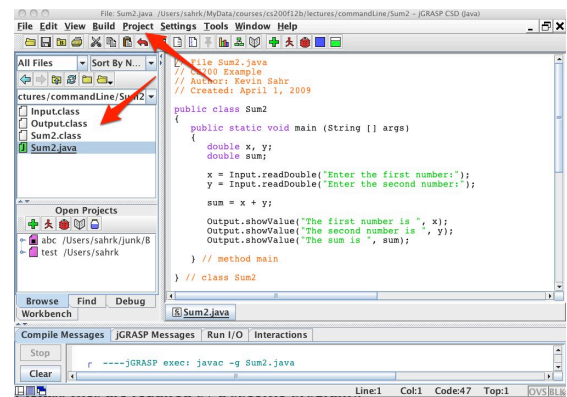


Creating a Double-Clickable Executable in JGrasp

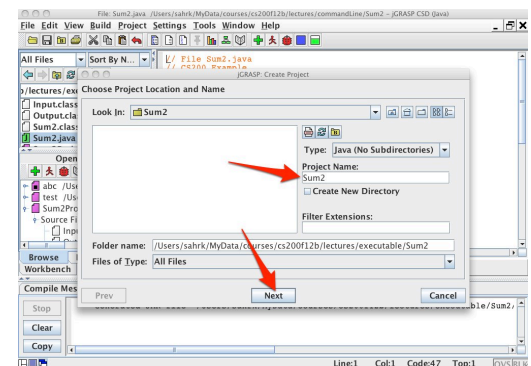
This material is FYI/non-testable

While so far we have been executing our programs within the **JGrasp** IDE, it is possible (and pretty easy) to create a double-clickable executable from a Java program that can be run on any computer without needing **JGrasp** present. In this tutorial I will show you how. I will use our example program that adds two user-input numbers; however these same steps can be followed to create a double-clickable executable from any of your Java programs.

Begin in **JGrasp** with a compiled and working copy of our program, including the files **Input.class** and **Output.class** (or whatever **.class** files are required by a specific program).

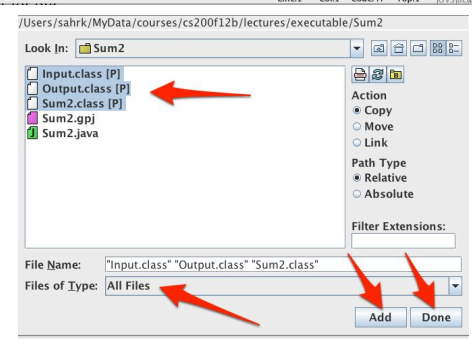


Step 1. We must first create a Project for our program. Projects are a way of organizing the files associated with a particular program. We create a project by choosing **New** from the **Project** menu. Type in a project name of your choice in the **Project Name:** field in the **Create Project** dialogue box and then choose **Next**.



This will bring up the **Confirm Project Creation** dialogue box (not pictured); choose **Create** to accept the default project settings.

Step 2. A dialogue box will now allow you to add files to the project. Select **All Files** from the **Files of Type** pull-down menu. For the purpose of creating an executable we need all of the **.class** files that are required by this program. Choose those files and then click **Add**. Then click **Done**.



Step 3. Now from the **Project** menu choose **Create JAR or Zip file for Project** and then choose the project you just created from the pulldown menu that appears. In the dialogue box under **Archive Type** choose **JAR File**. Then click **Next**. On the next dialogue box (not pictured) click **Create JAR**.

This should create a file with a **.jar** extension. This can be moved to any computer and executed simply by double-clicking on it as you would any other application icon.

