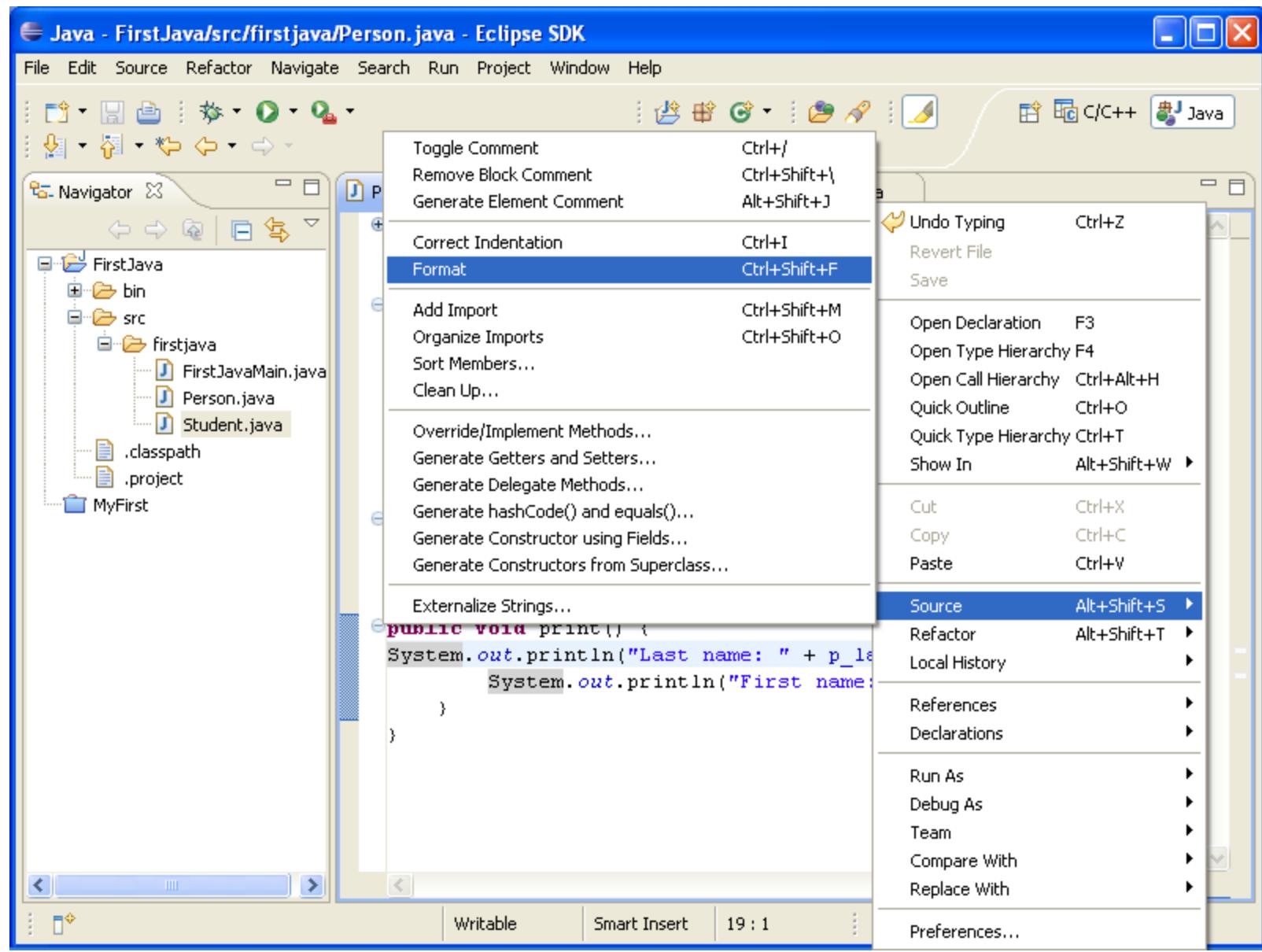
File Edit Source Refactor Navigate Search Run Project Window Help

Navigator Person.java FirstJavaMain.java Student.java

```
package firstjava;

/*
 * @author yunglu
 */
public class Person {
    final String p.lastName;
    final String p.firstName;

    public Person(String ln, String fn) {
        p.lastName = ln;
        p.firstName = fn;
    }
    public void print() {
        System.out.println("Last name: " + p.lastName);
        System.out.println("First name: " + p.firstName);
    }
}
```



Java - FirstJava/src/firstjava/FirstJavaMain.java - Eclipse SDK

File Edit Source Refactor Navigate Search Run Project Window Help

Navigator FirstJavaMain.java Student.java Person.java

```
/* @author yunglu
public class FirstJavaMain {
    * @param args
    public static void main(String[] args) {
        Person p1 = new Person("Johnson", "Tom");
        p1.print();
        Student s1 = new Student("Smith", "Mary", "Purdue", "ECE");
        s1.print();
    }
}
```

Java - FirstJava/src/firstjava/Person.java - Eclipse SDK

File Edit Source Refactor Navigate Search Run Project Window Help

Navigator FirstJavaMain.java Student.java Person.java

```
/* package firstjava;

 * @author yunglu
public class Person {
    final String p.lastName;
    final String p.firstName;

    public Person(String ln, String fn) {
        p.lastName = ln;
        p.firstName = fn;
    }

    public void print() {
        System.out.println("Last name: " + p.lastName);
        System.out.println("First name: " + p.firstName);
    }
}
```

Java - FirstJava/src/firstjava/Student.java - Eclipse SDK

File Edit Source Refactor Navigate Search Run Project Window Help

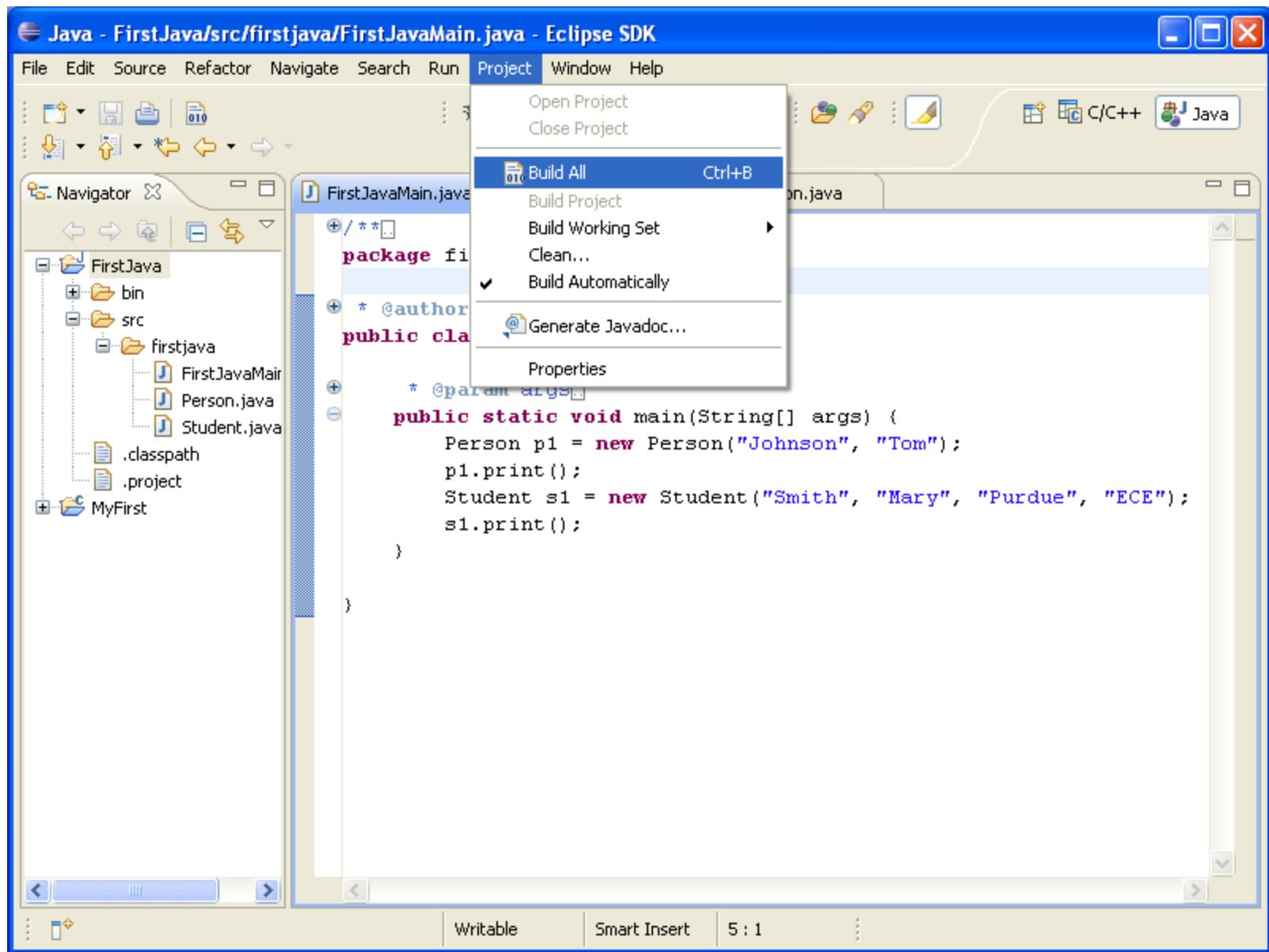
Navigator FirstJavaMain.java Student.java Person.java

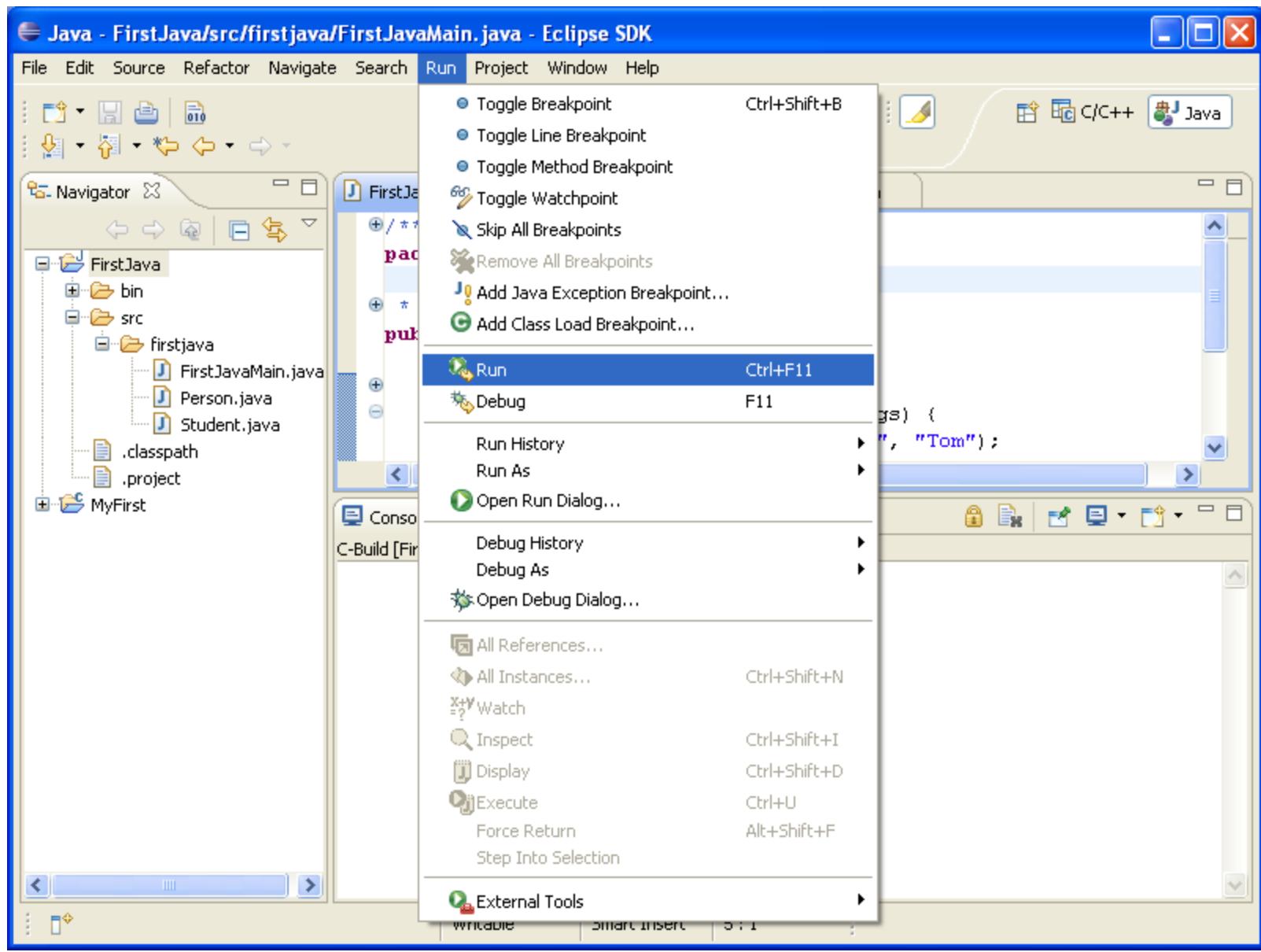
```
/* @author yunglu
package firstjava;

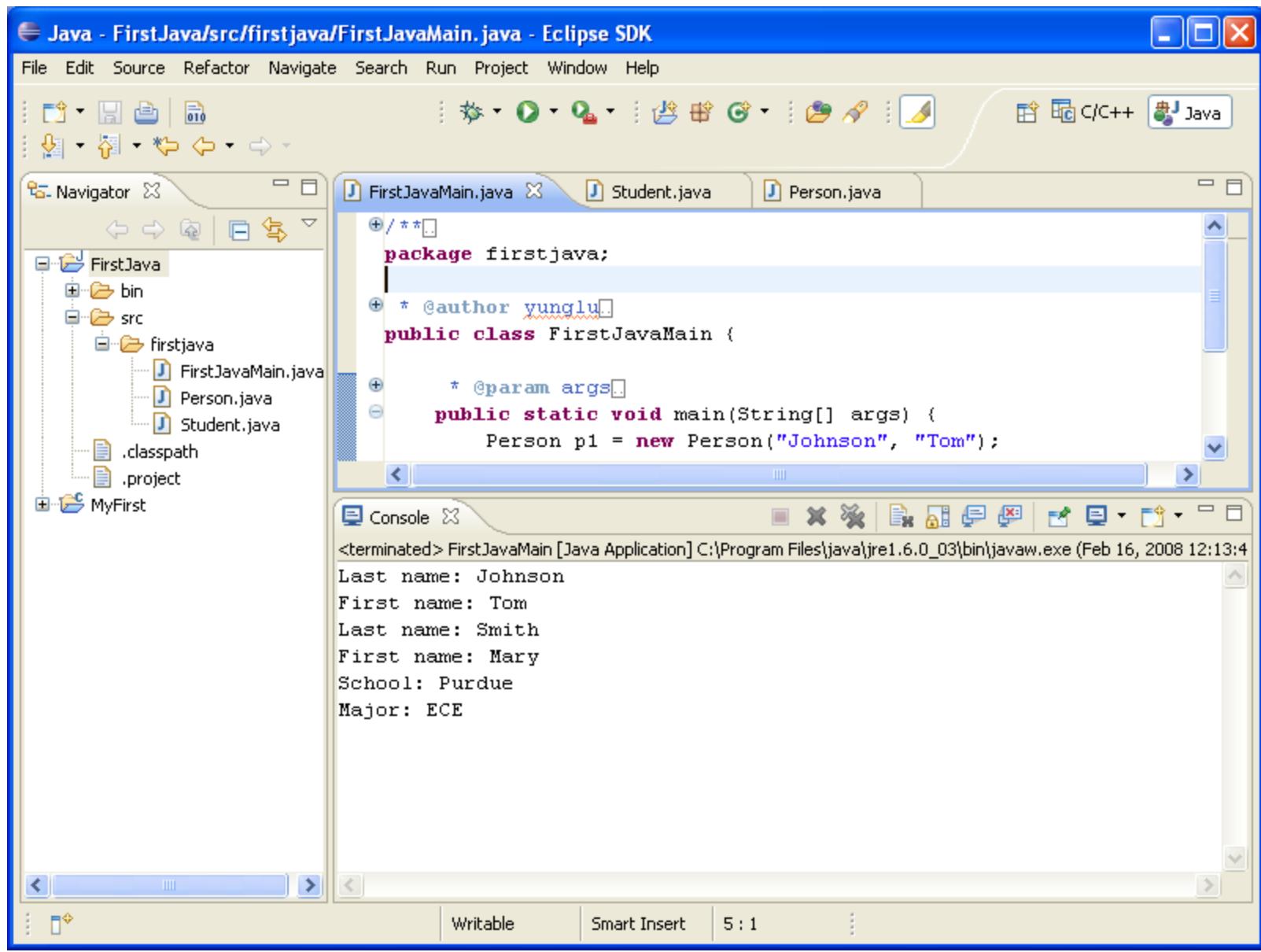
public class Student extends Person {
    String s_school;
    String s_major;

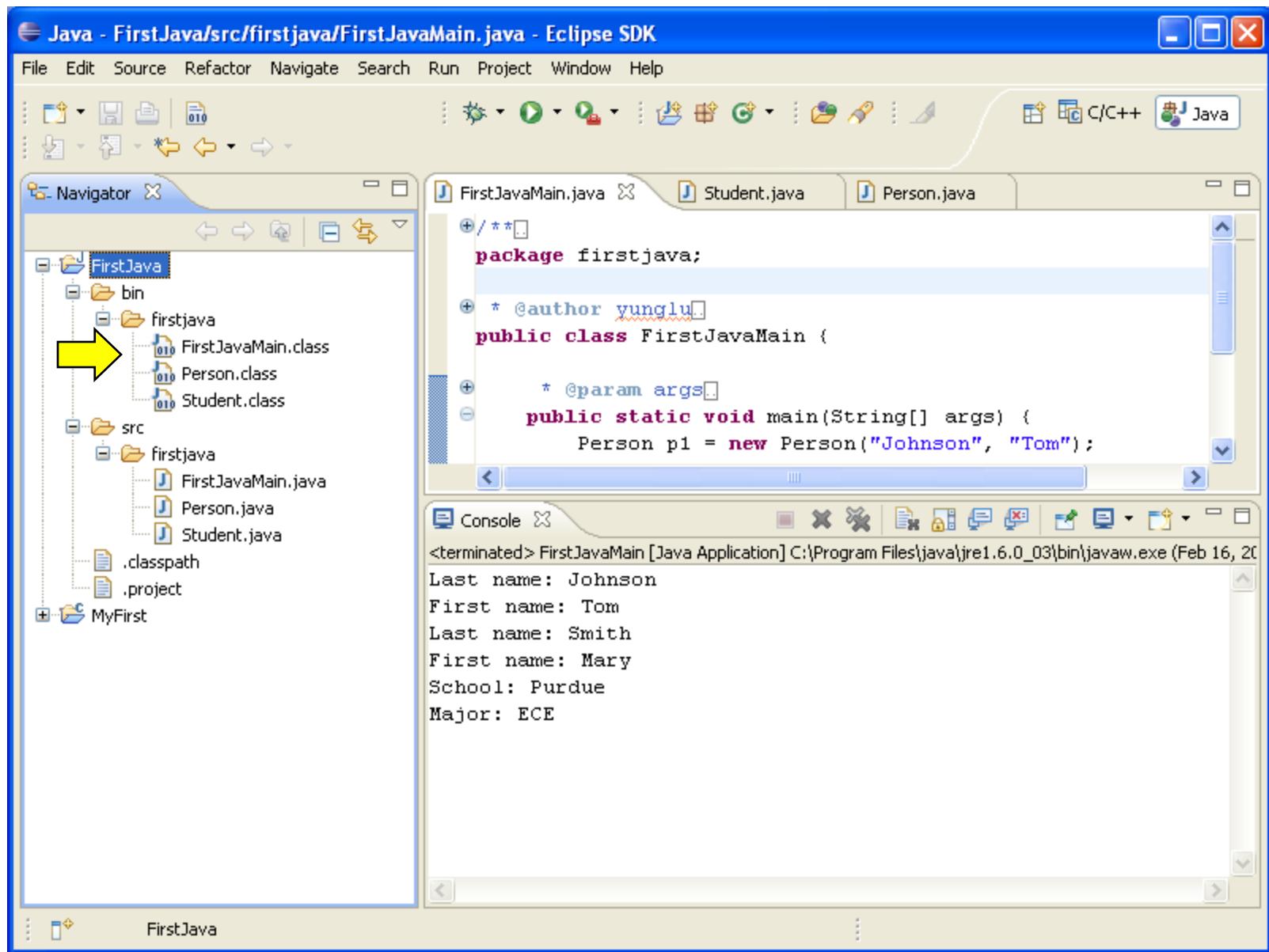
    public Student(String ln, String fn, String sch, String maj) {
        super(ln, fn);
        s_school = sch;
        s_major = maj;
    }

    public void print() {
        super.print();
        System.out.println("School: " + s_school);
        System.out.println("Major: " + s_major);
    }
}
```









A screenshot of the Eclipse IDE interface. The title bar reads "Java - FirstJava/src/firstjava/FirstJavaMain.java - Eclipse SDK". The menu bar includes File, Edit, Source, Refactor, Navigate, Search, Run, Project, Window, and Help. The toolbar has various icons for file operations like Open, Save, and Cut, along with run and debug buttons. The Navigator view on the left shows a project structure with "FirstJava" and "MyFirst" projects. A yellow arrow points to the "MyFirst" project node. The central editor area displays Java code for "FirstJavaMain.java". The code includes a package declaration, a class definition with annotations (@author and @param), and a main method that creates an instance of the "Person" class. The Console view at the bottom shows the output of the program's execution, displaying names and other data. The status bar at the bottom shows "FirstJava".

```
package firstjava;

* @author yunglu
public class FirstJavaMain {

    * @param args
    public static void main(String[] args) {
        Person p1 = new Person("Johnson", "Tom");
    }
}
```

```
<terminated> FirstJavaMain [Java Application] C:\Program Files\java\jre1.6.0_03\bin\javaw.exe (Feb 16, 2010)
Last name: Johnson
First name: Tom
Last name: Smith
First name: Mary
School: Purdue
Major: ECE
```

# C++ and Java Syntax

C++	Java
int main(int argc, char * argv[])	public static void main(String[] args) {
Person p1("Johnson", "Tom");	Person p1 = new Person("Johnson", "Tom");
p1.print();	p1.print();
class Person { public: Person(string ln, string fn);	public class Person { public Person(String ln, String fn) {
const string p.lastName;	final String p.lastName;
class Student: public Person	class Student extends Person

# Version Control

Every assignment and every lab exercise **must** be submitted using the **CVS repository**.

Submission of the source code only  
will **not be graded**.

The screenshot shows a Mozilla Firefox browser window with the title bar "CVS - Open Source Version Control - Mozilla Firefox". The menu bar includes "File", "Edit", "View", "History", "Bookmarks", "Yahoo!", "Tools", and "Help". The toolbar contains icons for back, forward, search, and other functions. The address bar shows the URL "http://www.nongnu.org/cvs/" and a search bar with "Google". The main content area displays the text "CVS - Concurrent Versions System" and a navigation menu with links to "Introduction", "News", "Documentation", "Get the Software", "Help and Bug Reports", and "Development". Below this, a section titled "Introduction to CVS" is described as a version control system for Source Configuration Management (SCM) that records the history of source files and documents, similar to RCS, PRCS, and Aegis. It is noted as a production quality system used by many free software projects. The text also highlights advantages over RCS, such as running scripts for logging operations and enabling client/server functionality for distributed teams.

**CVS - Concurrent Versions System**

[Introduction](#) | [News](#) | [Documentation](#) | [Get the Software](#) | [Help and Bug Reports](#) | [Development](#)

### Introduction to CVS

CVS is a version control system, an important component of Source Configuration Management (SCM). Using it, you can record the history of sources files, and documents. It fills a similar role to the free software [RCS](#), [PRCS](#), and [Aegis](#) packages.

CVS is a production quality system in wide use around the world, including many free software projects.

While CVS stores individual file history in the same format as RCS, it offers the following significant advantages over RCS:

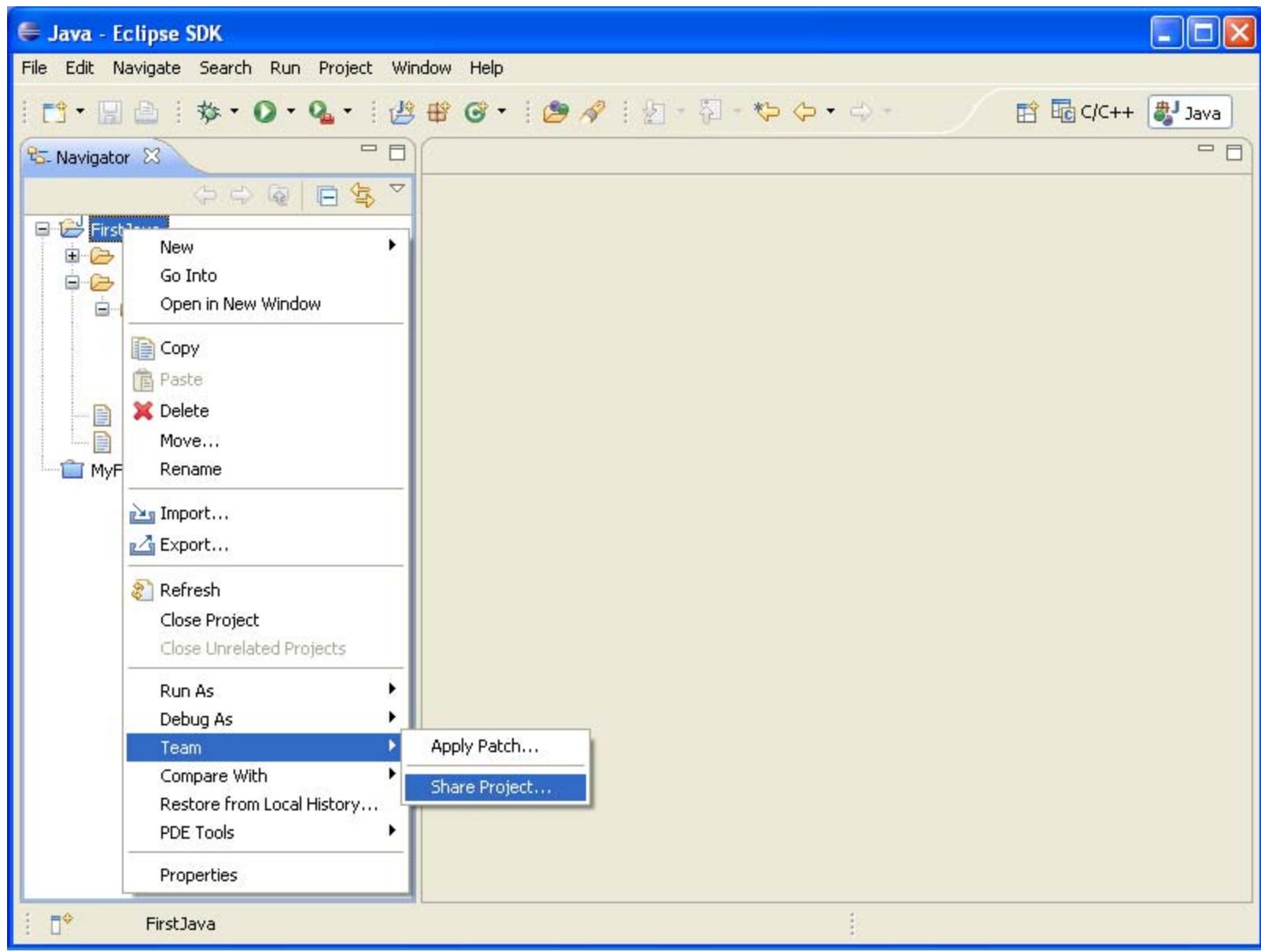
- It can run scripts which you can supply to log CVS operations or enforce site-specific policies.
- Client/server CVS enables developers scattered by geography or slow modems to function as a single team. The version history is stored on a single central server and the client machines have a copy of all the files that the developers are working on. Therefore, the network between the client

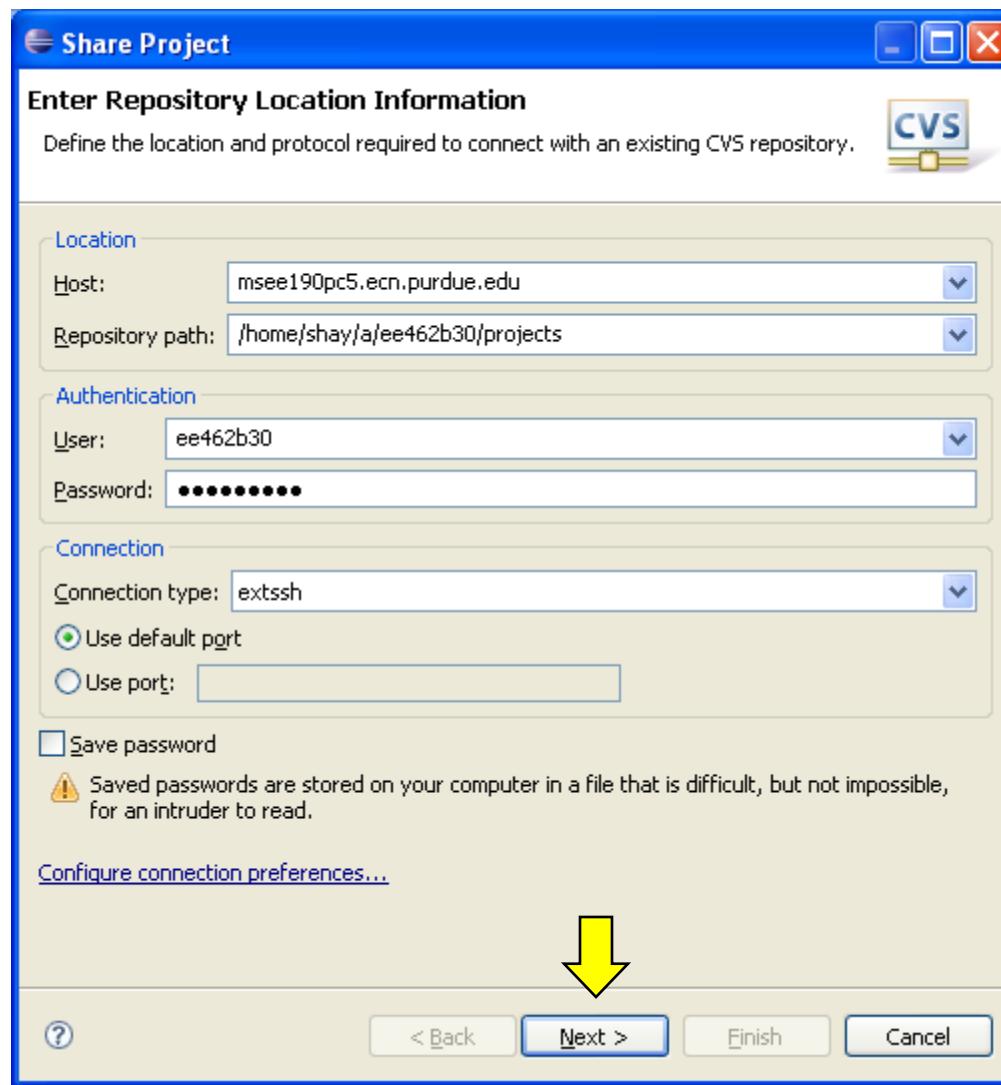
# Update and Commit

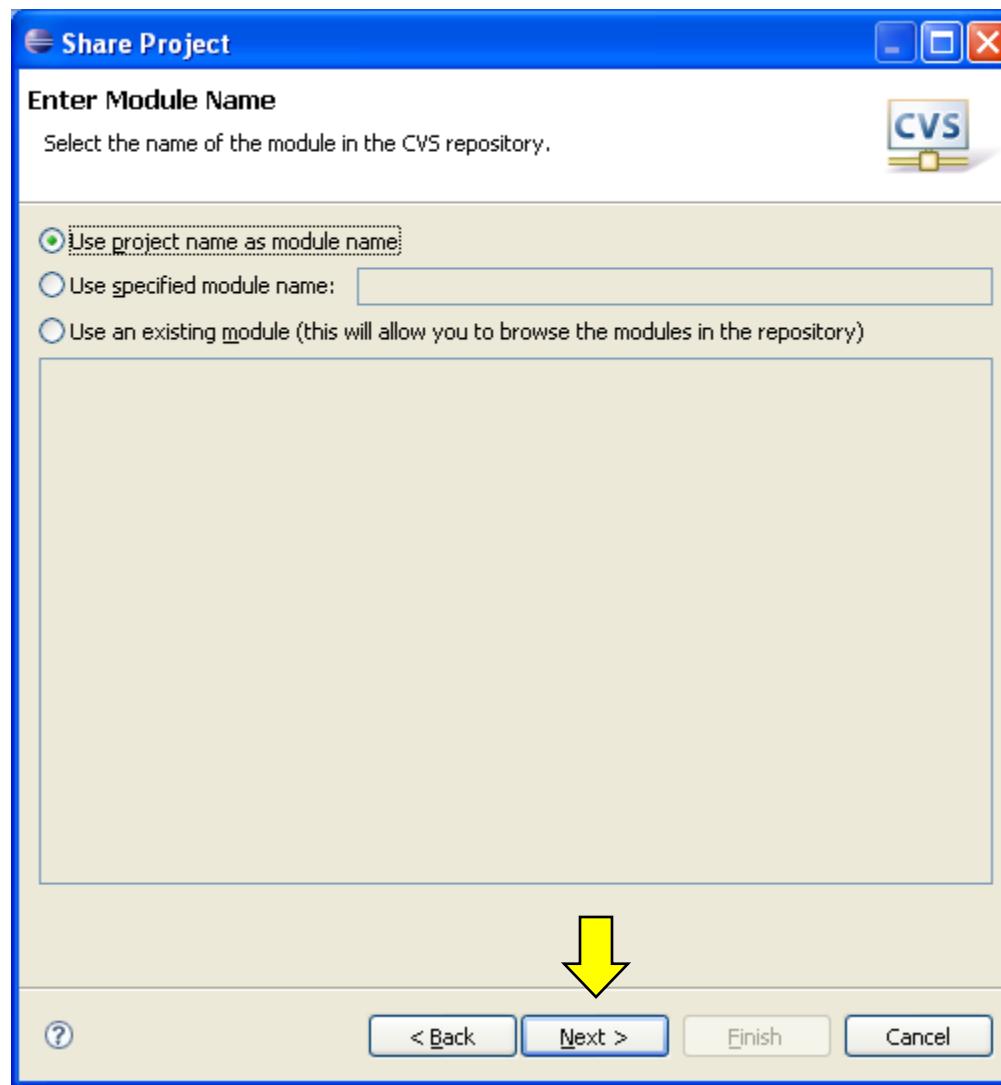
- update = pull the changes made by your teammates from the repository
- commit = push your changes to the repository so that your teammates can see
- update and commit **often** ⇒ keep your files and the repository "in sync"
- focus on one task at a time, finish it and commit it
- commit after adding a feature or fixing a bug
- use meaningful comments to indicate the progression of the project

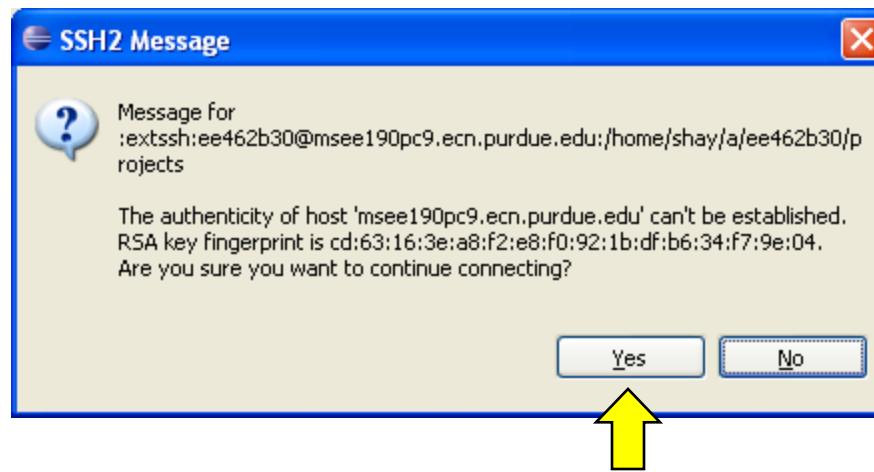
# Prepare a Repository

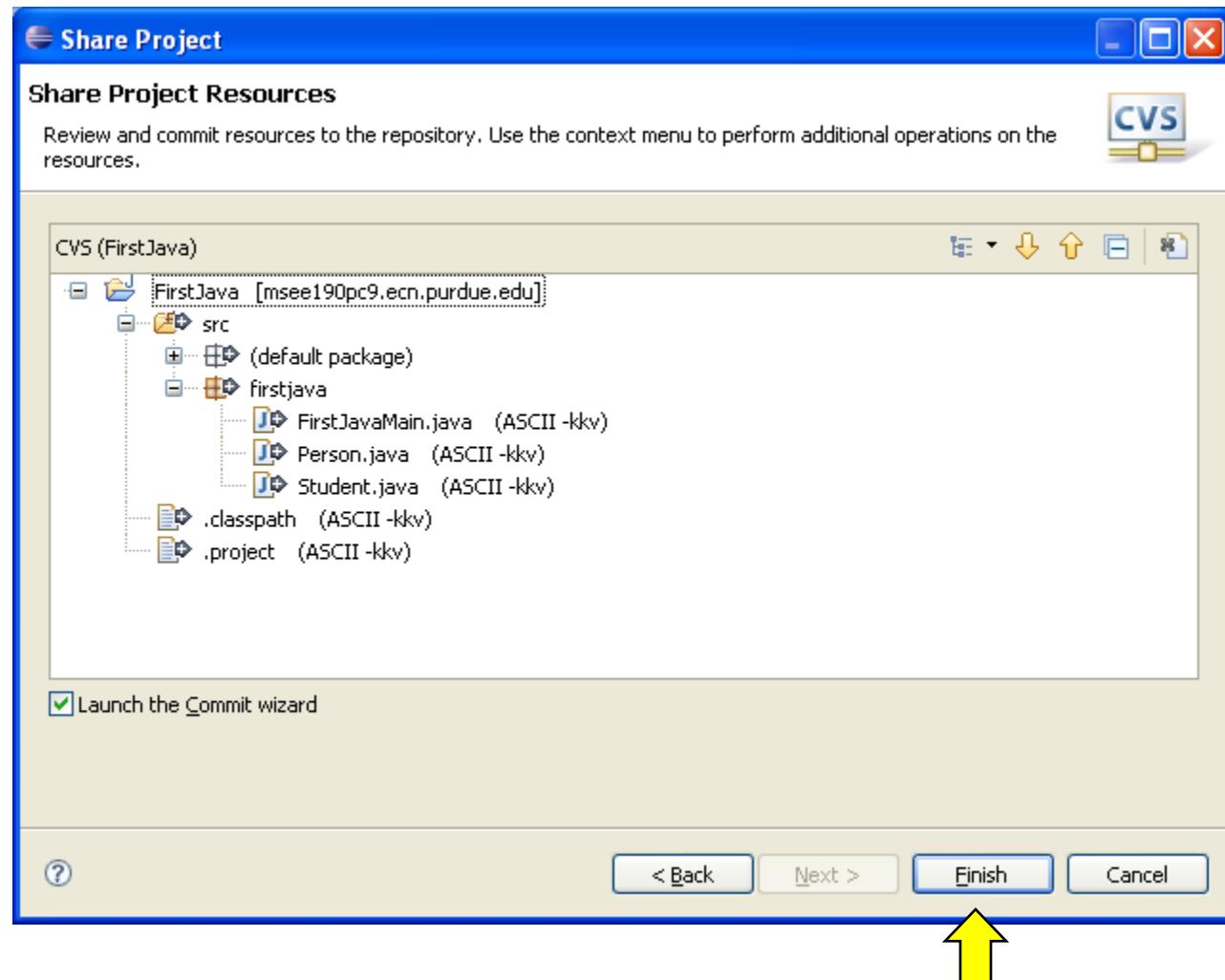
- enter your 462 account
- make a directory called "projects"
- enter the "projects" directory
- make a directory called "CVSROOT"

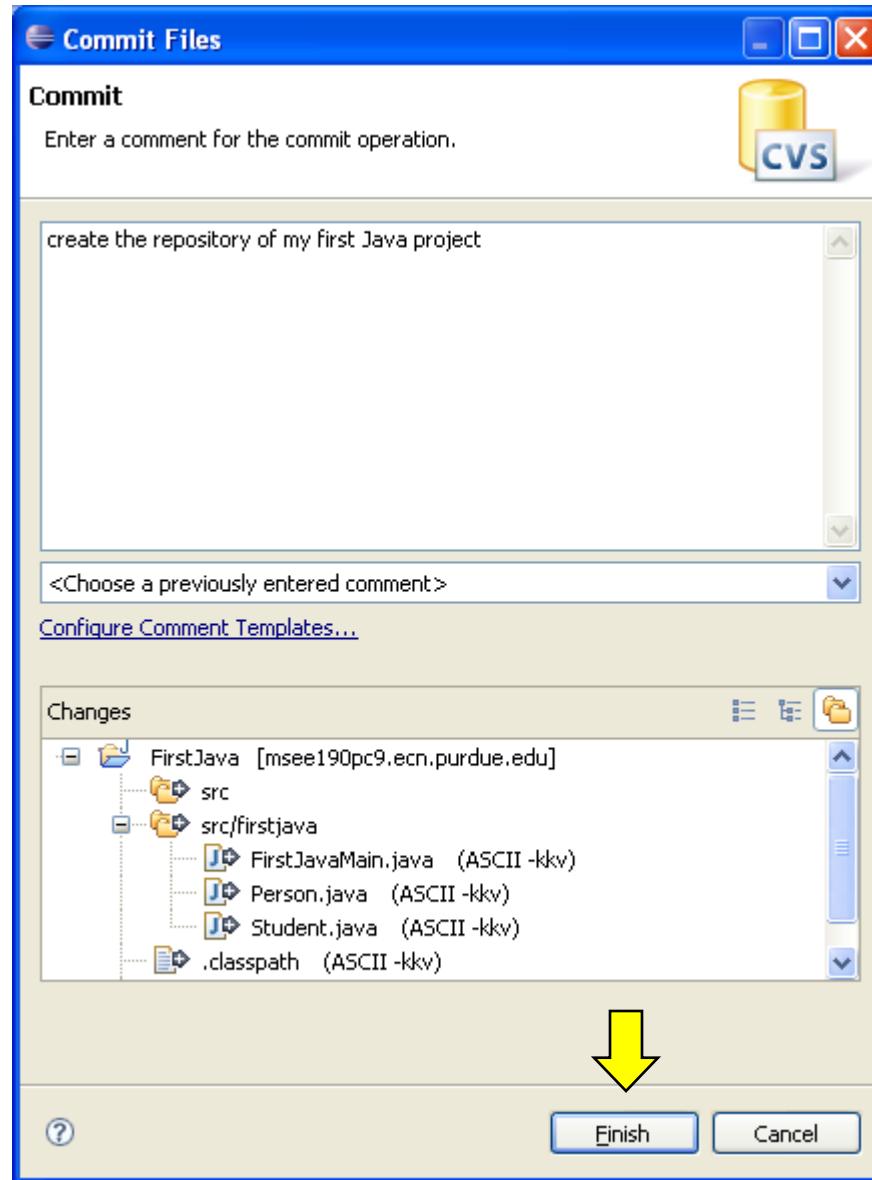


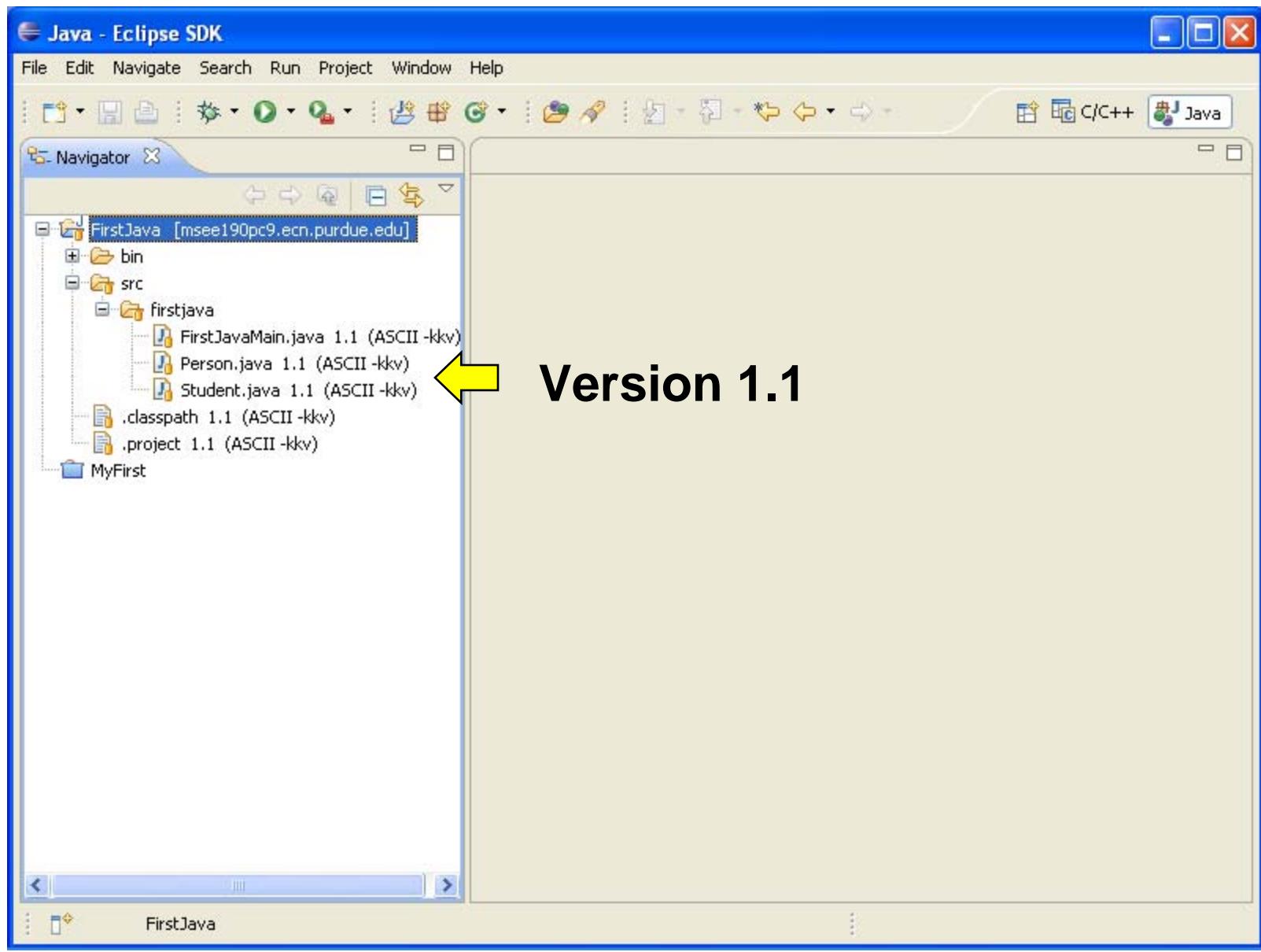












**>** means the file has been changed

```
package firstjava;

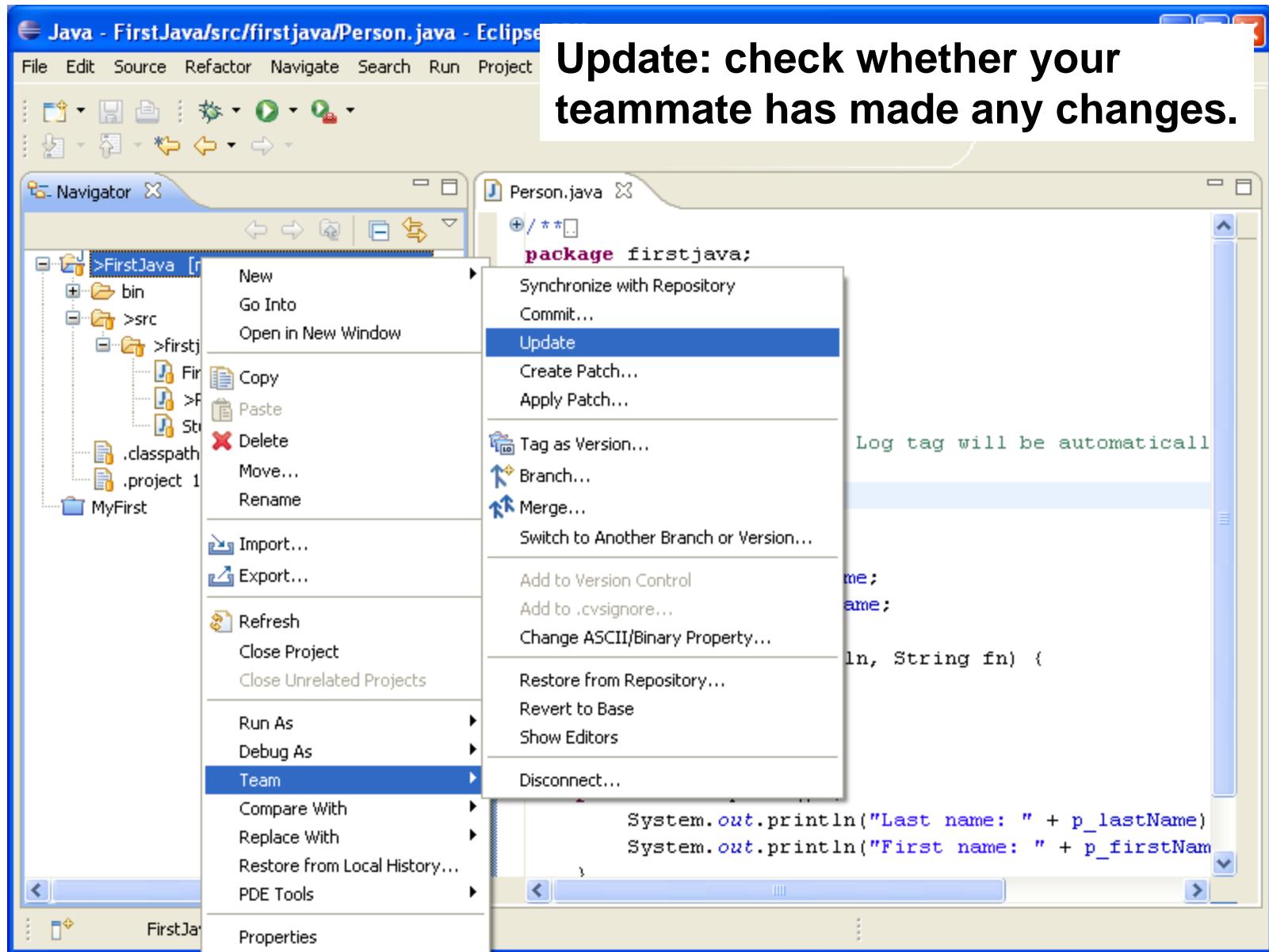
/*
 * @author yunglu
 *
 */
/*
 * This is a comment. The Log tag will be automatically
 * history of changes
 * $Log$
 */

public class Person {
    final String p.lastName;
    final String p.firstName;

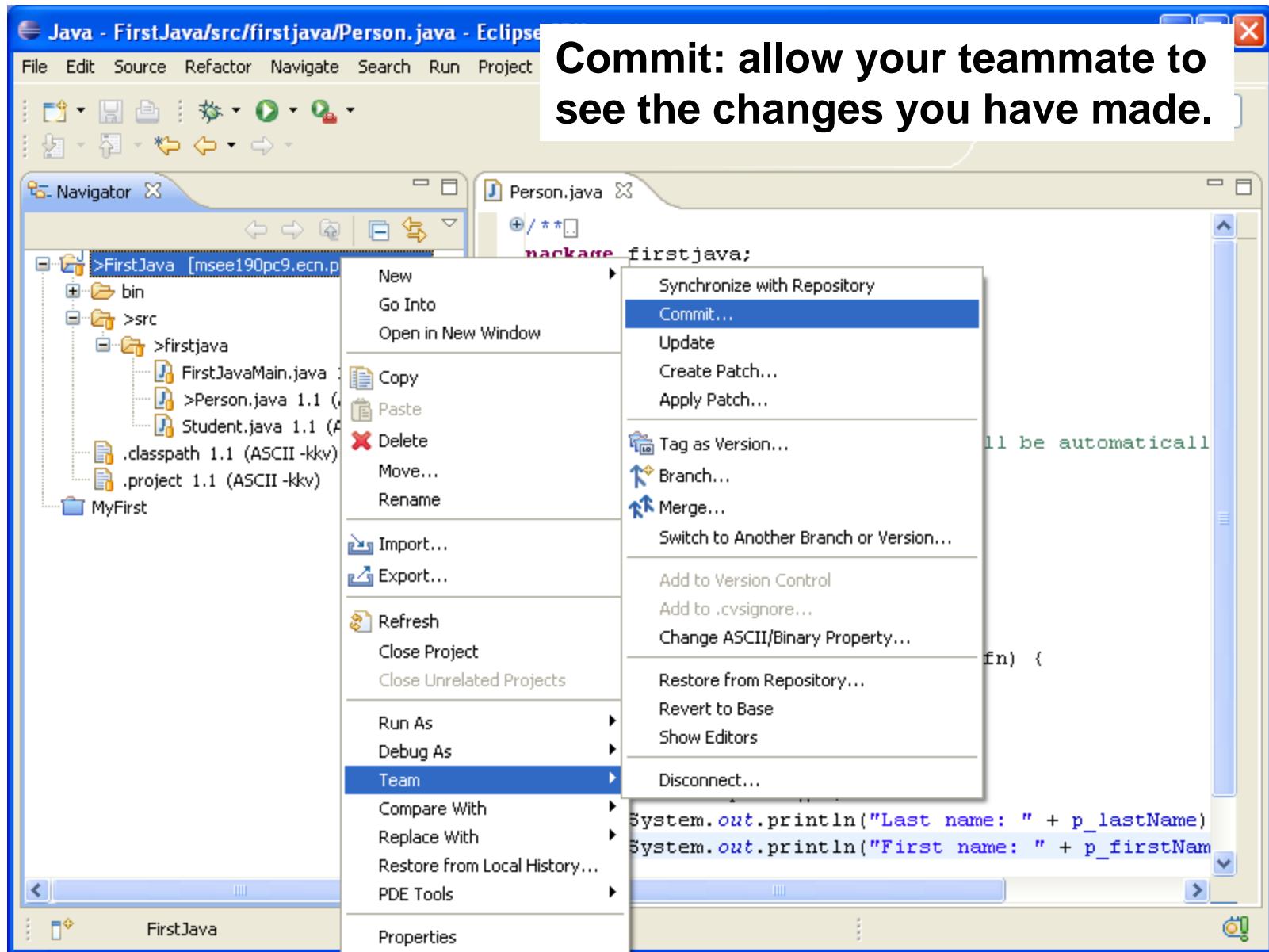
    public Person(String ln, String fn) {
        p.lastName = ln;
        p.firstName = fn;
    }

    public void print() {
        System.out.println("Last name: " + p.lastName)
        System.out.println("First name: " + p.firstName)
    }
}
```

**Update: check whether your teammate has made any changes.**



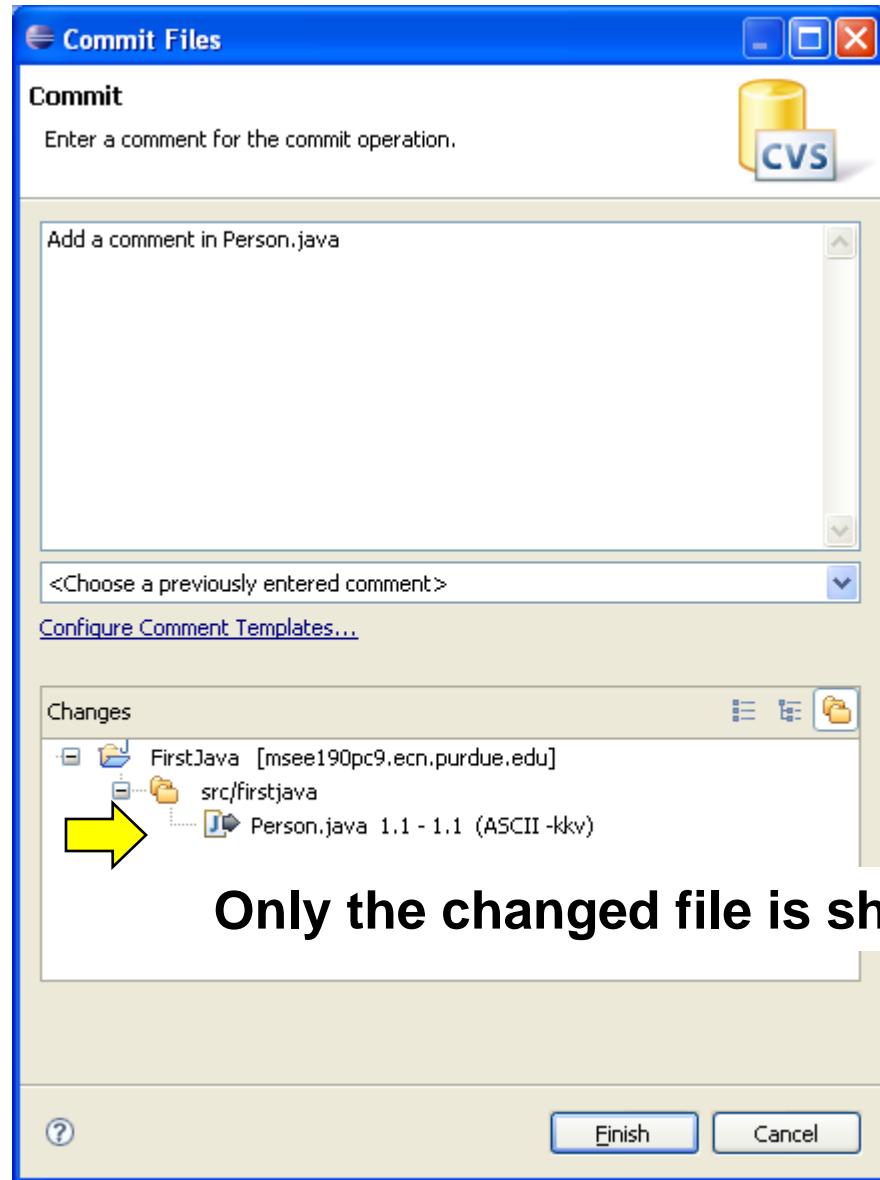
**Commit: allow your teammate to see the changes you have made.**



# **Always update before commit.**

Otherwise, you **may overwrite** your  
teammate's changes.

It is recoverable but you should  
avoid such a problem.



**Only the changed file is shown.**

Java - FirstJava/src/firstjava/Person.java - Eclipse SDK

File Edit Source Refactor Navigate Search Run Project Window Help

Navigator Person.java

```
/** * */  
package firstjava;  
  
/** * @author * */  
/* This is a comment. The Log tag will be automatically  
* history of changes  
* $Log: Person.java,v $  
* Revision 1.2 2008/02/16 20:25:02 ee462b30  
* Add a comment in Person.java  
*/  
  
public class Person {  
    final String p.lastName;  
    final String p.firstName;  
  
    public Person(String ln, String fn) {  
        p.lastName = ln;  
        p.firstName = fn;  
    }  
}
```

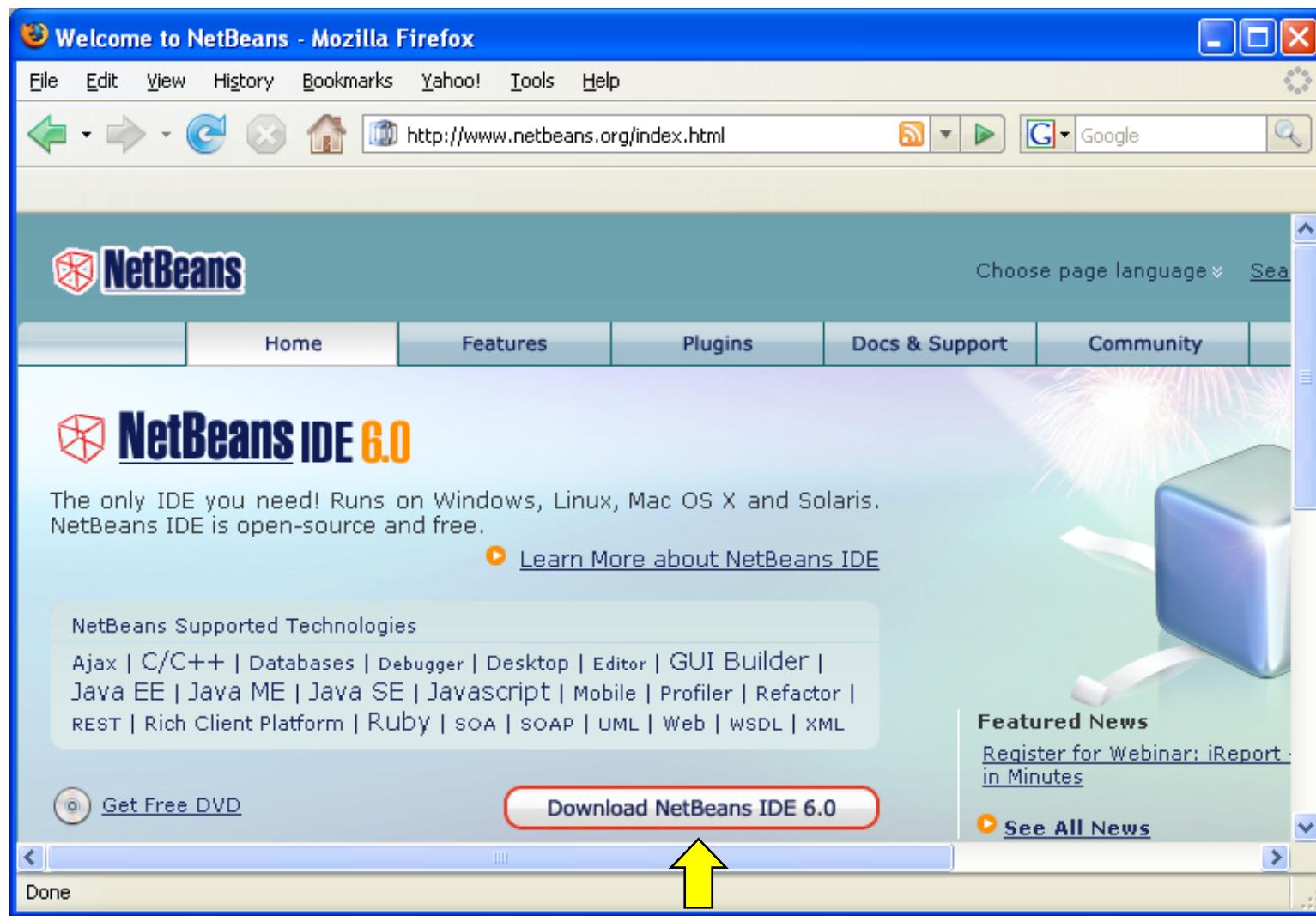
\$Log\$ is replaced by the commit history.

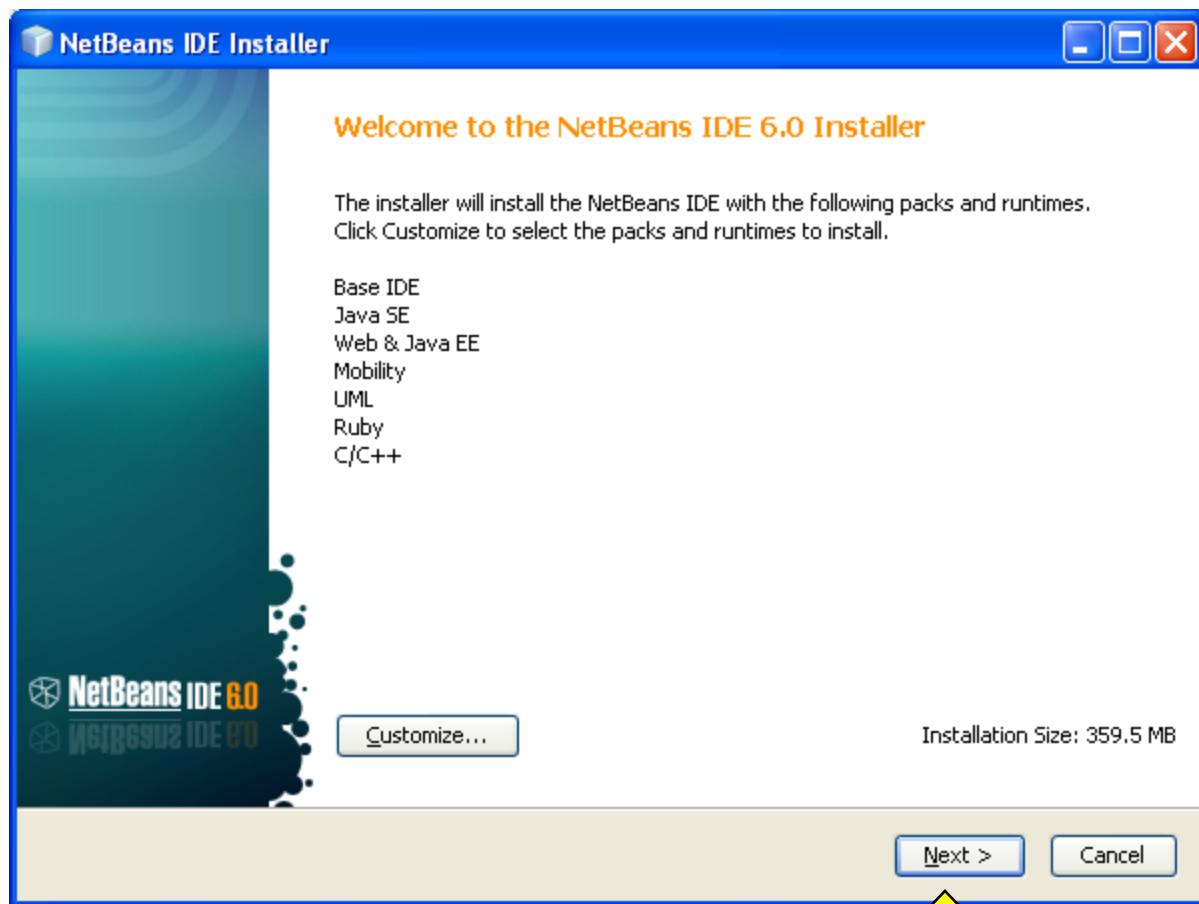


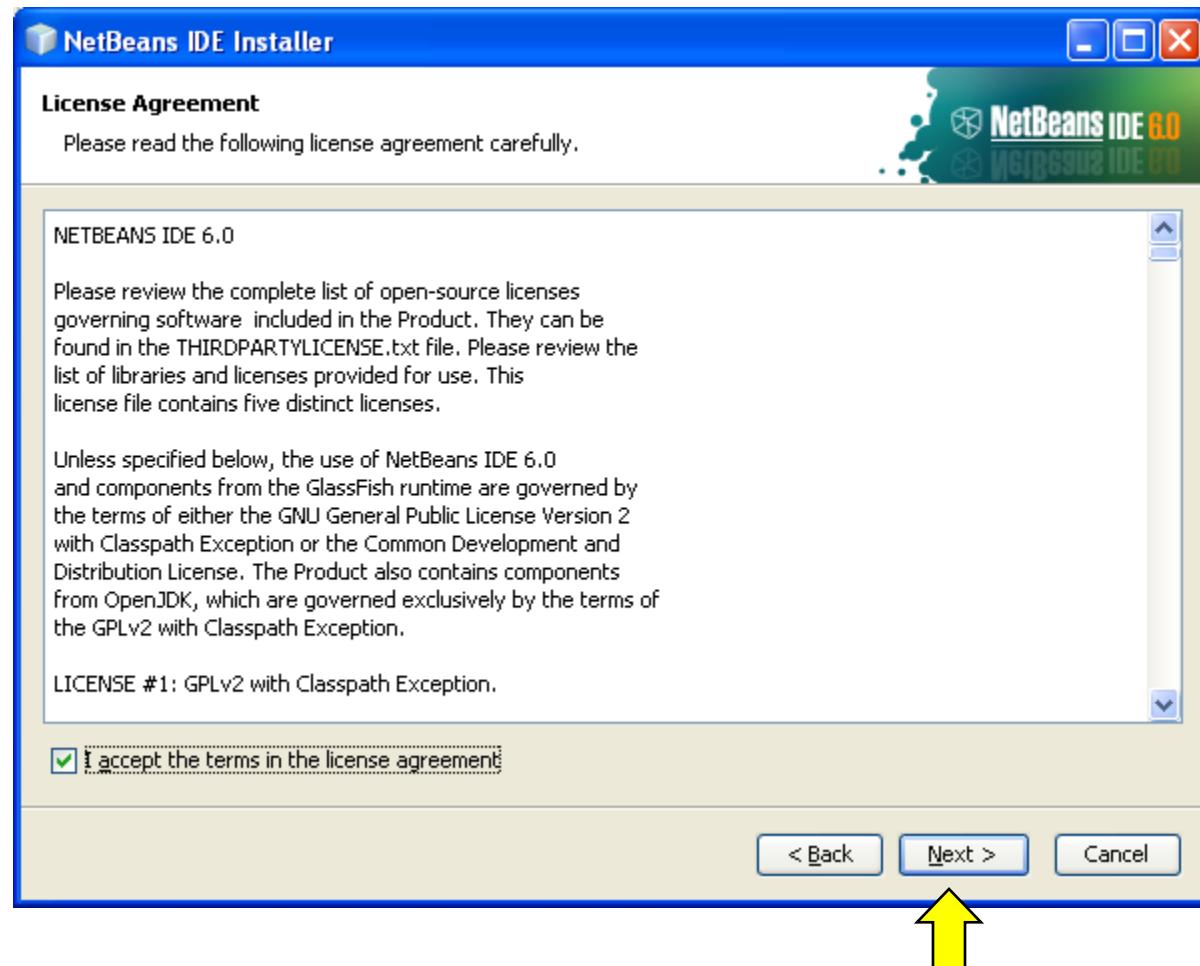
# **Develop Java Projects in Netbeans**

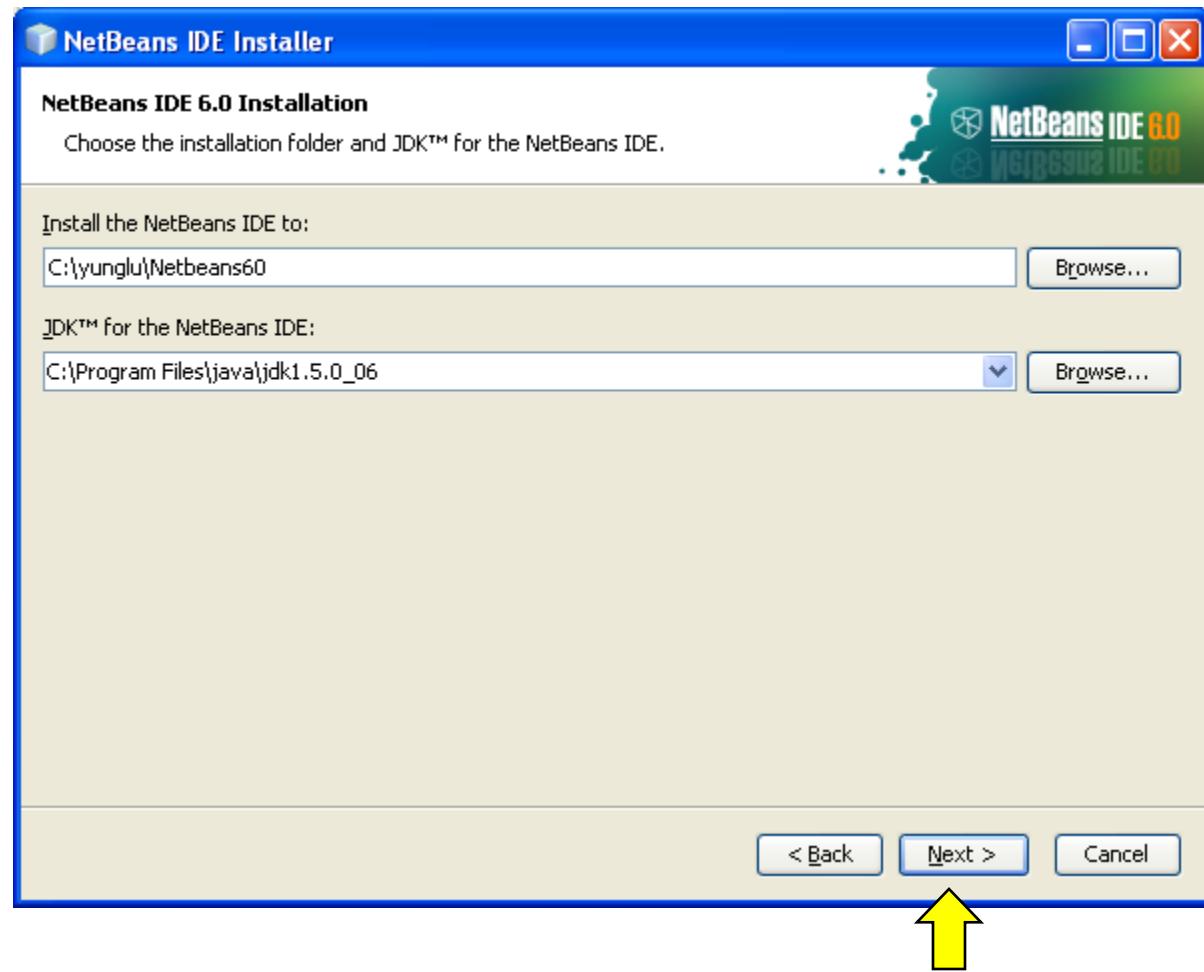
# **Install Netbeans at Your Own Computer**

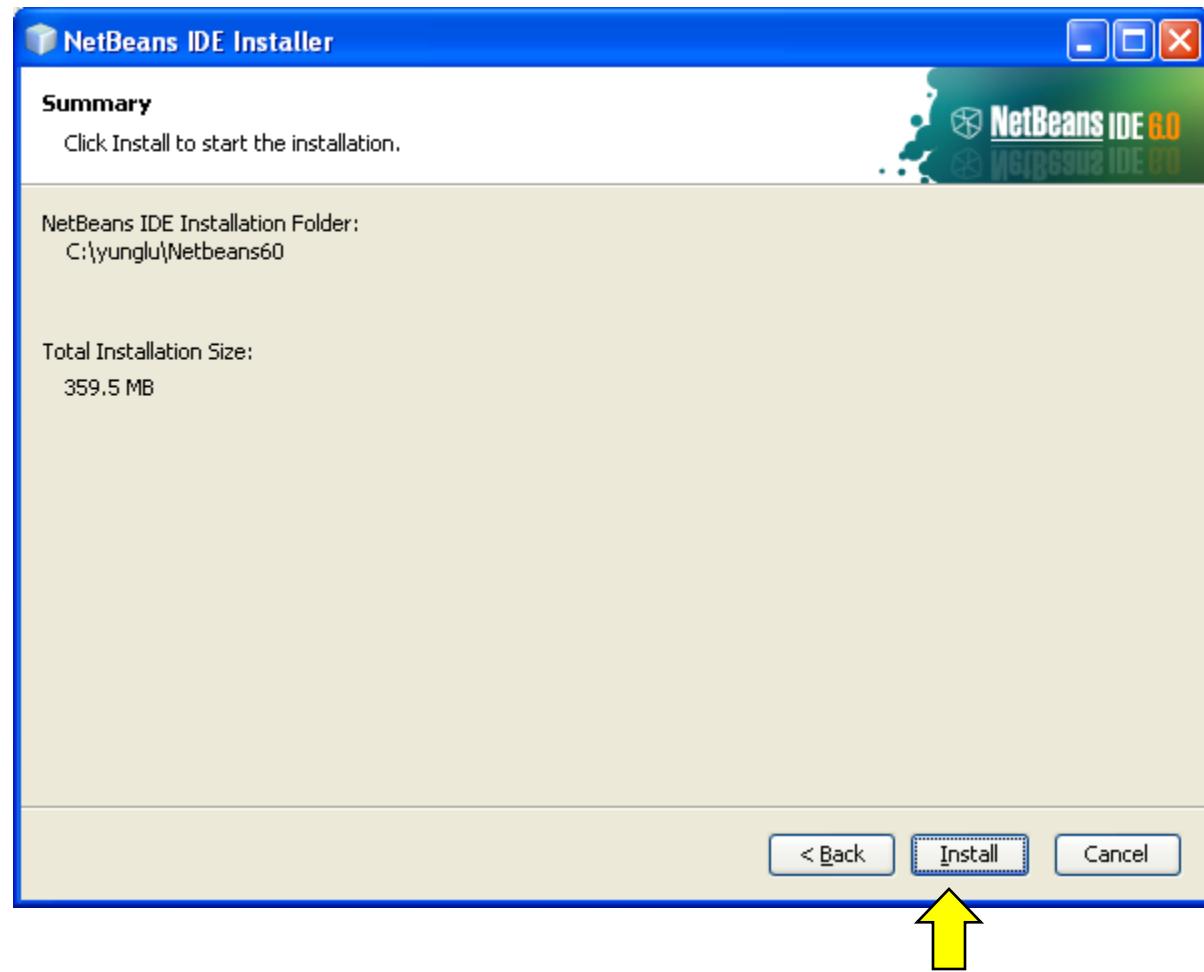
# **http://www.netbeans.org/**

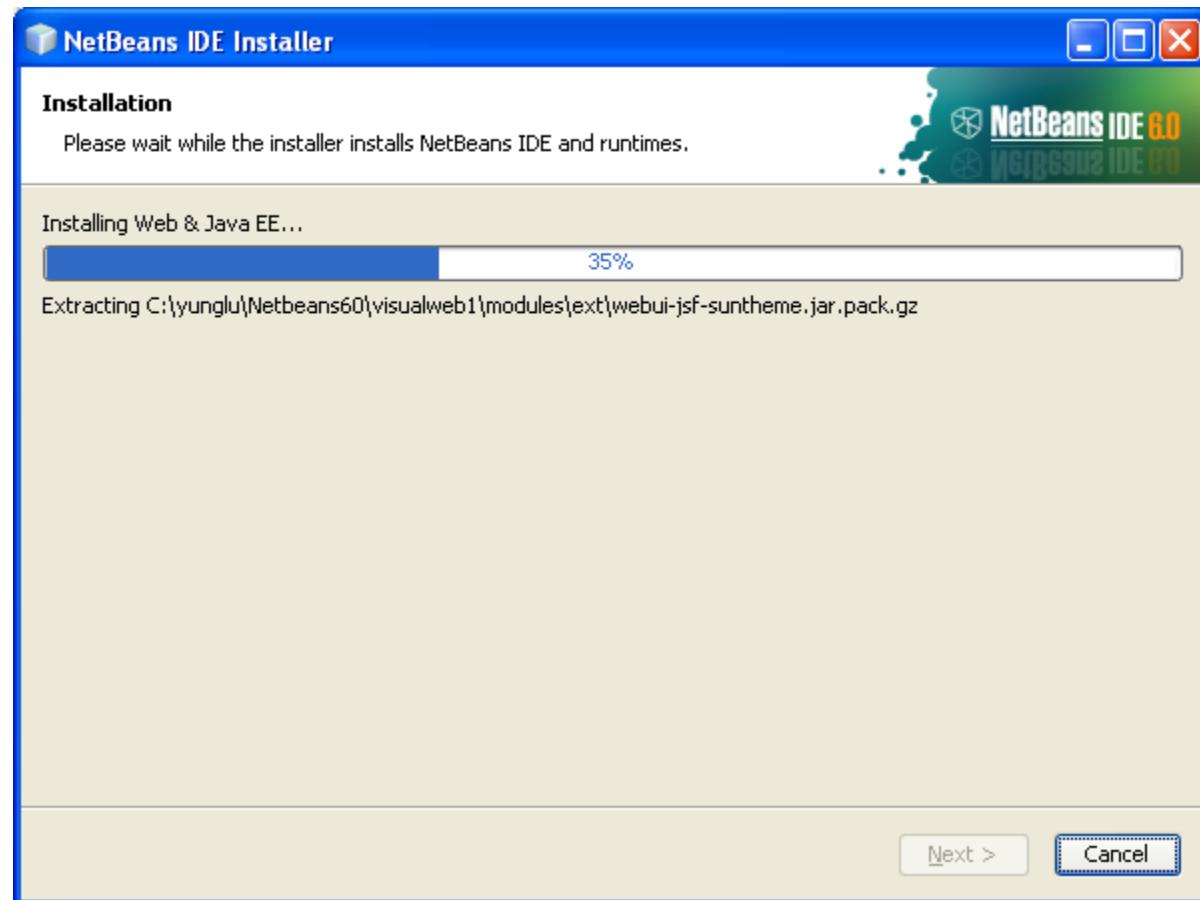














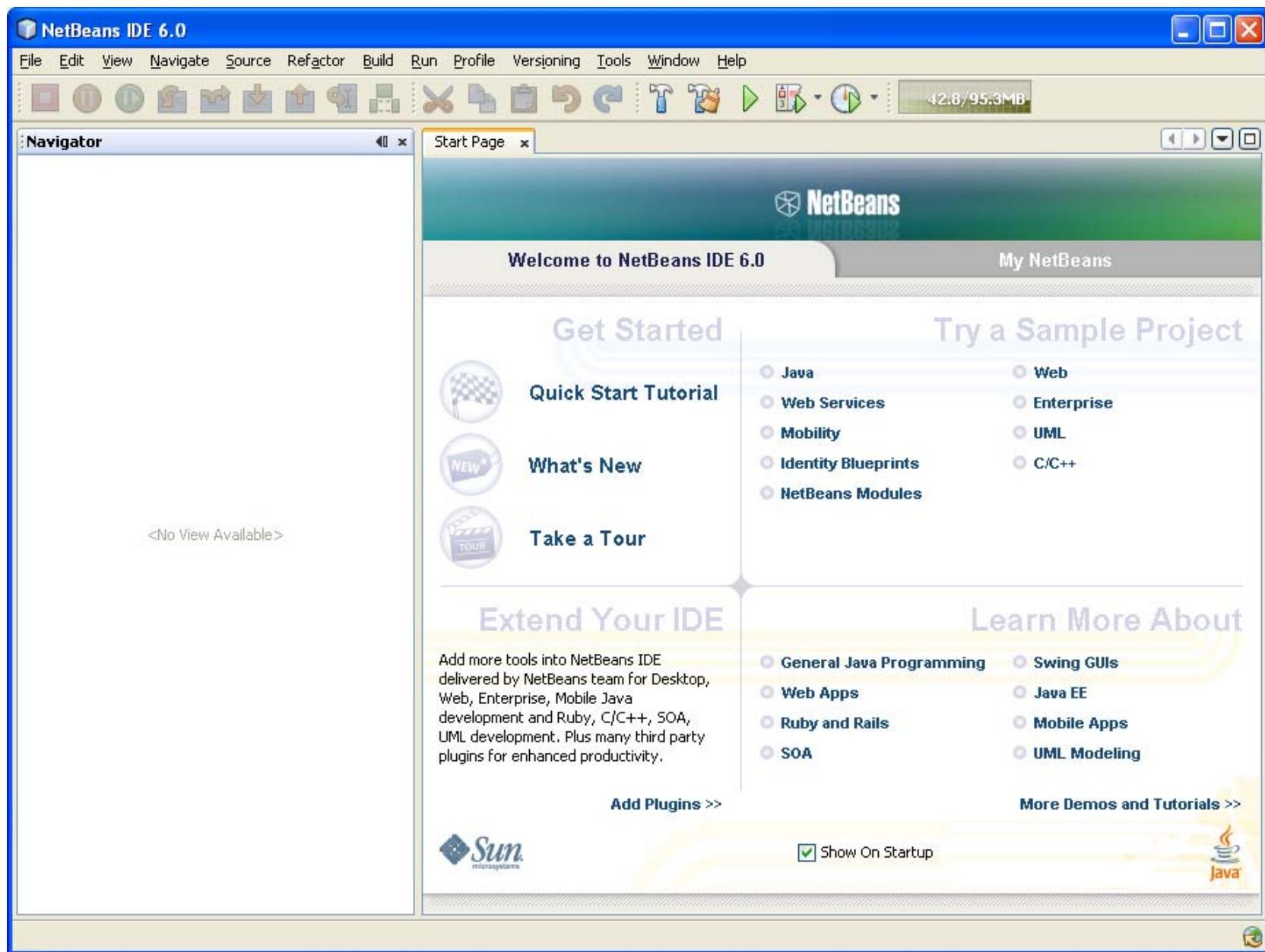


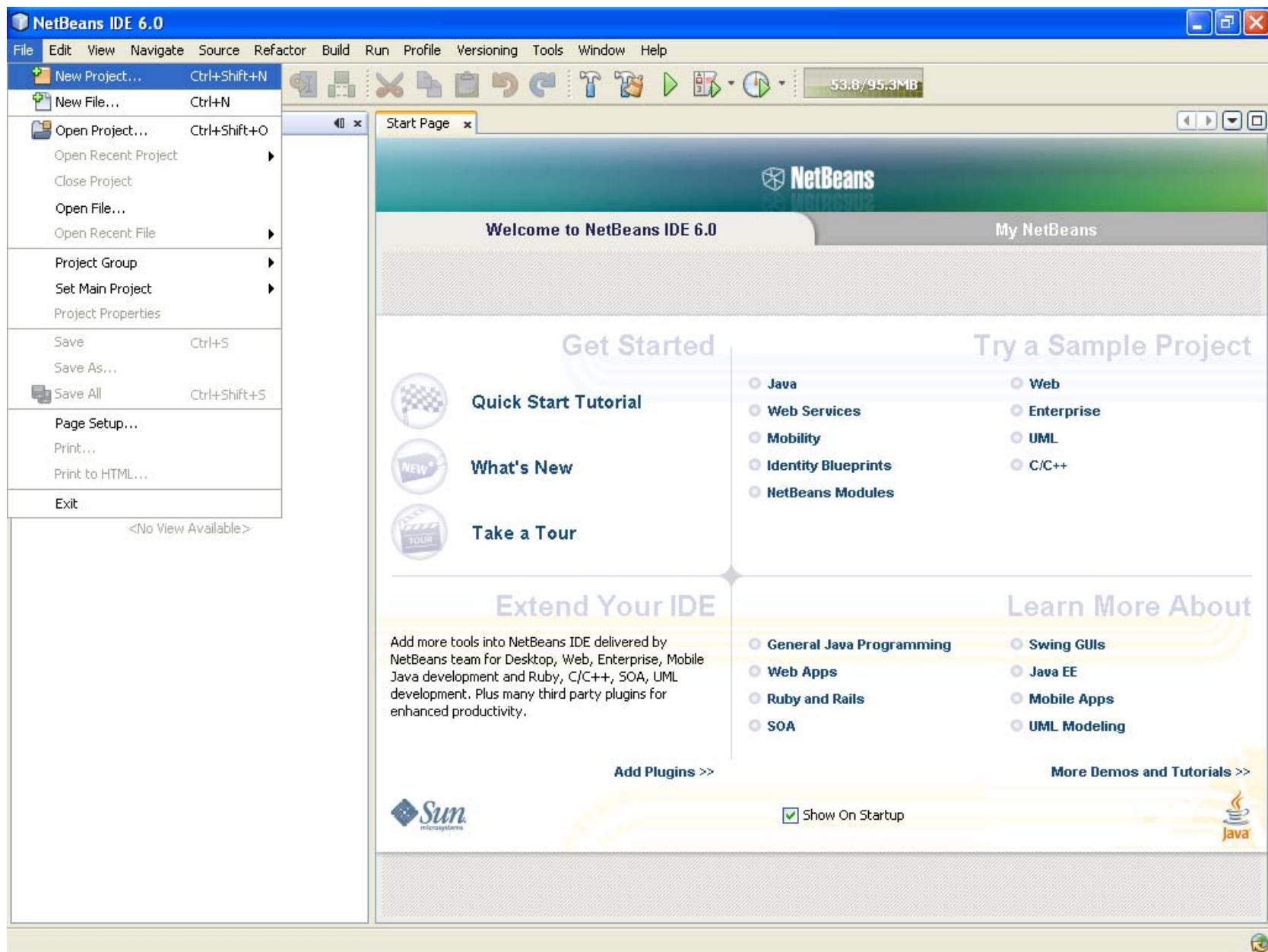
# NetBeans IDE 6.0

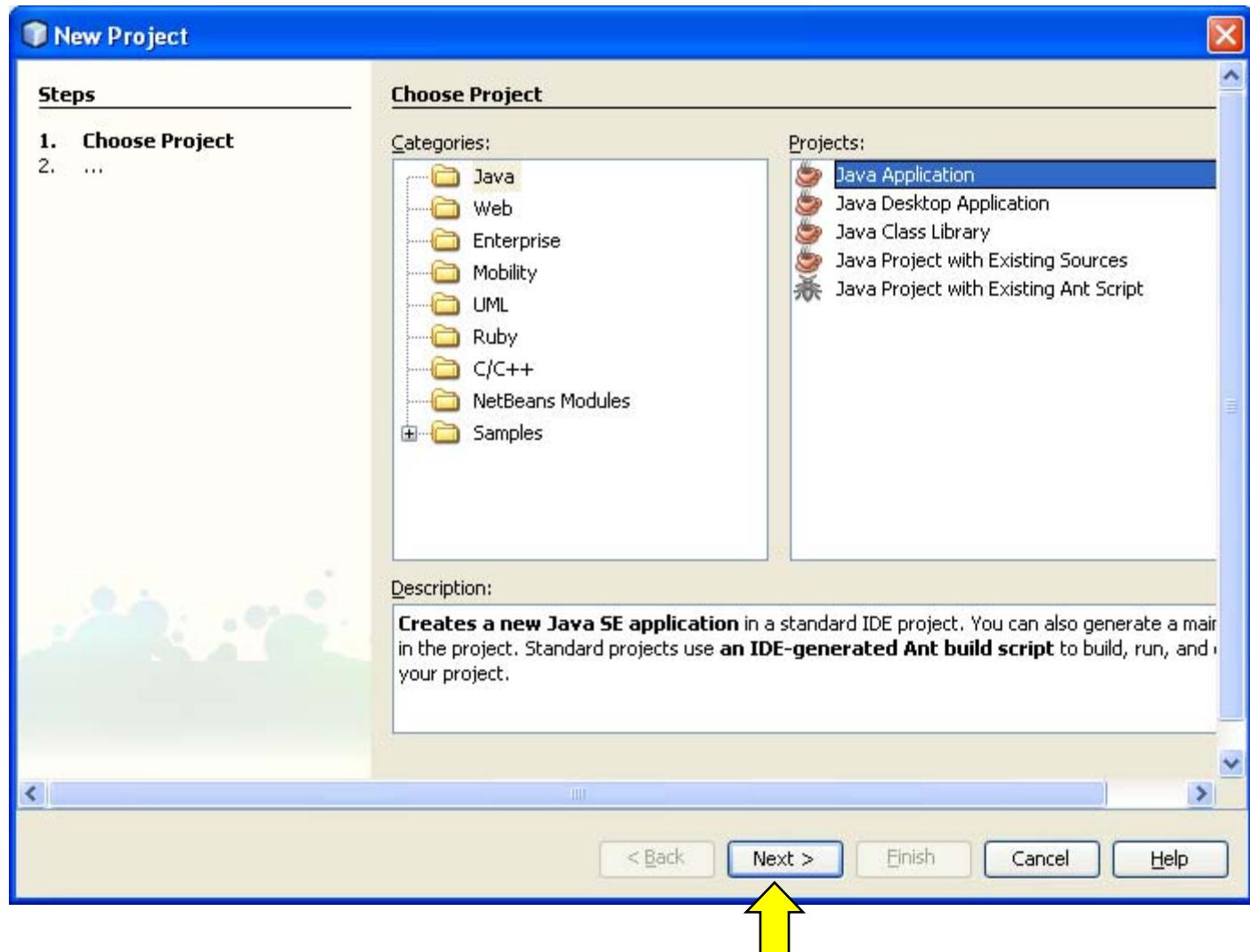
NETBEANS IDE 6.0

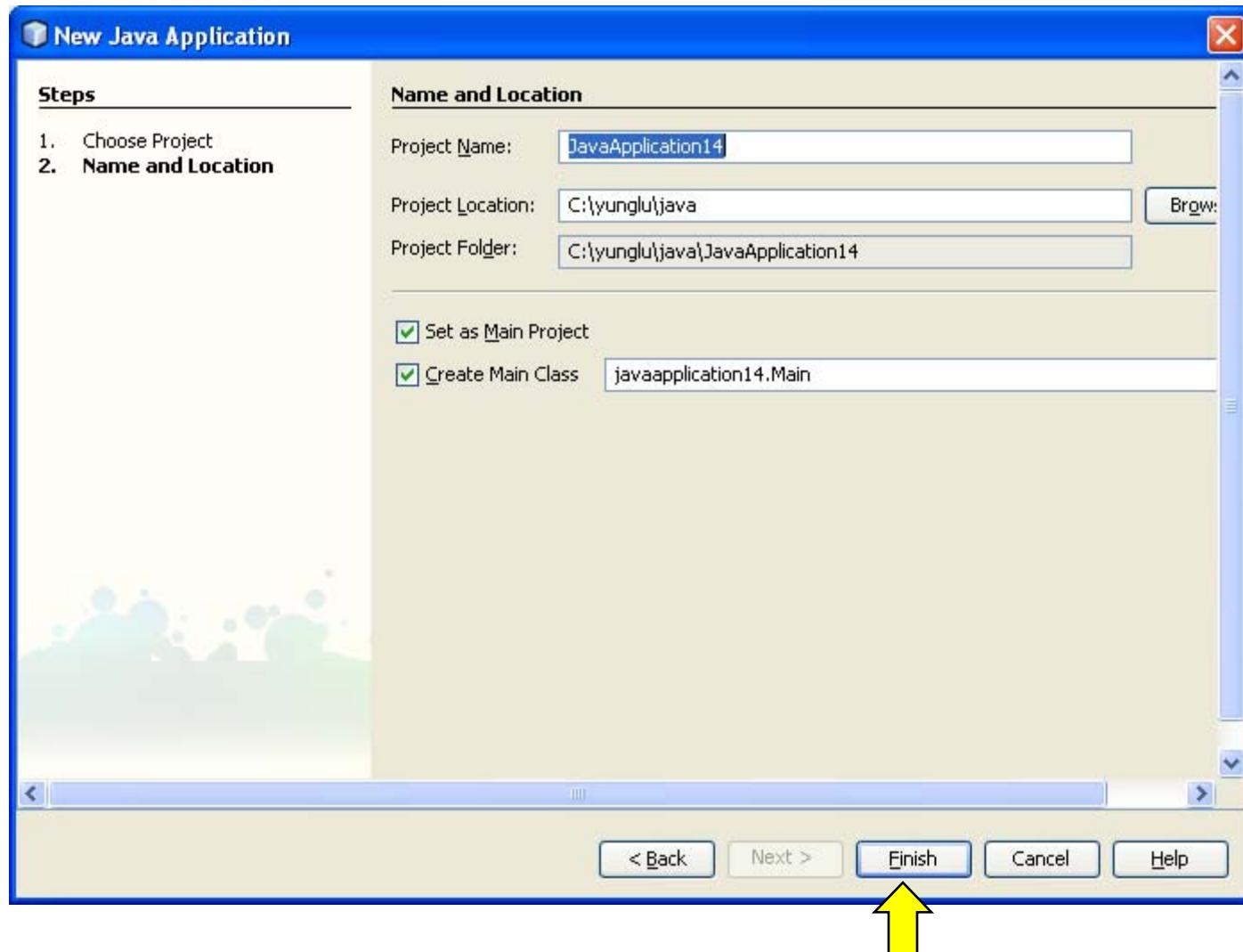
Loading modules...

NetBeans IDE and NetBeans Platform are based on software from [netbeans.org](http://netbeans.org), which has been dual licensed under the Common Development and Distribution License (CDDL) and the GNU General Public License version 2 with Classpath exception. For more information, please visit [www.netbeans.org](http://www.netbeans.org).









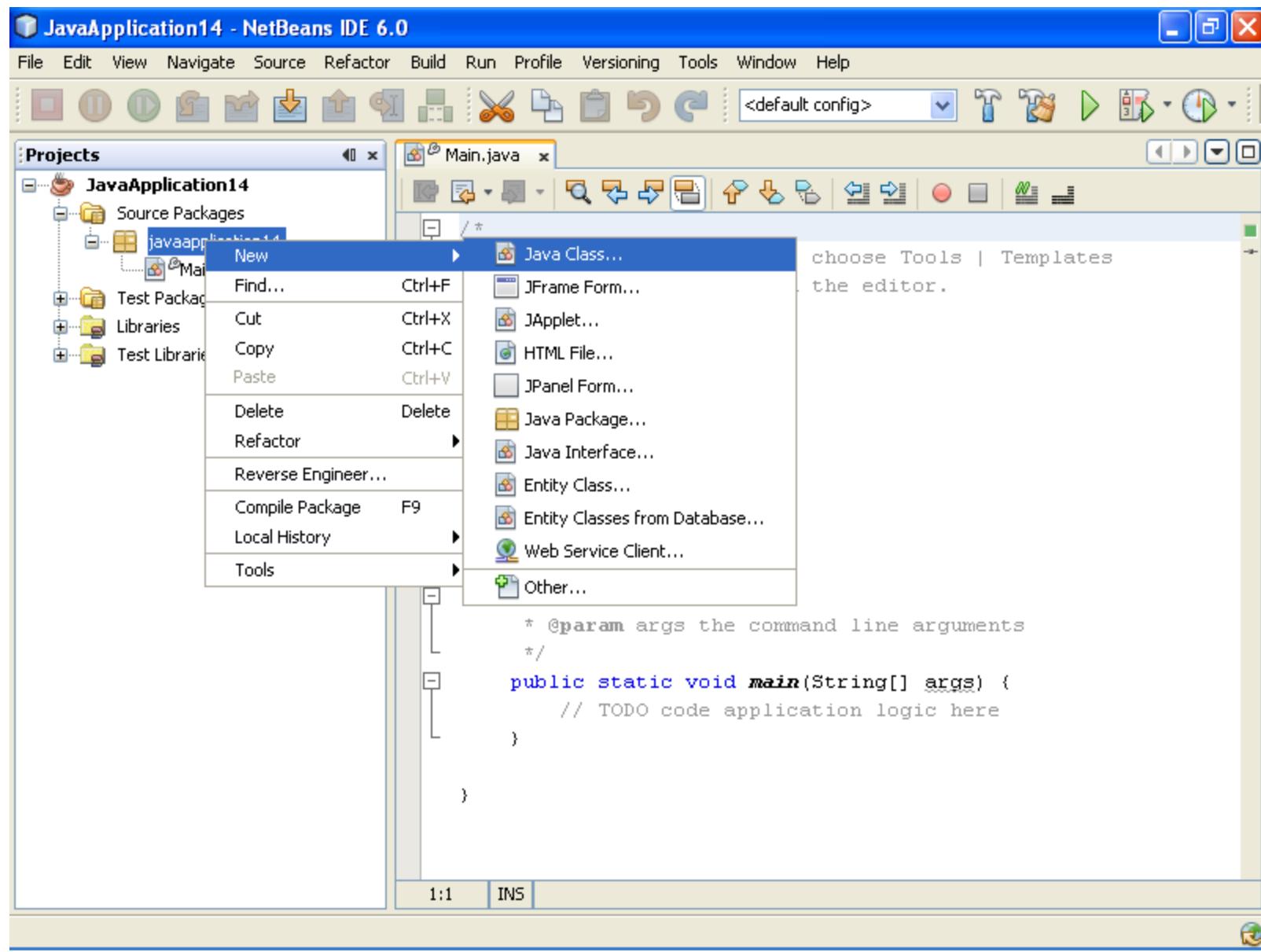
JavaApplication14 - NetBeans IDE 6.0

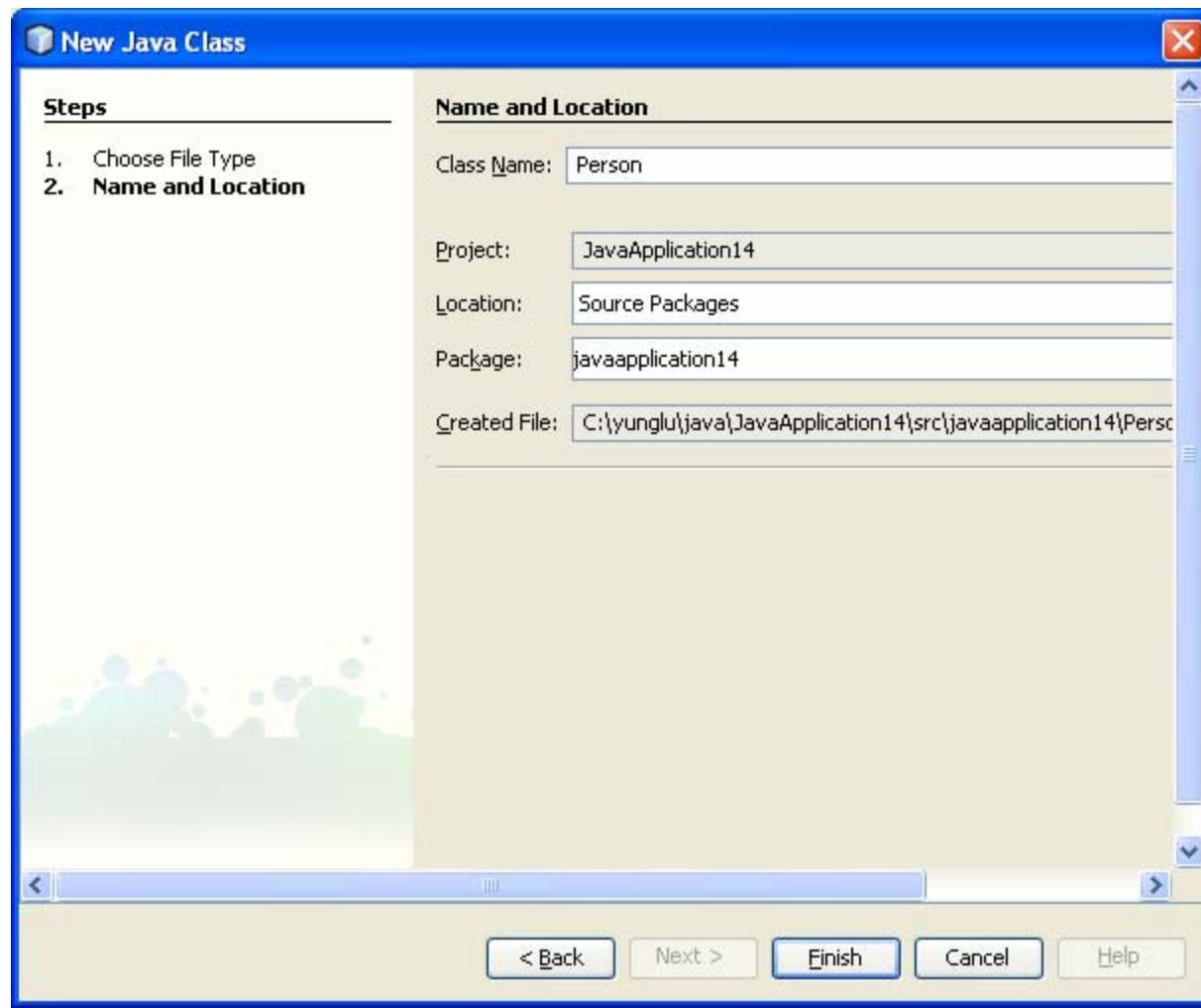
File Edit View Navigate Source Refactor Build Run Profile Versioning Tools Window Help

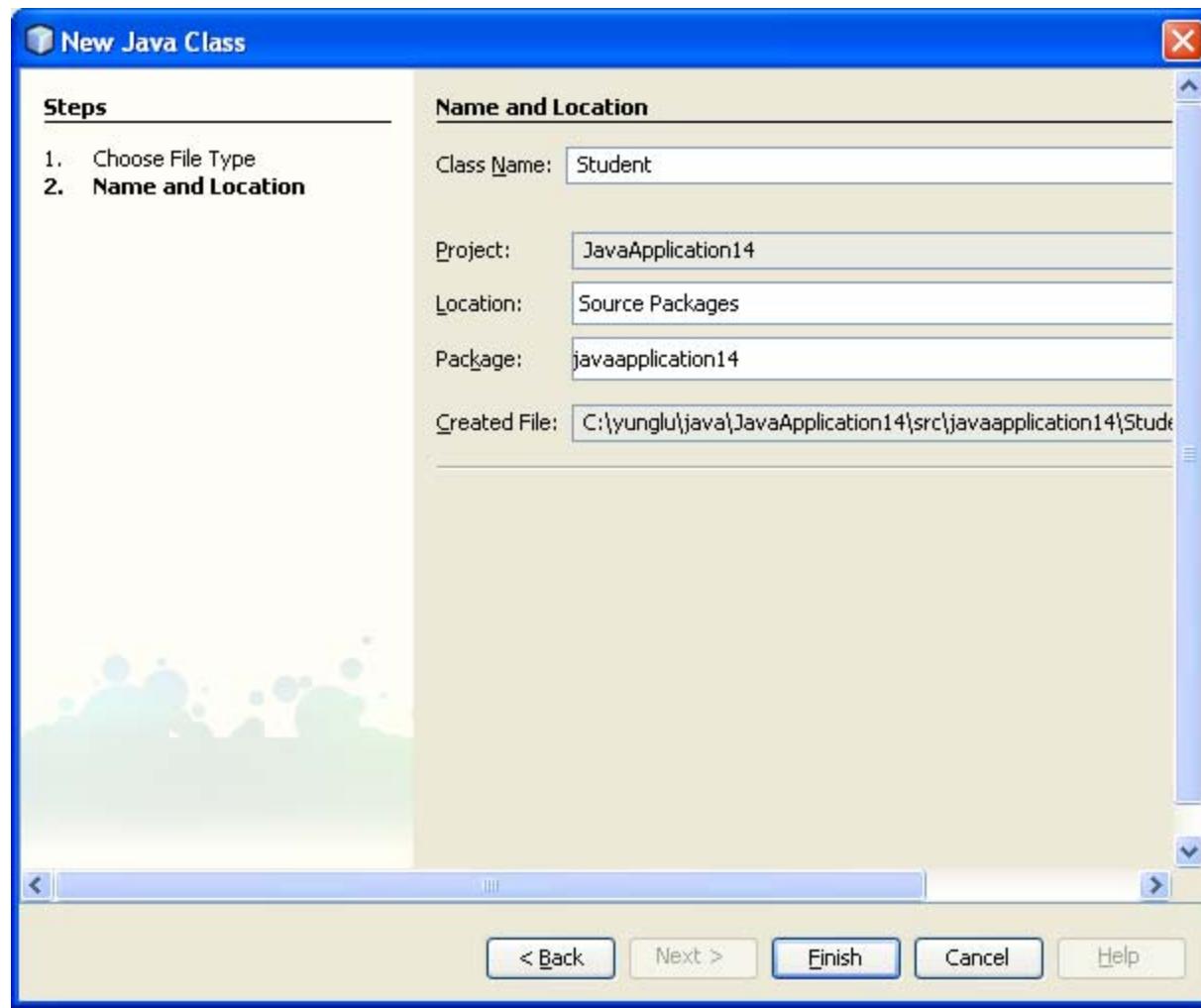
Projects JavaApplication14

Main.java

```
/*  
 * To change this template, choose Tools | Templates  
 * and open the template in the editor.  
 */  
  
package javaapplication14;  
  
/**  
 * @author yunlu  
 */  
public class Main {  
  
    /**  
     * @param args the command line arguments  
     */  
    public static void main(String[] args) {  
        // TODO code application logic here  
    }  
}
```







The screenshot shows the NetBeans IDE 6.0 interface. The title bar reads "JavaApplication14 - NetBeans IDE 6.0". The menu bar includes File, Edit, View, Navigate, Source, Refactor, Build, Run, Profile, Versioning, Tools, Window, and Help. The toolbar has various icons for file operations like Open, Save, Cut, Copy, Paste, and Find. The Projects panel on the left shows a project named "JavaApplication14" with a Source Packages folder containing "javaapplication14" which holds "Main.java", "Person.java", and "Student.java". The Person.java file is currently open in the editor. The code is as follows:

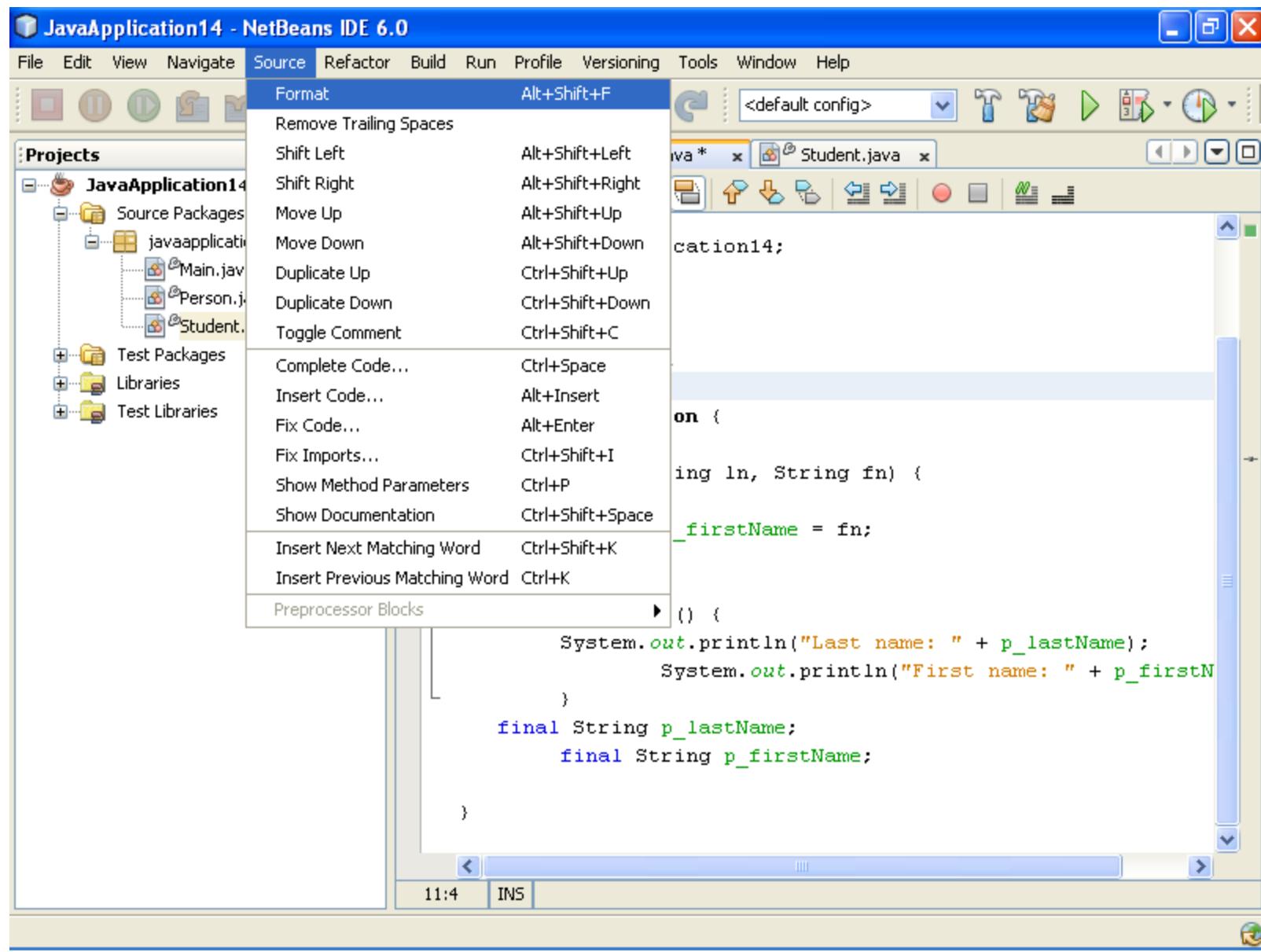
```
package javaapplication14;

/*
 * @author yunglu
 */
public class Person {

    public Person(String ln, String fn) {
        p.lastName = ln;
        p.firstName = fn;
    }

    public void print() {
        System.out.println("Last name: " + p.lastName);
        System.out.println("First name: " + p.firstName);
    }

    final String p.lastName;
    final String p.firstName;
}
```



The screenshot shows the NetBeans IDE 6.0 interface. The title bar reads "JavaApplication14 - NetBeans IDE 6.0". The menu bar includes File, Edit, View, Navigate, Source, Refactor, Build, Run, Profile, Versioning, Tools, Window, and Help. The toolbar has various icons for file operations like Open, Save, Cut, Copy, Paste, and Find. The Projects panel on the left shows a project named "JavaApplication14" with a source package "javaapplication14" containing files Main.java, Person.java, and Student.java. The Person.java file is currently open in the editor. The code for Person.java is as follows:

```
/* To change this template, choose Tools | Templates
 * and open the template in the editor.
 */
package javaapplication14;

/**
 *
 * @author yunglu
 */
public class Person {

    public Person(String ln, String fn) {
        p.lastName = ln;
        p.firstName = fn;
    }

    public void print() {
        System.out.println("Last name: " + p.lastName);
        System.out.println("First name: " + p.firstName);
    }

    final String p.lastName;
    final String p.firstName;
}
```

A yellow arrow points from the text "Attributes can be declared at the end of the class." to the declaration of the final attributes at the end of the class block.

**Attributes can be declared at the end of the class.**

JavaApplication14 - NetBeans IDE 6.0

File Edit View Navigate Source Refactor Build Run Profile Versioning Tools Window Help

Projects JavaApplication14

Main.java Person.java Student.java \*

```
/*
 * @author yunlu
 */
public class Student extends Person {

    String s_school;
    String s_major;

    public Student(String ln, String fn, String sch, String maj) {
        super(ln, fn);
        s_school = sch;
        s_major = maj;
    }

    @Override
    public void print() {
        super.print();
        System.out.println("School: " + s_school);
        System.out.println("Major: " + s_major);
    }
}
```

JavaApplication14 - NetBeans IDE 6.0

File Edit View Navigate Source Refactor Build Run Profile Versioning Tools Window Help

Projects JavaApplication14

Main.java Person.java Student.java \*

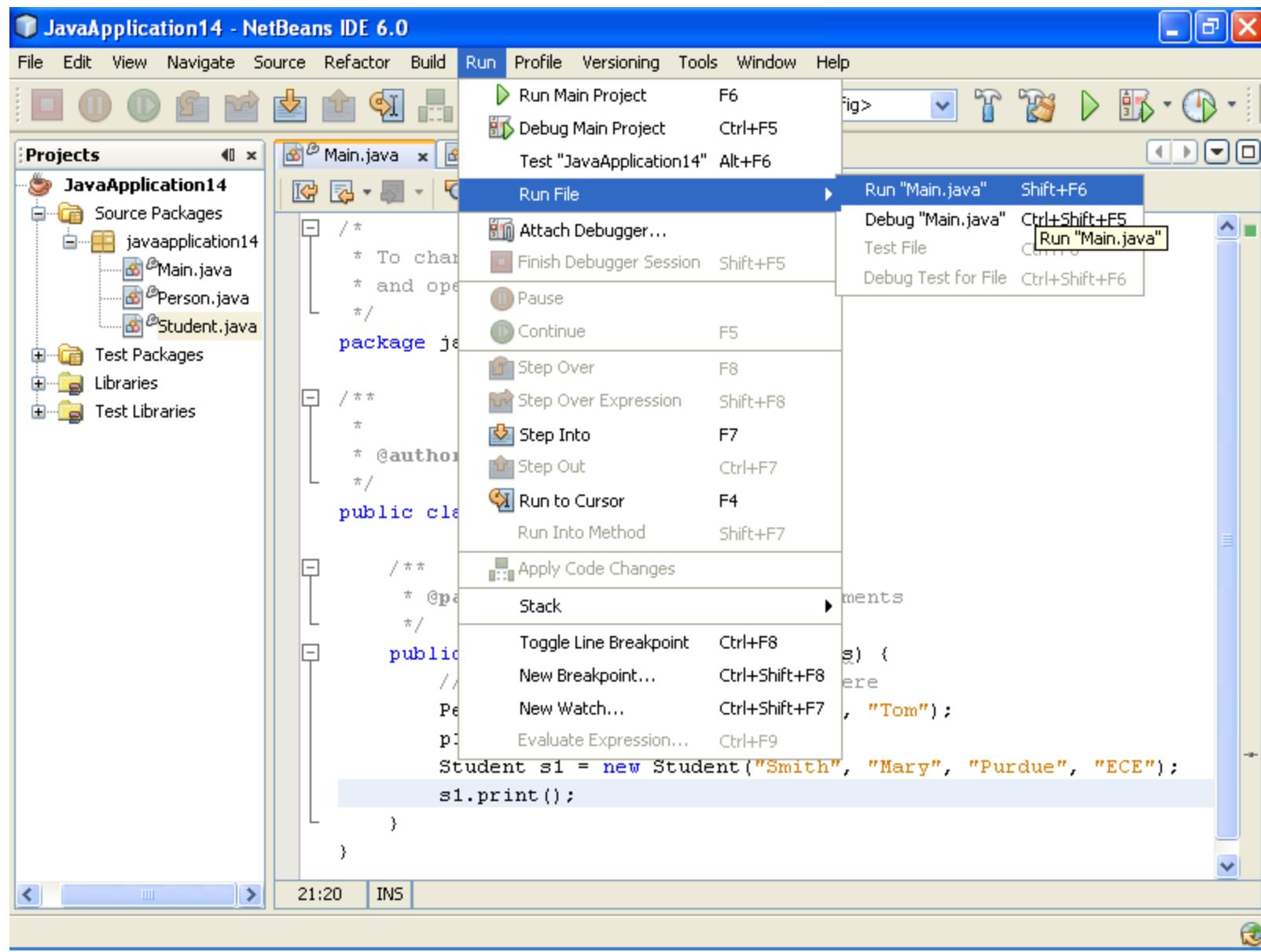
```
/*
 * To change this template, choose Tools | Templates
 * and open the template in the editor.
 */
package javaapplication14;

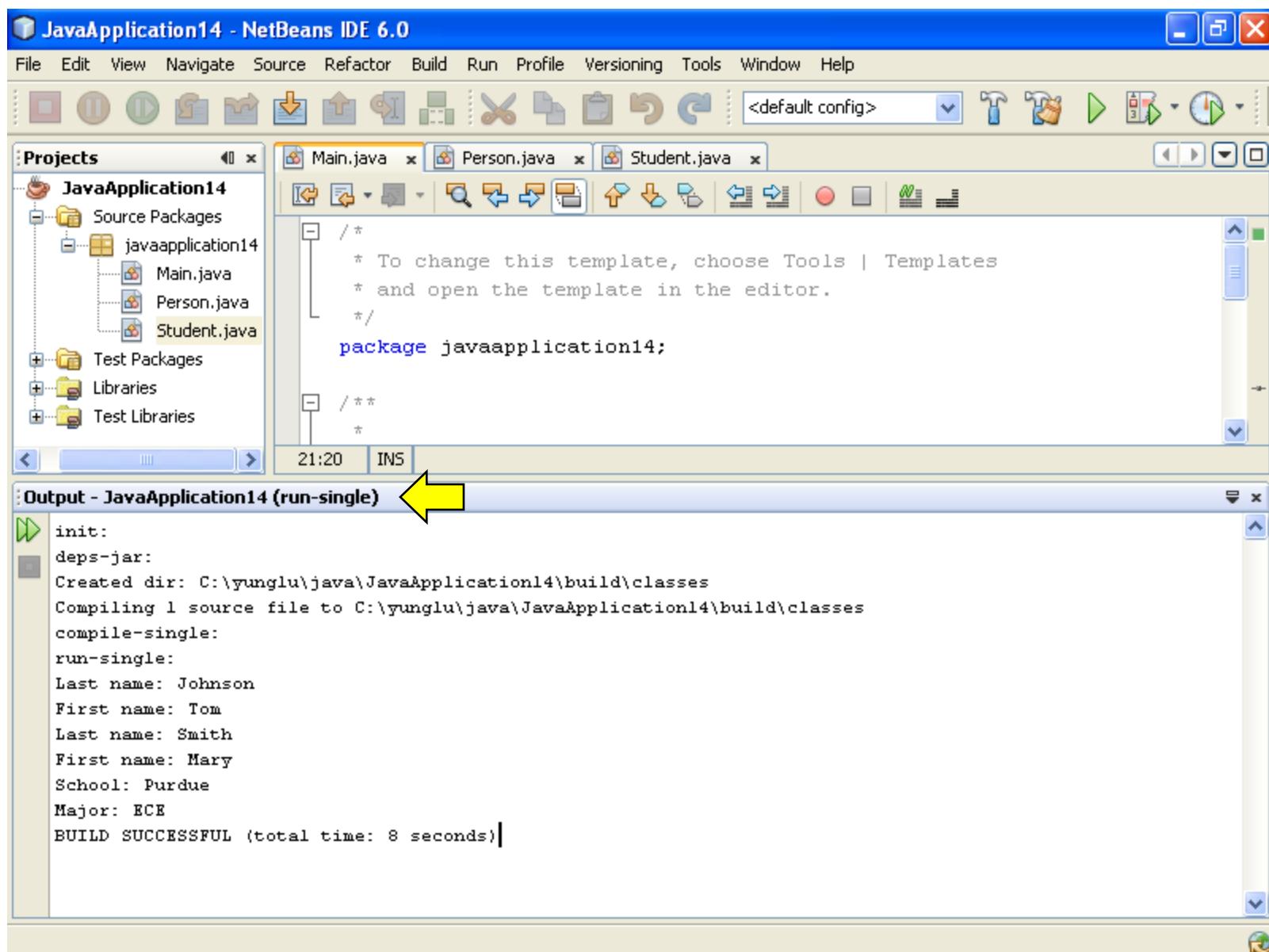
/**
 *
 * @author yunglu
 */
public class Main {

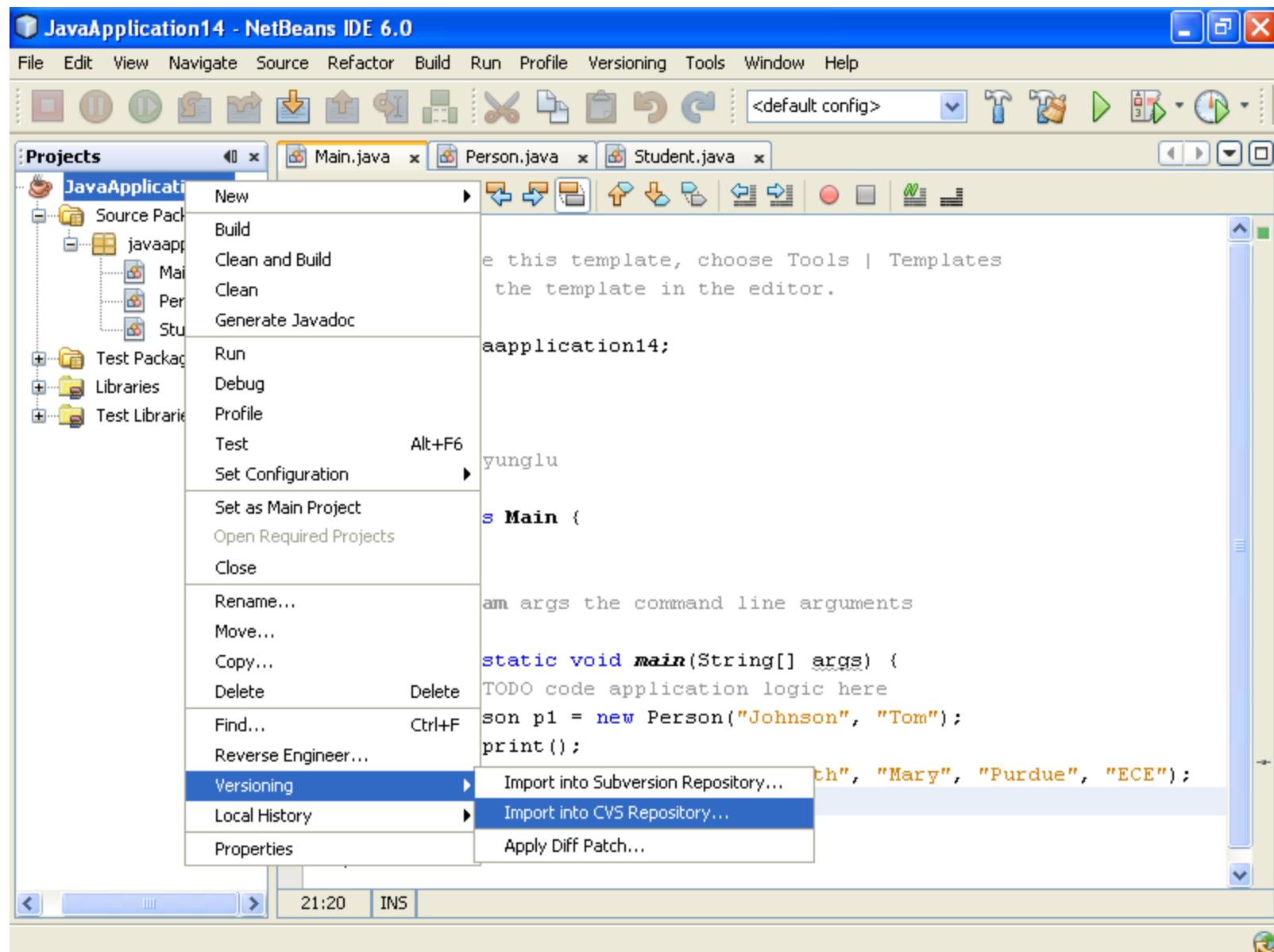
    /**
     * @param args the command line arguments
     */
    public static void main(String[] args) {
        // TODO code application logic here
        Person p1 = new Person("Johnson", "Tom");
        p1.print();
        Student s1 = new Student("Smith", "Mary", "Purdue", "ECE");
        s1.print();
    }
}
```

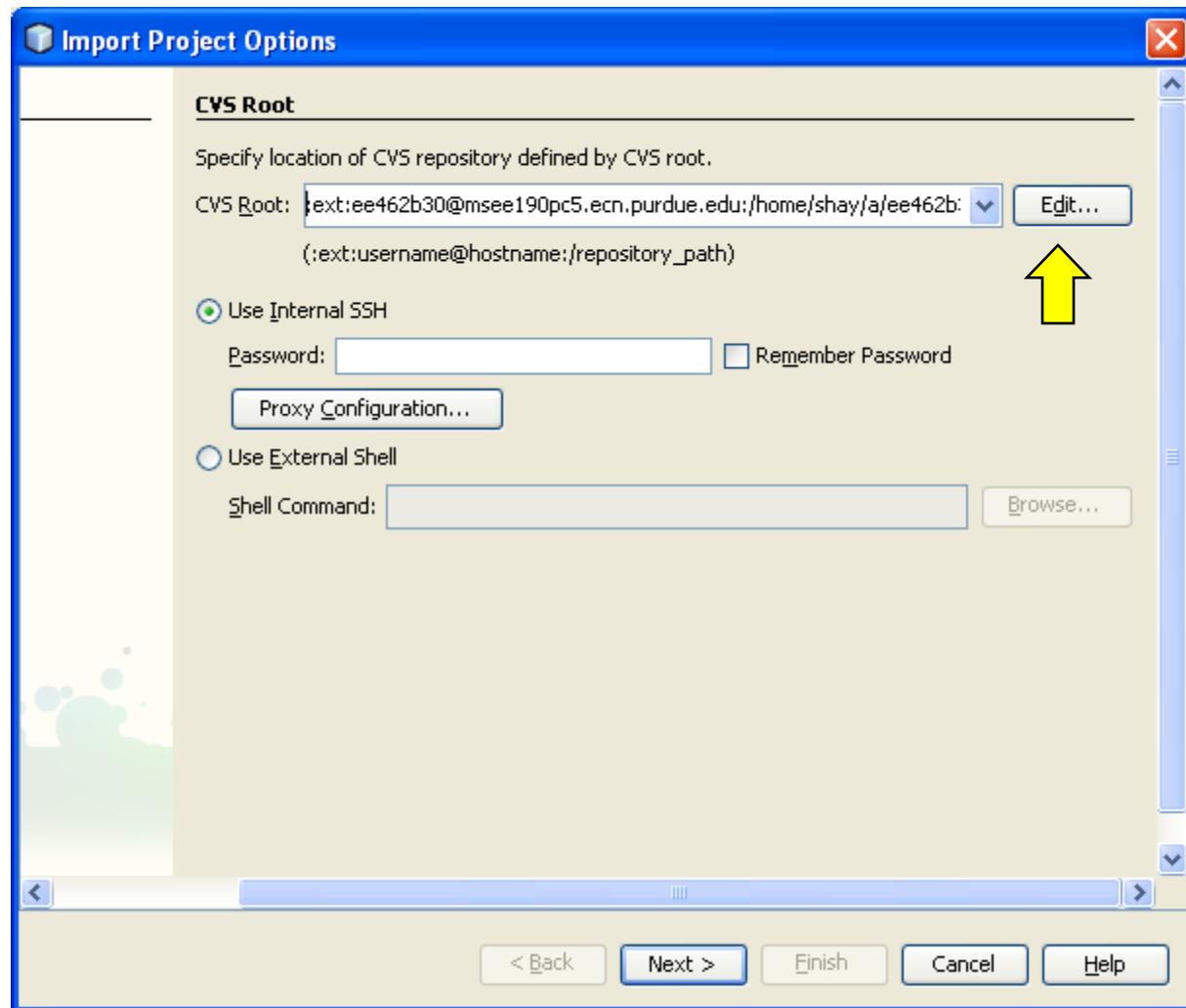
21:20 INS

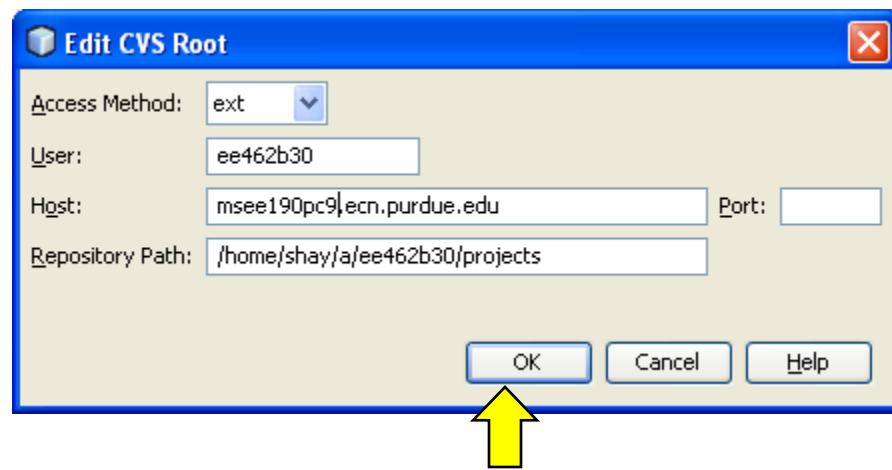
Main.java saved.

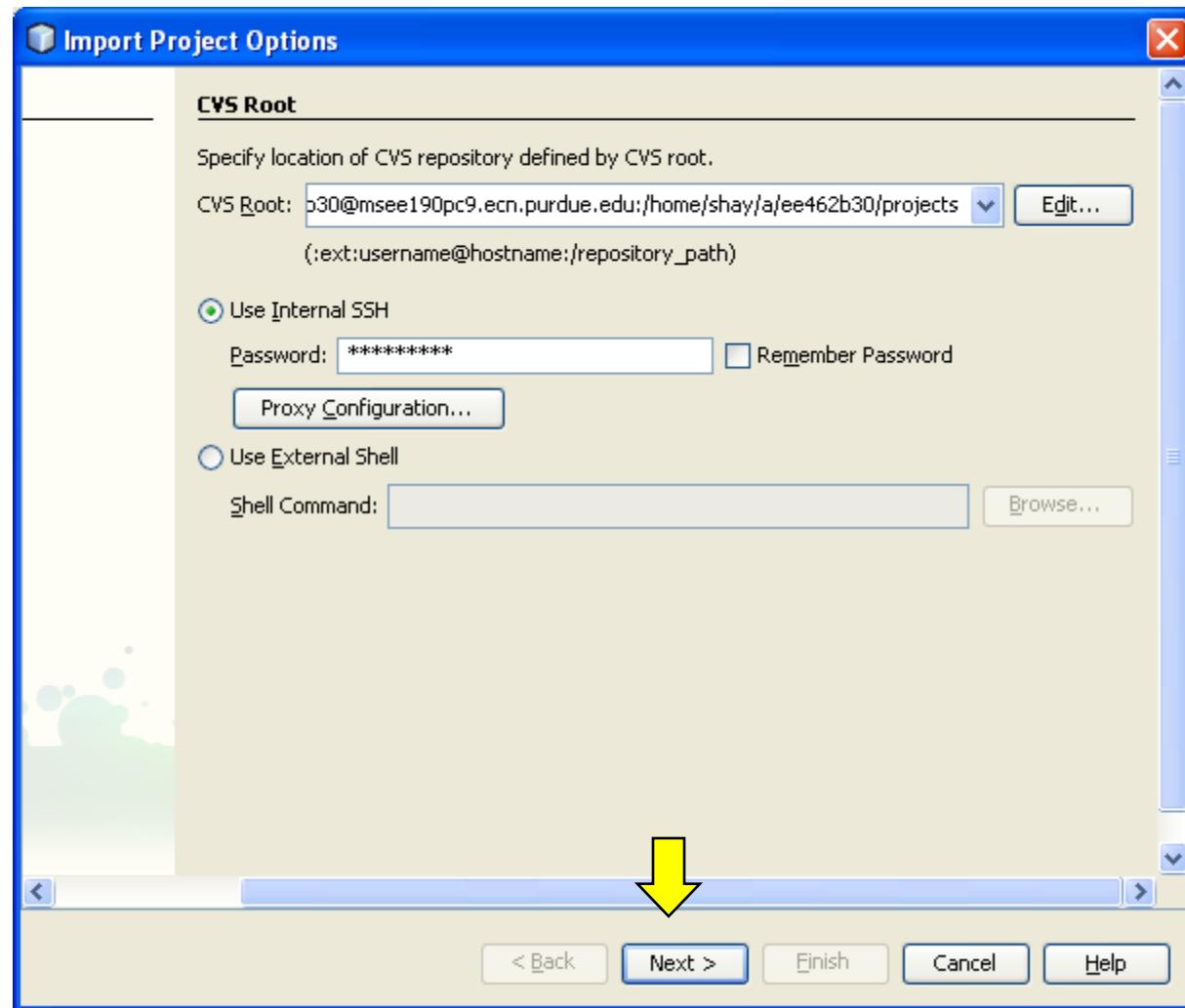


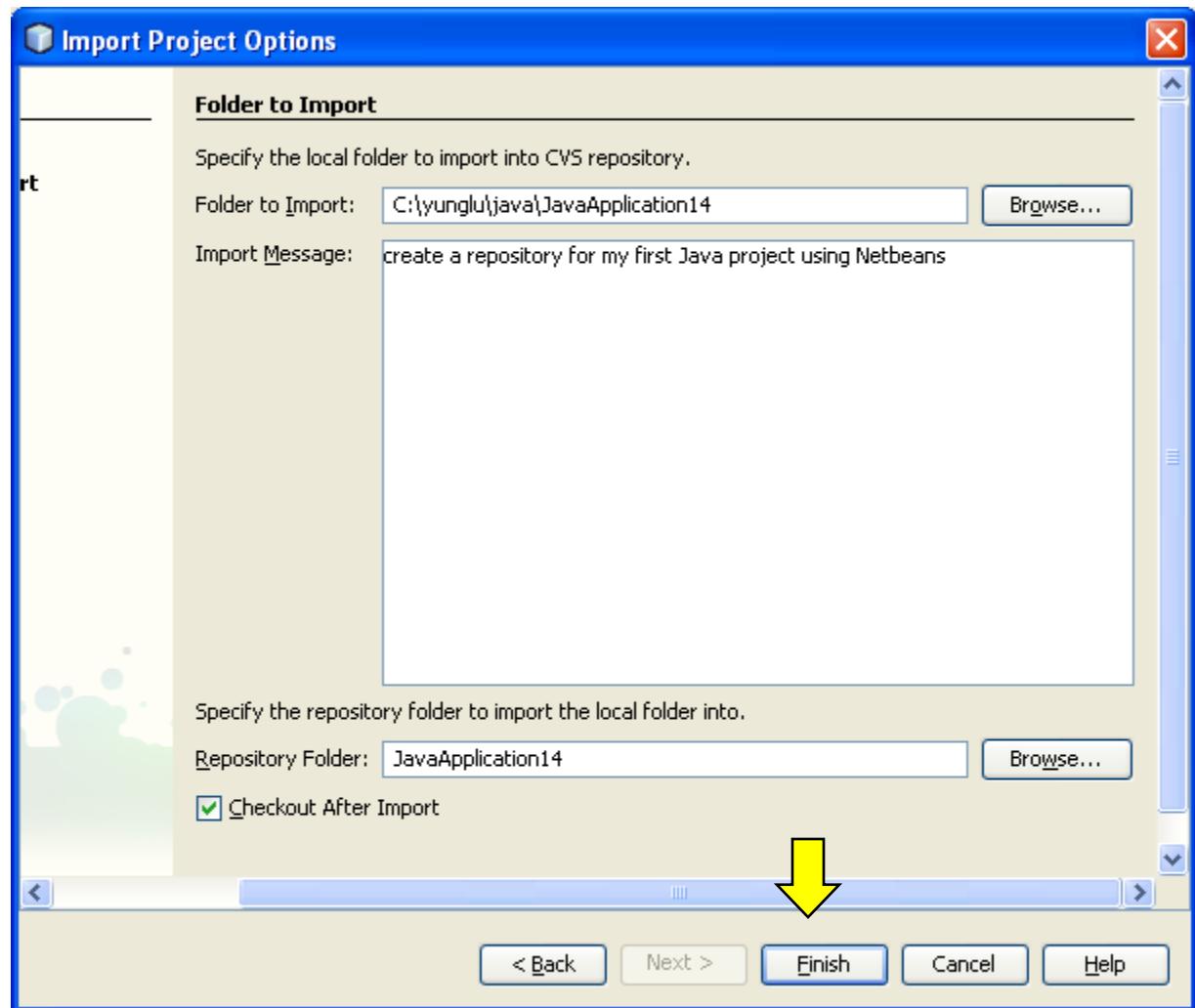












JavaApplication14 - NetBeans IDE 6.0

File Edit View Navigate Source Refactor Build Run Profile Versioning Tools Window Help

Projects JavaApplication14

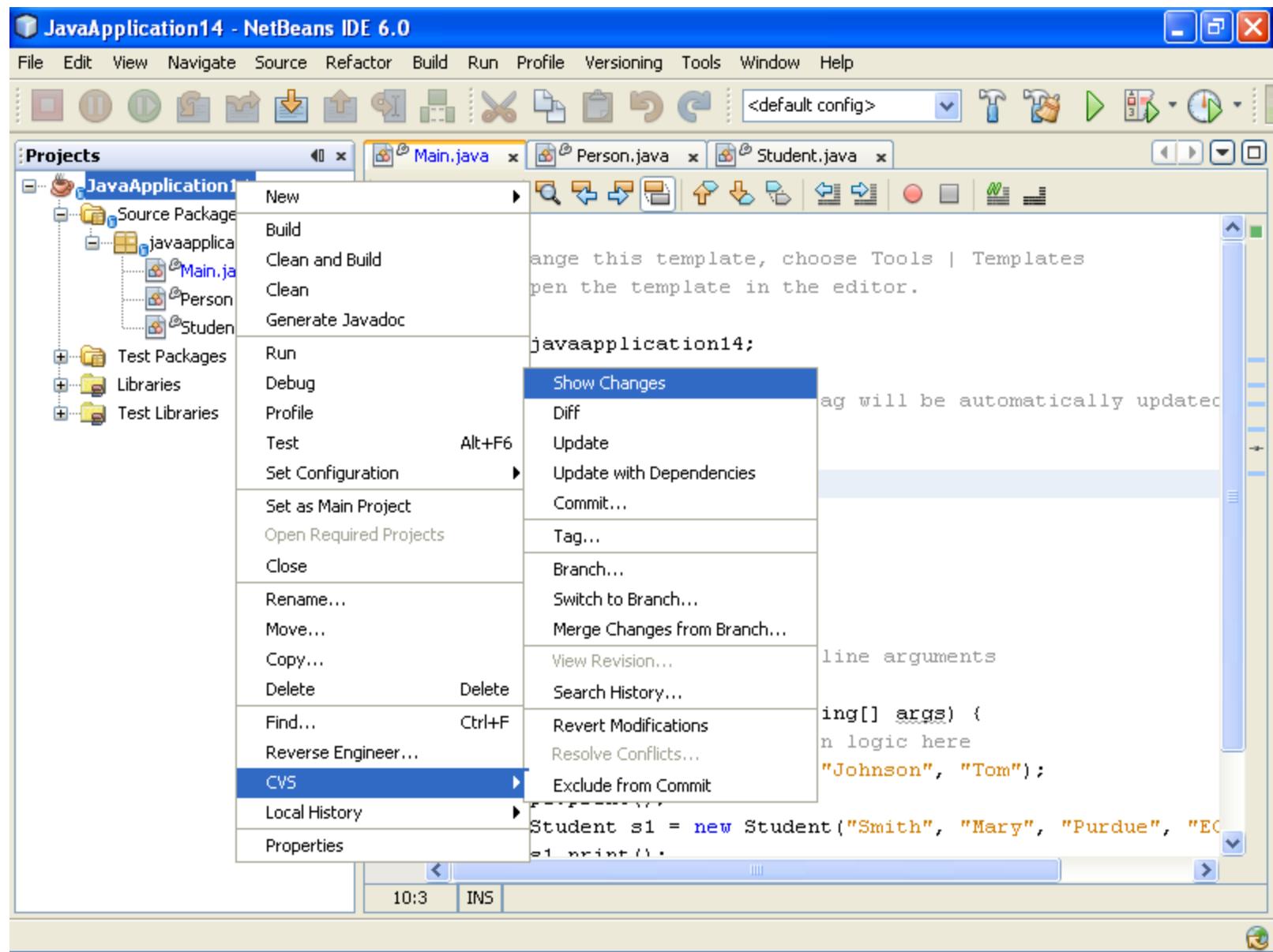
Main.java Person.java Student.java

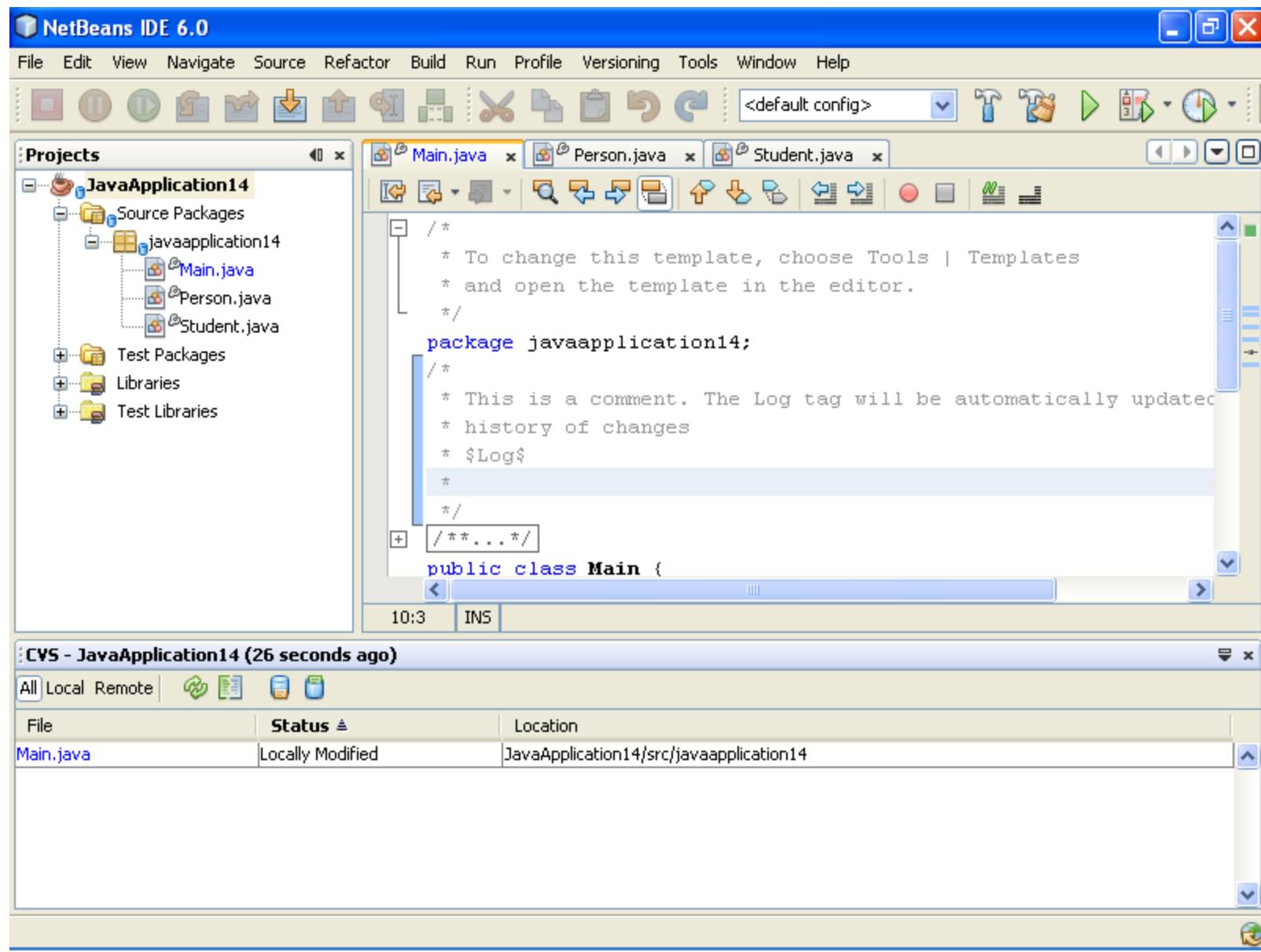
```
/*
 * To change this template, choose Tools | Templates
 * and open the template in the editor.
 */
package javaapplication14;
/*
 * This is a comment. The Log tag will be automatically updated
 * history of changes
 * $Log$
 */
/** */
public class Main {

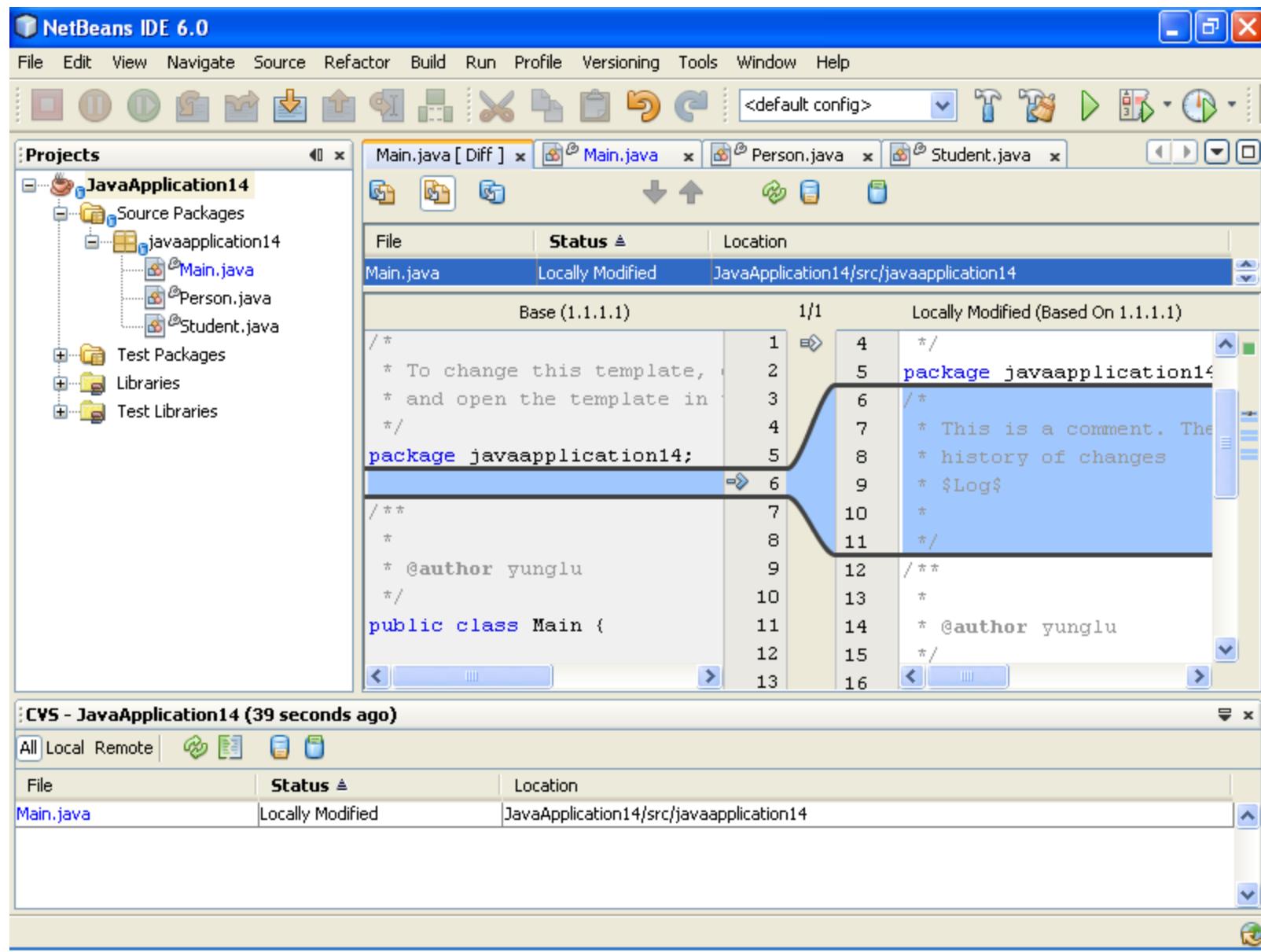
    /**
     * @param args the command line arguments
     */
    public static void main(String[] args) {
        // TODO code application logic here
        Person p1 = new Person("Johnson", "Tom");
        p1.print();
        Student s1 = new Student("Smith", "Mary", "Purdue", "EC");
        s1.print();
    }
}
```

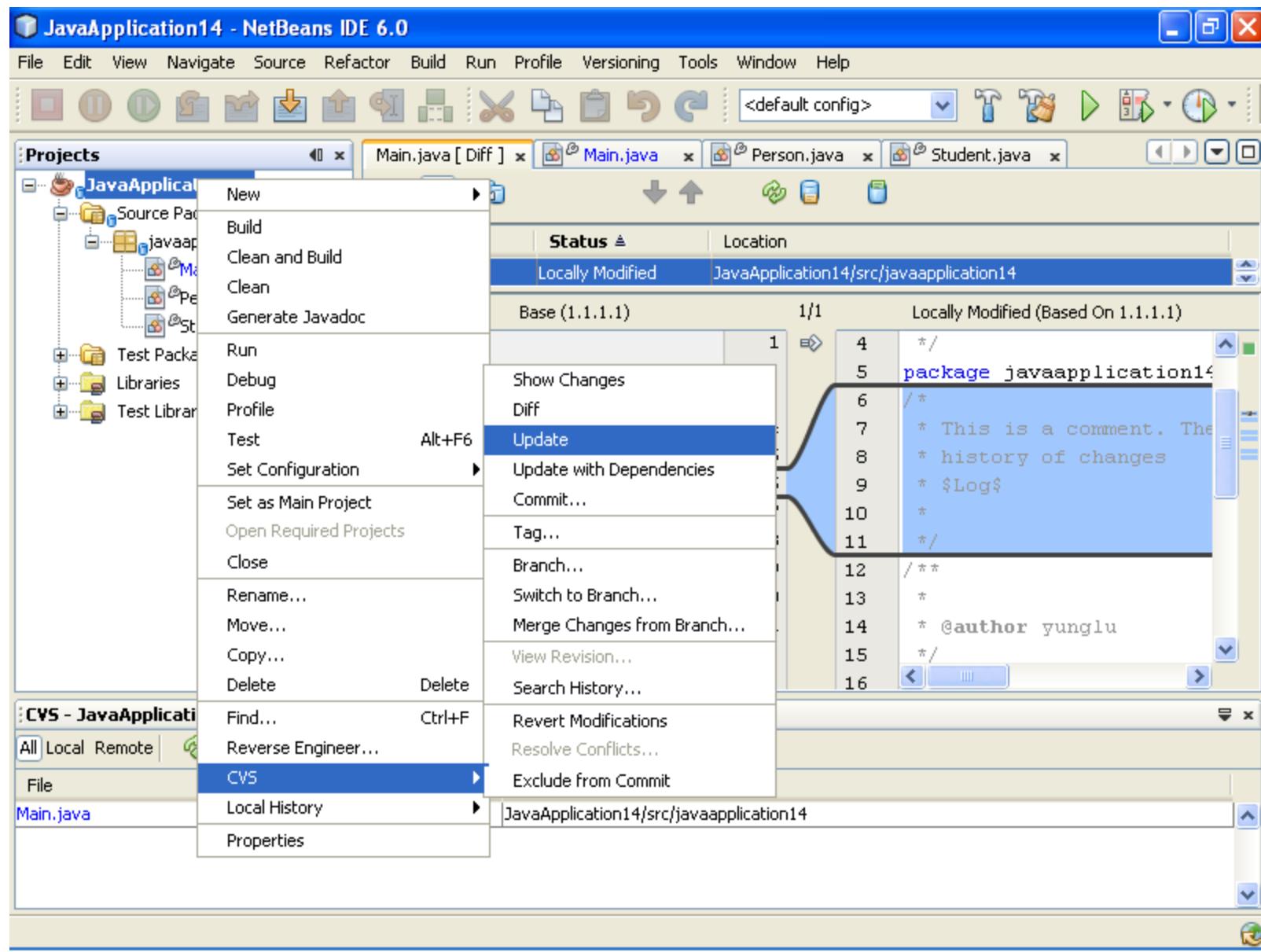
Main.java saved.

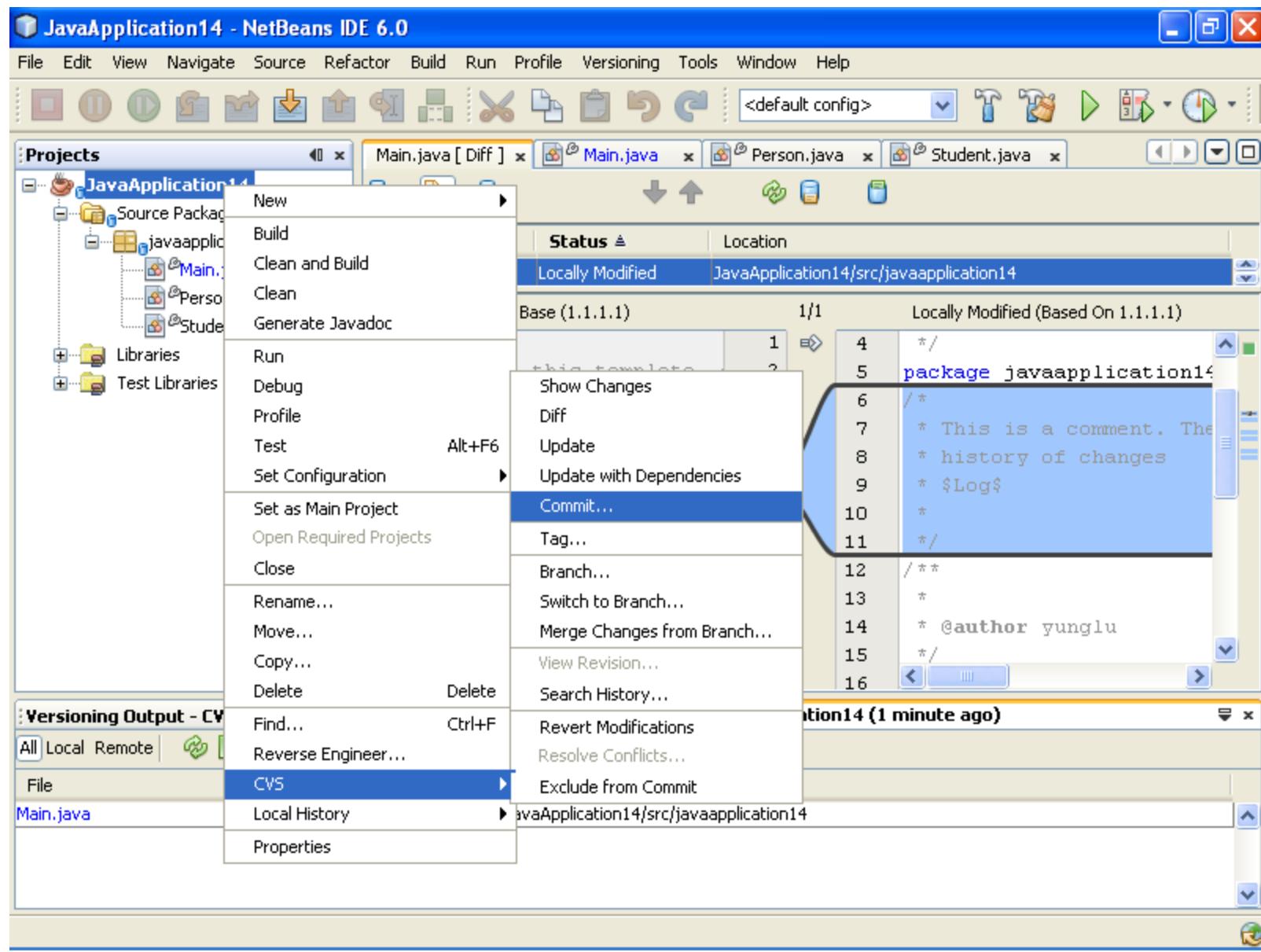


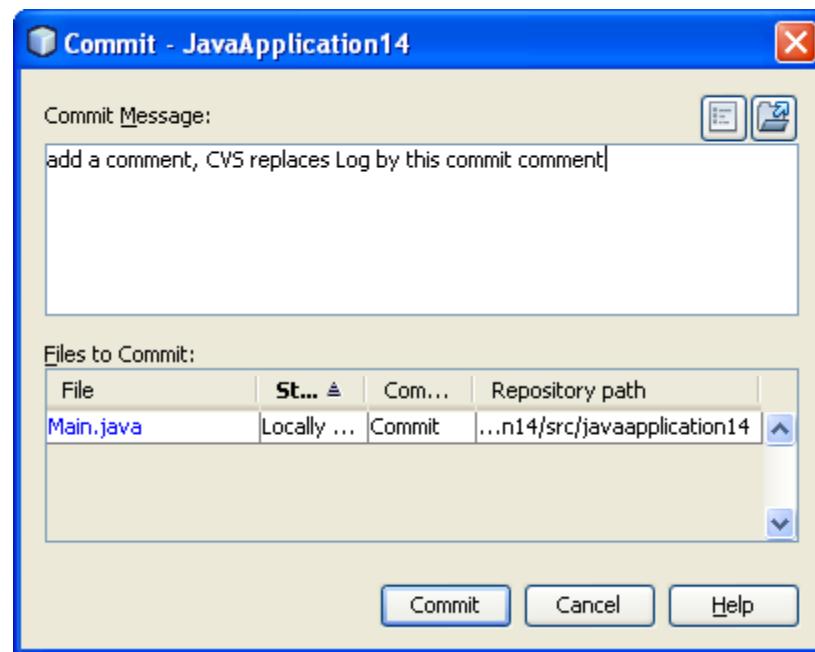


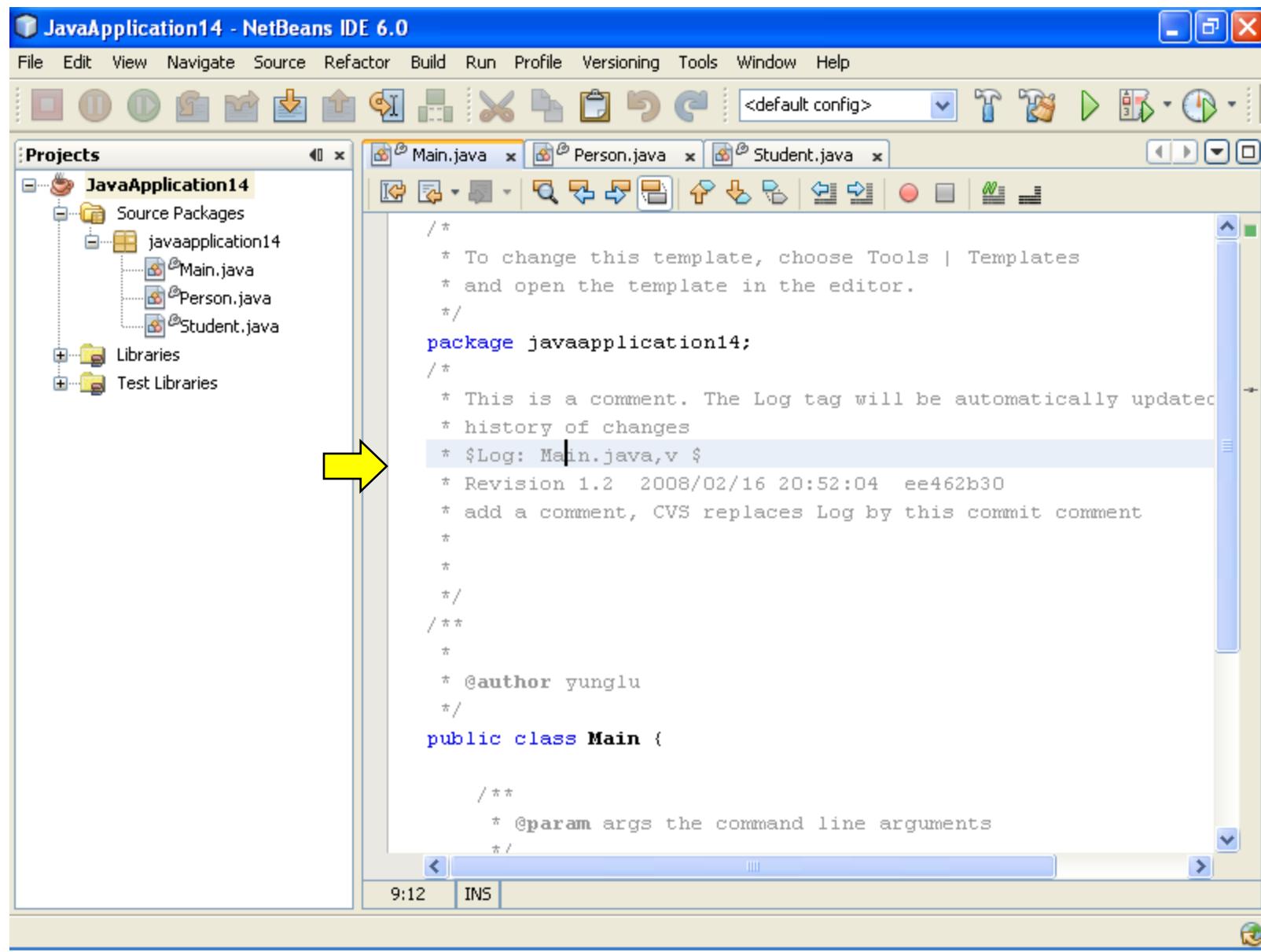












# **Compile / Execute C++ Programs in Linux Shell**

1:msee190pc9.ecn.purdue.edu - ee462b30@msee190pc - SSH Secure Shell

File Edit View Window Help

Quick Connect Profiles

[msee190pc9] ~/ ] mkdir cpp  
[msee190pc9] ~/ ] setenv CVSROOT ~/projects/  
[msee190pc9] ~/ ] cd cpp/  
[msee190pc9] ~/cpp/ ] cvs checkout MyFirst  
cvs checkout: Updating MyFirst  
U MyFirst/.cproject  
U MyFirst/.project  
U MyFirst/Person.cpp  
U MyFirst/Person.h  
U MyFirst/Student.cpp  
U MyFirst/Student.h  
U MyFirst/main.cpp  
[msee190pc9] ~/cpp/ ] █

2:msee190pc9.ecn.purdue.edu - ee462b30@msee190pc - SSH Secure Shell

File Edit View Window Help

Quick Connect Profiles

```
[msee190pc9] ~ /cpp/MyFirst/ ] ls
CVS/ main.cpp Person.cpp Person.h student.cpp student.h
[msee190pc9] ~ /cpp/MyFirst/ ] █
```

2:msee190pc9.ecn.purdue.edu - ee462b30@msee190pc - SSH Secure Shell

File Edit View Window Help

Quick Connect Profiles

```
[msee190pc9] ~/cpp/MyFirst/ ] ls
CVS/ main.cpp Person.cpp Person.h student.cpp student.h
[msee190pc9] ~/cpp/MyFirst/ ] which qmake
/home/shay/a/sfwtools/public/qt4.3.0/bin//qmake
[msee190pc9] ~/cpp/MyFirst/ ] qmake -version
QMake version 2.01a
Using Qt version 4.3.0 in /home/shay/a/sfwtools/public/qt4.3.0/lib
[msee190pc9] ~/cpp/MyFirst/ ] █
```

2:msee190pc9.ecn.purdue.edu - ee462b30@msee190pc - SSH Secure Shell

File Edit View Window Help

Quick Connect Profiles

```
CVS/ main.cpp Person.cpp Person.h Student.cpp Student.h
[(msee190pc9) ~/cpp/MyFirst/] which qmake
/home/shay/a/sfwtools/public/qt4.3.0/bin//qmake
[(msee190pc9) ~/cpp/MyFirst/] qmake -version
QMake version 2.01a
Using Qt version 4.3.0 in /home/shay/a/sfwtools/public/qt4.3.0/lib
[(msee190pc9) ~/cpp/MyFirst/] qmake -project
[(msee190pc9) ~/cpp/MyFirst/] qmake
[(msee190pc9) ~/cpp/MyFirst/] make
g++ -c -m64 -pipe -O2 -Wall -W -D_REENTRANT -DQT_NO_DEBUG -DQT_GUI_LIB
-DQT_CORE_LIB -DQT_SHARED -I../../../../sfwtools/public/qt4.3.0/mkspecs/
linux-g++-64 -I. -I../../../../sfwtools/public/qt4.3.0/include/QtCore -I.
../../../../sfwtools/public/qt4.3.0/include/QtCore -I../../../../sfwtools/pub
lic/qt4.3.0/include/QtGui -I../../../../sfwtools/public/qt4.3.0/include/Q
tGui -I../../../../sfwtools/public/qt4.3.0/include -I. -I. -I. -o main.o
main.cpp
main.cpp:6: warning: unused parameter 'argc'
main.cpp:6: warning: unused parameter 'argv'
g++ -c -m64 -pipe -O2 -Wall -W -D_REENTRANT -DQT_NO_DEBUG -DQT_GUI_LIB
-DQT_CORE_LIB -DQT_SHARED -I../../../../sfwtools/public/qt4.3.0/mkspecs/
linux-g++-64 -I. -I../../../../sfwtools/public/qt4.3.0/include/QtCore -I.
../../../../sfwtools/public/qt4.3.0/include/QtCore -I../../../../sfwtools/pub
lic/qt4.3.0/include/QtGui -I../../../../sfwtools/public/qt4.3.0/include/Q
tGui -I../../../../sfwtools/public/qt4.3.0/include -I. -I. -I. -o Person.
o Person.cpp
g++ -c -m64 -pipe -O2 -Wall -W -D_REENTRANT -DQT_NO_DEBUG -DQT_GUI_LIB
```

2:msee190pc9.ecn.purdue.edu - ee462b30@msee190pc - SSH Secure Shell

File Edit View Window Help

Quick Connect Profiles

```
1ic/qt4.3.0/include/QtGui -I../../sfwtools/public/qt4.3.0/include/QtGui -I../../sfwtools/public/qt4.3.0/include -I. -I. -I. -o Person.o Person.cpp
g++ -c -m64 -pipe -O2 -Wall -W -D_REENTRANT -DQT_NO_DEBUG -DQT_GUI_LIB
-DQT_CORE_LIB -DQT_SHARED -I../../sfwtools/public/qt4.3.0/mkspecs/linux-g++-64 -I. -I../../sfwtools/public/qt4.3.0/include/QtCore -I../../sfwtools/public/qt4.3.0/include/QtGui -I../../sfwtools/public/qt4.3.0/include/QtGui -I. -I. -I. -o Student.o Student.cpp
g++ -m64 -Wl,-rpath,/home/shay/a/sfwtools/public/qt4.3.0/lib -o MyFirst main.o Person.o Student.o -L/home/shay/a/sfwtools/public/qt4.3.0/lib -lQtGui -L/home/shay/a/sfwtools/public/qt4.3.0/lib -L/usr/X11R6/lib64 -lpng -lSM -lICE -pthread -pthread -lxinerama -lfreetype -lfontconfig -lxext -lx11 -lQtCore -lz -lpthread -lgthread-2.0 -lglib-2.0 -lrt -ldl -lpthread
/usr/bin/ld: warning: libstdc++.so.5, needed by /home/shay/a/sfwtools/public/qt4.3.0/lib/libQtGui.so, may conflict with libstdc++.so.6
[(msee190pc9) ~/cpp/MyFirst/ ] ./MyFirst
```

Last name: Johnson  
first name: Tom  
last name: Smith  
first name: Mary  
school: Purdue  
major: ECE

[(msee190pc9) ~/cpp/MyFirst/ ]

# **Compile / Execute Java Programs in Linux Shell**

1:msee190pc9.ecn.purdue.edu - ee462b30@msee190pc - SSH Secure Shell

File Edit View Window Help

Quick Connect Profiles

mkdir java  
setenv CVSROOT ~/projects/  
cd java/  
cvs checkout FirstJava  
cvs checkout: Updating FirstJava  
U FirstJava/.classpath  
U FirstJava/.project  
cvs checkout: Updating FirstJava/src  
cvs checkout: Updating FirstJava/src/firstjava  
U FirstJava/src/firstjava/FirstJavaMain.java  
U FirstJava/src/firstjava/Person.java  
U FirstJava/src/firstjava/Student.java  
[(msee190pc9) ~/java/ ] █

2:msee190pc9.ecn.purdue.edu - ee462b30@msee190pc - SSH Secure Shell

File Edit View Window Help

Quick Connect Profiles

```
[msee190pc9] ~/java/FirstJava/src/firstjava/ ] ls  
CVS/ FirstJavaMain.java Person.java Student.java  
[msee190pc9] ~/java/FirstJava/src/firstjava/ ] █
```

2:msee190pc9.ecn.purdue.edu - ee462b30@msee190pc - SSH Secure Shell

File Edit View Window Help

Quick Connect Profiles

```
CVS/ FirstJavaMain.java Person.java Student.java
[(msee190pc9) ~/java/FirstJava/src/firstjava/] cvs diff
cvs diff: Diffing .
Index: FirstJavaMain.java
=====
RCS file: /home/shay/a/ee462b30/projects/FirstJava/src/firstjava/First
JavaMain.java,v
retrieving revision 1.1
diff -r1.1 FirstJavaMain.java
4d3
< package firstjava;
Index: Person.java
=====
RCS file: /home/shay/a/ee462b30/
n.java,v
retrieving revision 1.2
diff -r1.2 Person.java
4d3
< package firstjava;
Index: Student.java
=====
RCS file: /home/shay/a/ee462b30/projects/FirstJava/src/firstjava/Stude
nt.java,v
retrieving revision 1.1
diff -r1.1 Student.java
4,5d3
```

Remove  
package firstjava;  
in the files

2:msee190pc9.ecn.purdue.edu - ee462b30@msee190pc - SSH Secure Shell

File Edit View Window Help

Quick Connect Profiles

```
[msee190pc9] ~/java/FirstJava/src/firstjava/ ] ls
CVS/ FirstJavaMain.java Person.java Student.java
[msee190pc9] ~/java/FirstJava/src/firstjava/ ] which javac
/home/shay/a/sfwtools/public/jdk1.6.0_02/bin//javac
[msee190pc9] ~/java/FirstJava/src/firstjava/ ] javac -version
javac 1.6.0_02
[msee190pc9] ~/java/FirstJava/src/firstjava/ ] javac Person.java
[msee190pc9] ~/java/FirstJava/src/firstjava/ ] javac Student.java
[msee190pc9] ~/java/FirstJava/src/firstjava/ ] javac FirstJavaMain.java
[msee190pc9] ~/java/FirstJava/src/firstjava/ ] ls
CVS/ FirstJavaMain.java Person.java Student.java
FirstJavaMain.class Person.class Student.class
[msee190pc9] ~/java/FirstJava/src/firstjava/ ] java FirstJavaMain ←
Last name: Johnson
First name: Tom
Last name: Smith
First name: Mary
School: Purdue
Major: ECE
```

{ }

# **Self Test**