

Intro to Java Programming

Getting Started with Programming

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Outline

Getting Started with Programming

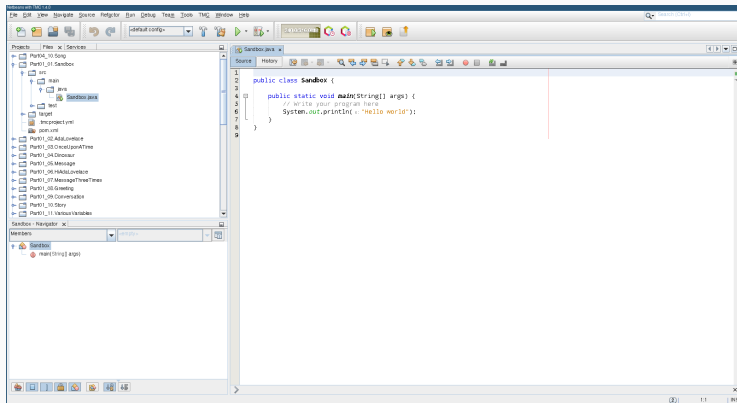
Topic

Getting Started with Programming

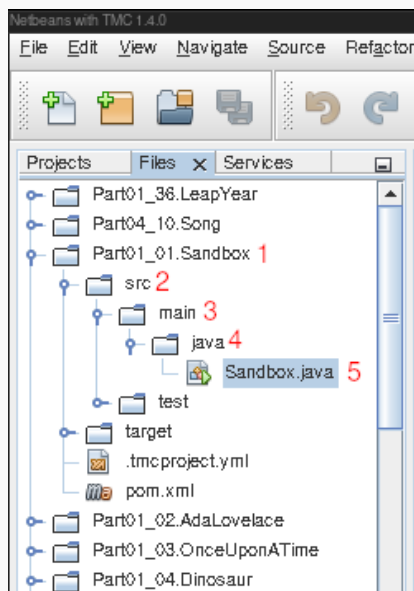
Objectives

1. Become familiar with the 'NetBeans with TMC' development environment used in this course.
2. Learn to download and submit programming exercises.

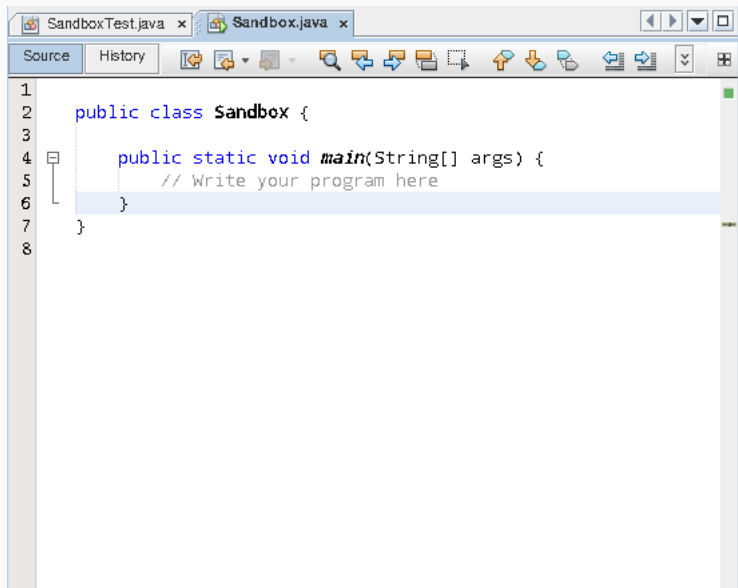
The tmcbeans interface



Selecting a project



Selecting a project



The screenshot shows a Java IDE with two tabs: 'SandboxTest.java' and 'Sandbox.java'. The 'Sandbox.java' tab is active, showing the source code of a public class named 'Sandbox'. The code is as follows:

```
1 public class Sandbox {  
2  
3  
4     public static void main(String[] args) {  
5         // Write your program here  
6     }  
7 }  
8
```

The line numbers 1 through 8 are visible on the left side of the editor. The code is formatted with blue for keywords and black for identifiers and comments. The 'main' method is highlighted with a light blue background.

Writing our first Java code

Code

```
1 public class Sandbox {  
2     public static void main(String[] args) {  
3         // Write your program here  
4         System.out.println("Hello world");  
5     }  
6 }
```

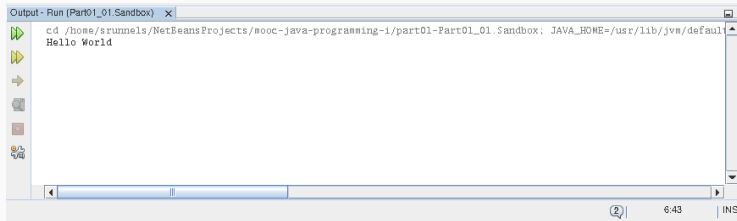
```
> Hello world
```

Results

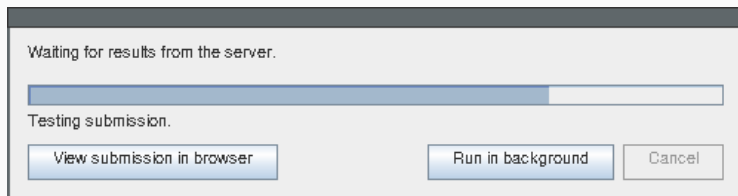
Run Your Code



Check Your Output



What does TMC stand for?



What does TMC stand for?

