

# Java Programming I

## Introduction to Eclipse

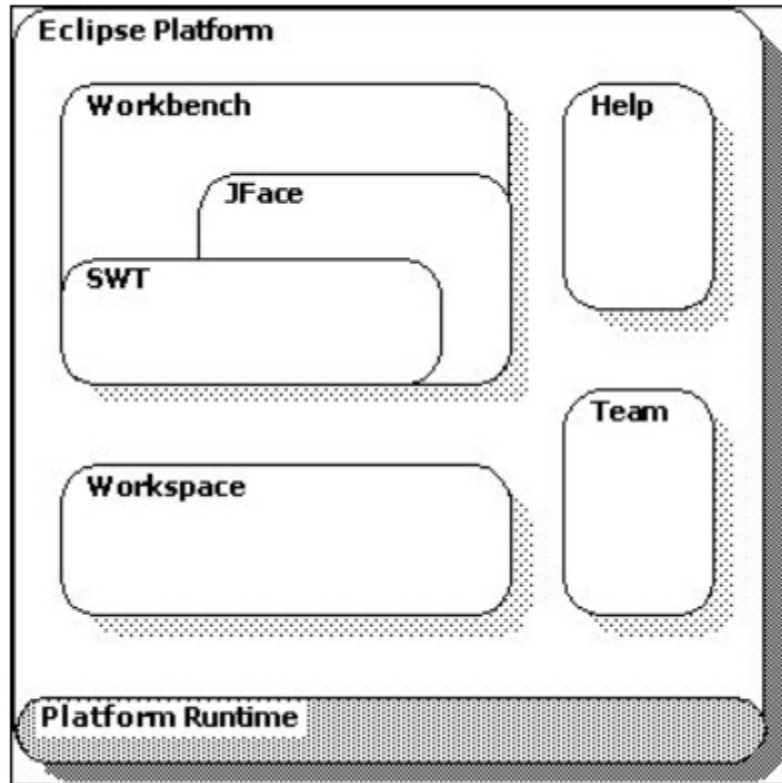
# Contents

- ◆ Features
- ◆ Creating a simple application
- ◆ Debugging applications
- ◆ Getting help information

# Features

- ◆ Eclipse is an integrated development environment (IDE) used in computer programming, and is the most widely used Java IDE.
- ◆ It contains a base workspace and an extensible plug-in system for customizing the environment.
- ◆ Eclipse is written mostly in Java and its primary use is for developing Java applications.
- ◆ It may also be used to develop applications in other programming languages via plug-ins.

# Eclipse platform

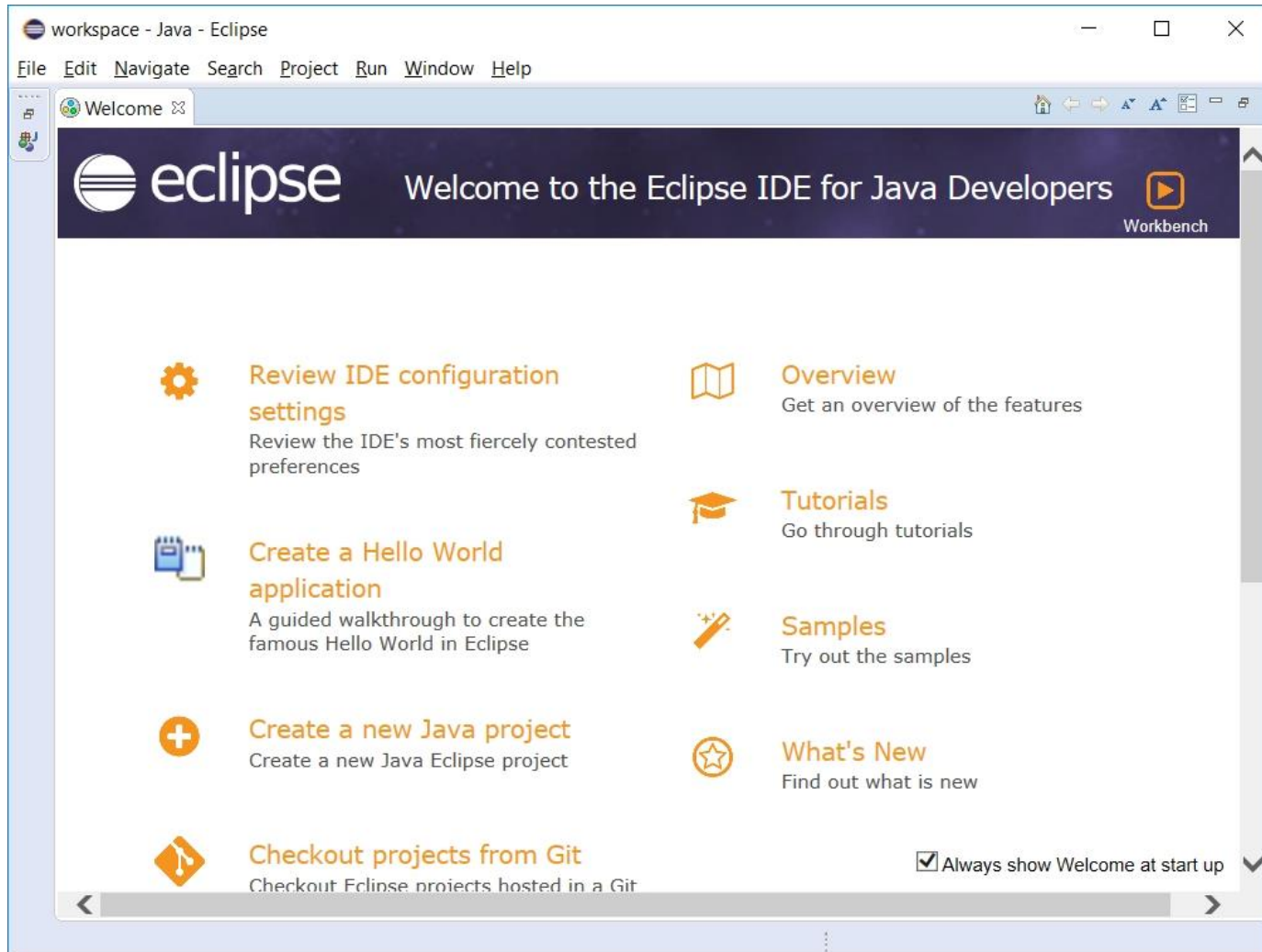


- ◆ The term Workbench refers to the desktop development environment. The Workbench aims to achieve seamless tool integration and controlled openness by providing a common paradigm for the creation, management, and navigation of workspace resources.

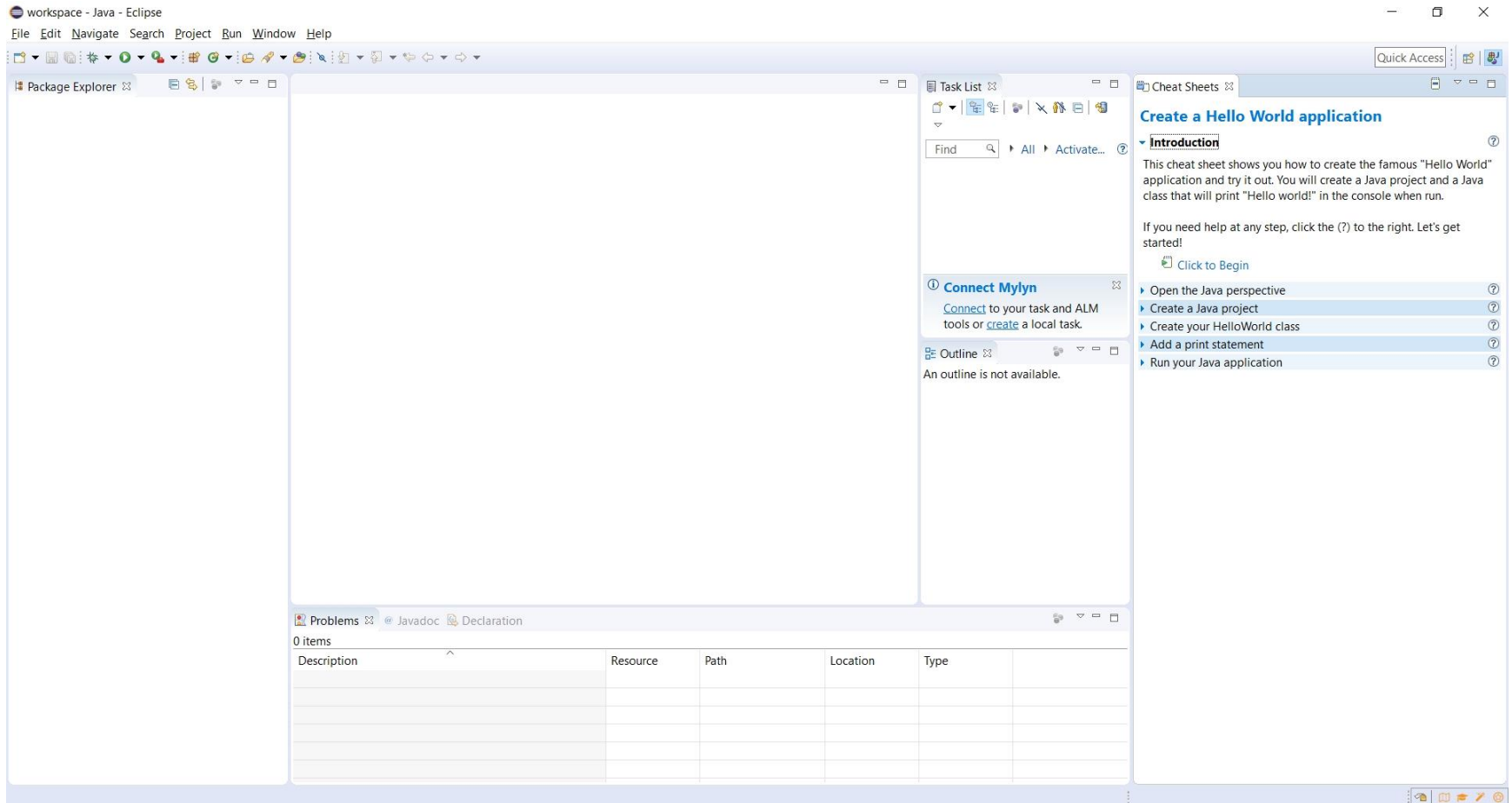
# Eclipse platform

- ◆ Each Workbench window contains one or more perspectives.
- ◆ Perspectives contain views and editors and control what appears in certain menus and tool bars.
- ◆ More than one Workbench window can exist on the desktop at any given time.

# Welcome window



# Hello World App



# Hello World App



## Create a Hello World application

### ▼ Introduction



This cheat sheet shows you how to create the famous "Hello World" application and try it out. You will create a Java project and a Java class that will print "Hello world!" in the console when run.

If you need help at any step, click the (?) to the right. Let's get started!



[Click to Begin](#)

- ▶ Open the Java perspective (?)
- ▶ Create a Java project (?)
- ▶ Create your HelloWorld class (?)
- ▶ Add a print statement (?)
- ▶ Run your Java application (?)



# Hello World App



The screenshot shows a software window titled "Cheat Sheets" with a tab labeled "Cheat Sheets". The window contains a section titled "Create a Hello World application". Below the title, there is a list of steps, each preceded by a green checkmark and a right-pointing arrow. The first two steps are "Introduction" and "Open the Java perspective", both with question mark icons to their right. Below the second step, there is a paragraph of text: "If you're not already in the Java perspective, in the main menu select **Window** > **Open Perspective** > **Java** or click on the 'Click to Perform' link below." This is followed by two links: "Click to perform" (with a green play button icon) and "Click when complete" (with a green checkmark icon). Below these links, there is a list of four steps, each preceded by a right-pointing arrow and followed by a question mark icon. The first step, "Create a Java project", is highlighted with a dashed border. The other steps are "Create your HelloWorld class", "Add a print statement", and "Run your Java application".

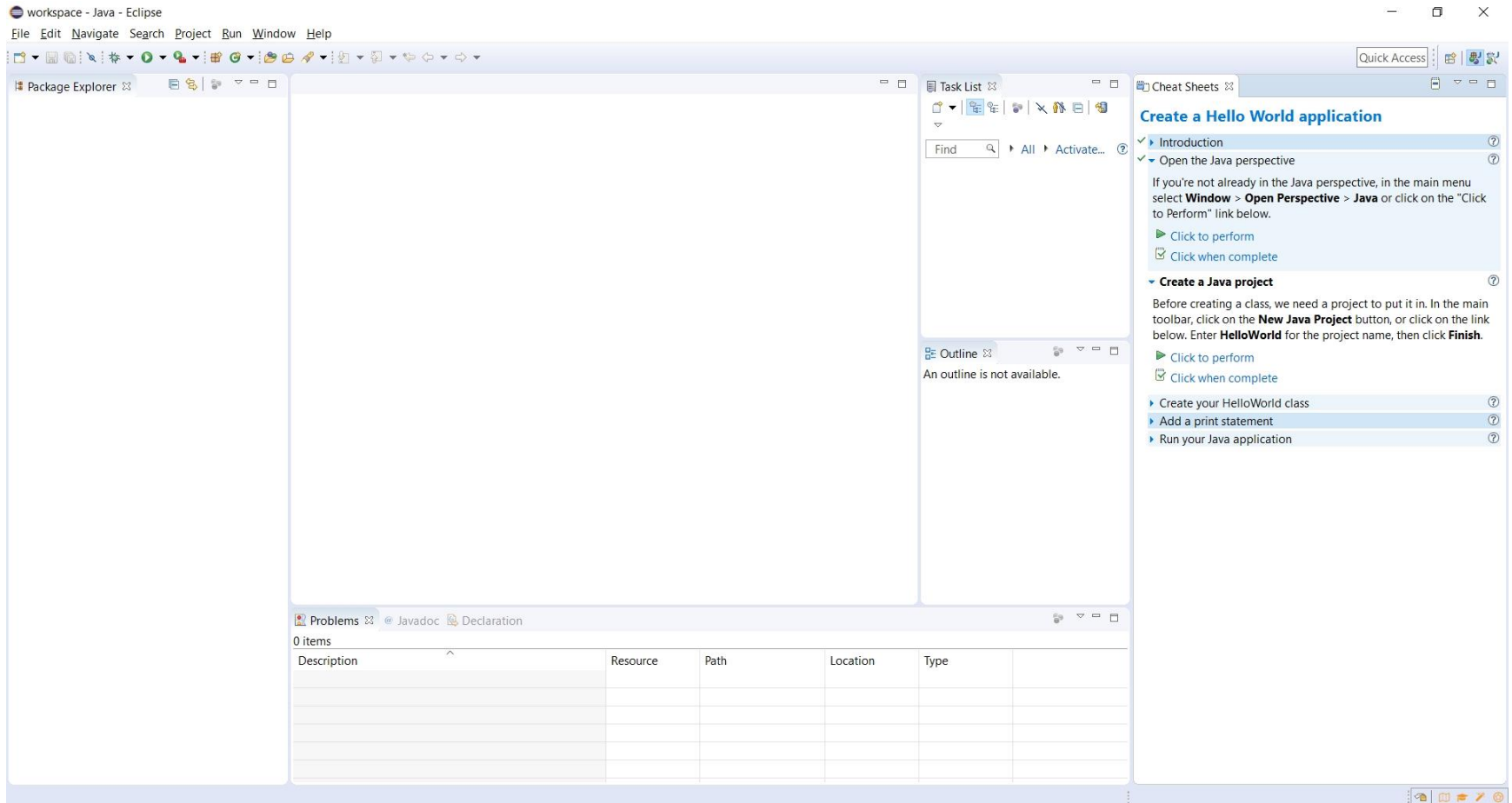
Quick Access

Cheat Sheets

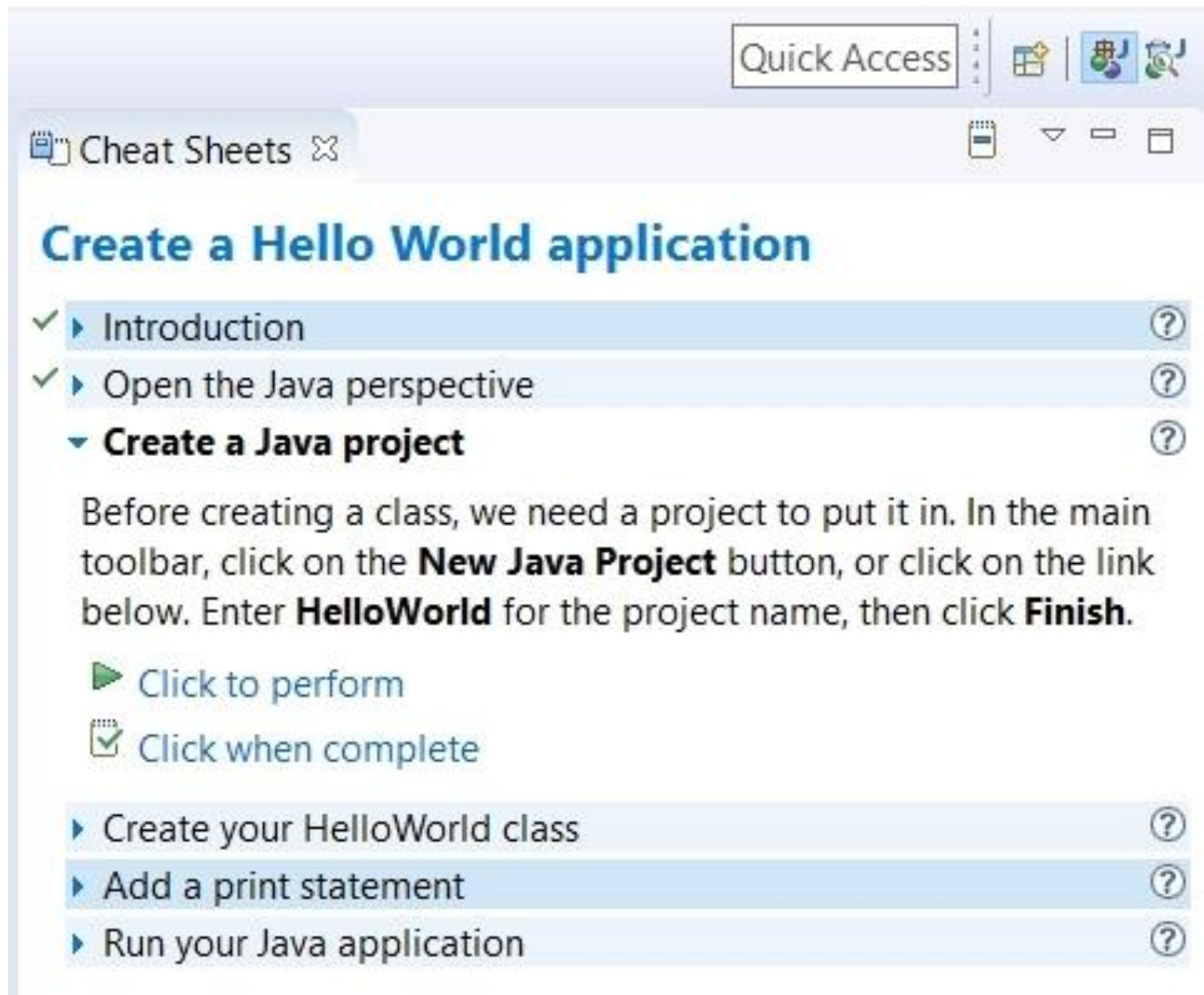
## Create a Hello World application

- ✓ ▶ Introduction ?
- ✓ ▶ Open the Java perspective ?
  - If you're not already in the Java perspective, in the main menu select **Window** > **Open Perspective** > **Java** or click on the "Click to Perform" link below.
  - ▶ Click to perform
  - ✓ Click when complete
- ▶ **Create a Java project** ?
- ▶ Create your HelloWorld class ?
- ▶ Add a print statement ?
- ▶ Run your Java application ?

# Hello World App



# Hello World App

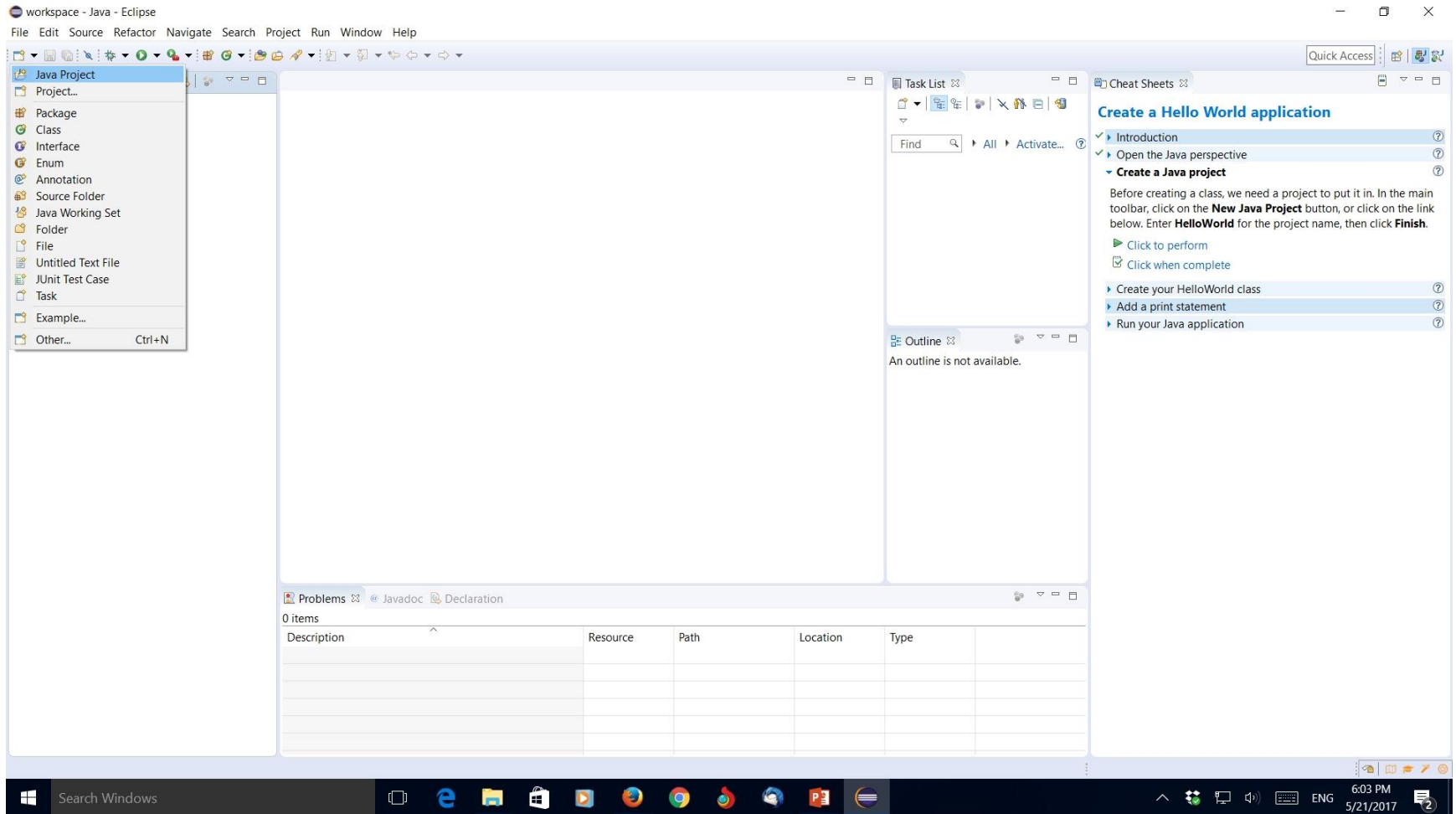


The screenshot shows a 'Cheat Sheets' window with a title bar containing 'Quick Access' and several icons. The window has a tab labeled 'Cheat Sheets' and a list of steps for creating a Hello World application. The steps are: Introduction, Open the Java perspective, Create a Java project, Create your HelloWorld class, Add a print statement, and Run your Java application. The 'Create a Java project' step is expanded, showing a detailed instruction and two sub-steps: 'Click to perform' and 'Click when complete'.

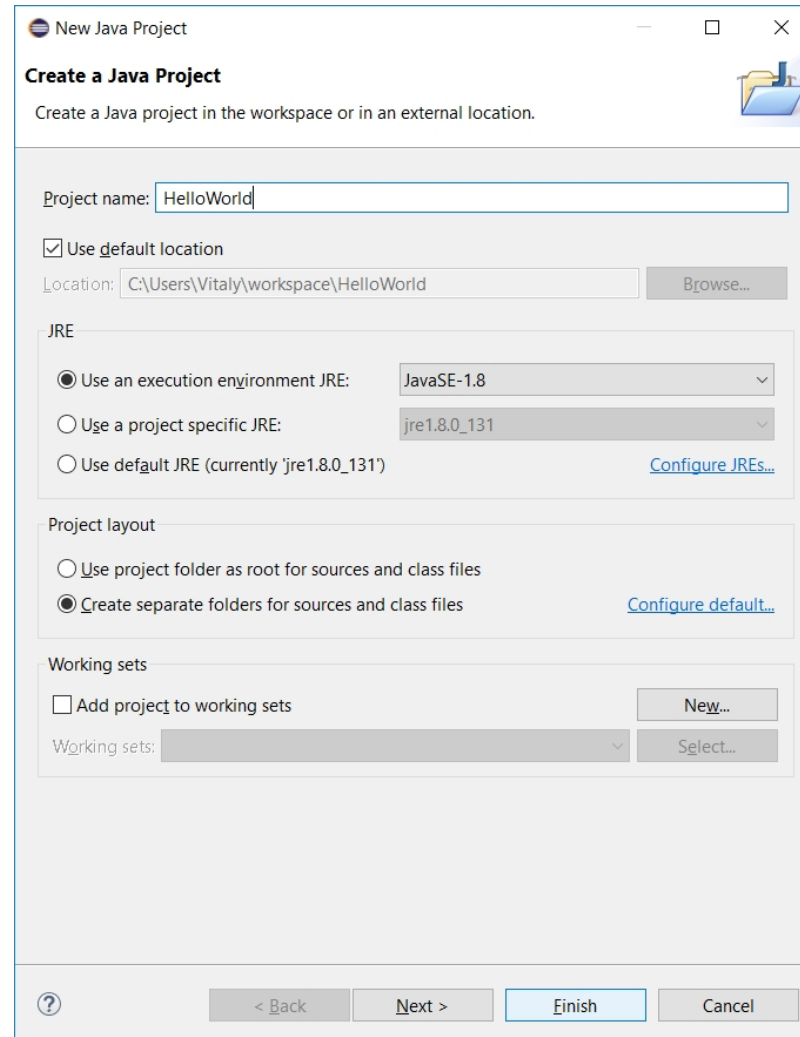
**Create a Hello World application**

- ✓ ▶ Introduction ?
- ✓ ▶ Open the Java perspective ?
- ▼ **Create a Java project** ?
  - Before creating a class, we need a project to put it in. In the main toolbar, click on the **New Java Project** button, or click on the link below. Enter **HelloWorld** for the project name, then click **Finish**.
  - ▶ Click to perform
  - ✓ Click when complete
- ▶ Create your HelloWorld class ?
- ▶ Add a print statement ?
- ▶ Run your Java application ?

# Hello World App



# Hello World App



The screenshot shows the 'New Java Project' dialog box in the Eclipse IDE. The dialog is titled 'New Java Project' and has a subtitle 'Create a Java Project'. Below the subtitle, it says 'Create a Java project in the workspace or in an external location.' The dialog is divided into several sections: 'Project name' with a text field containing 'HelloWorld'; 'Use default location' with a checked checkbox and a 'Location' text field showing 'C:\Users\Vitaly\workspace\HelloWorld' and a 'Browse...' button; 'JRE' section with three radio buttons: 'Use an execution environment JRE:' (selected) with a dropdown showing 'JavaSE-1.8', 'Use a project specific JRE:' with a dropdown showing 'jre1.8.0\_131', and 'Use default JRE (currently 'jre1.8.0\_131')' with a 'Configure JREs...' link; 'Project layout' section with two radio buttons: 'Use project folder as root for sources and class files' and 'Create separate folders for sources and class files' (selected) with a 'Configure default...' link; and 'Working sets' section with a checkbox 'Add project to working sets' and a 'New...' button, and a 'Working sets:' dropdown with a 'Select...' button. At the bottom, there are buttons for '?', '< Back', 'Next >', 'Finish', and 'Cancel'.

**New Java Project**

**Create a Java Project**

Create a Java project in the workspace or in an external location.

Project name: HelloWorld

☒ Use default location

Location: C:\Users\Vitaly\workspace\HelloWorld [Browse...](#)

**JRE**

☒ Use an execution environment JRE: JavaSE-1.8

☐ Use a project specific JRE: jre1.8.0\_131

☐ Use default JRE (currently 'jre1.8.0\_131') [Configure JREs...](#)

**Project layout**

☐ Use project folder as root for sources and class files

☒ Create separate folders for sources and class files [Configure default...](#)

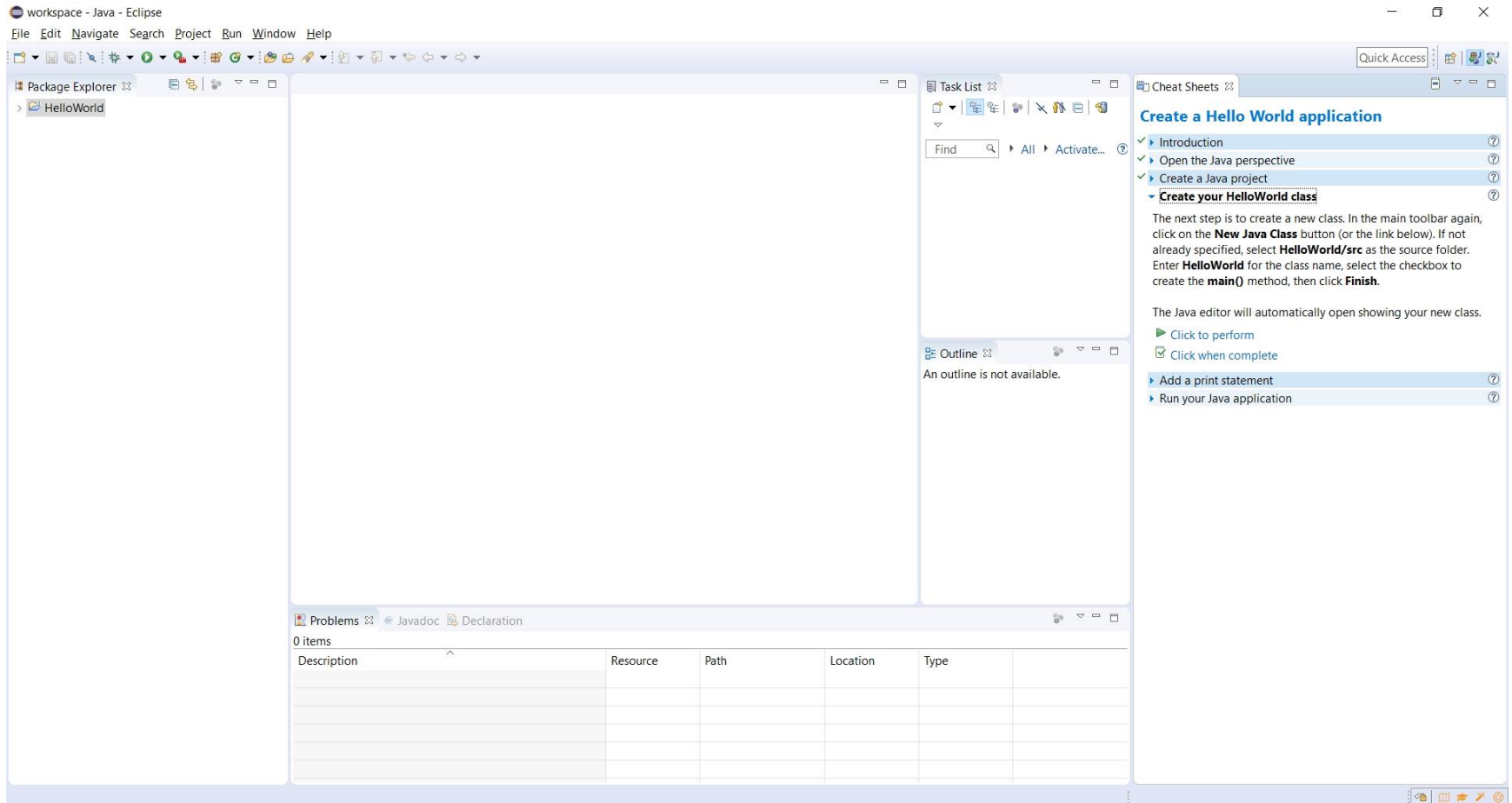
**Working sets**

☐ Add project to working sets [New...](#)

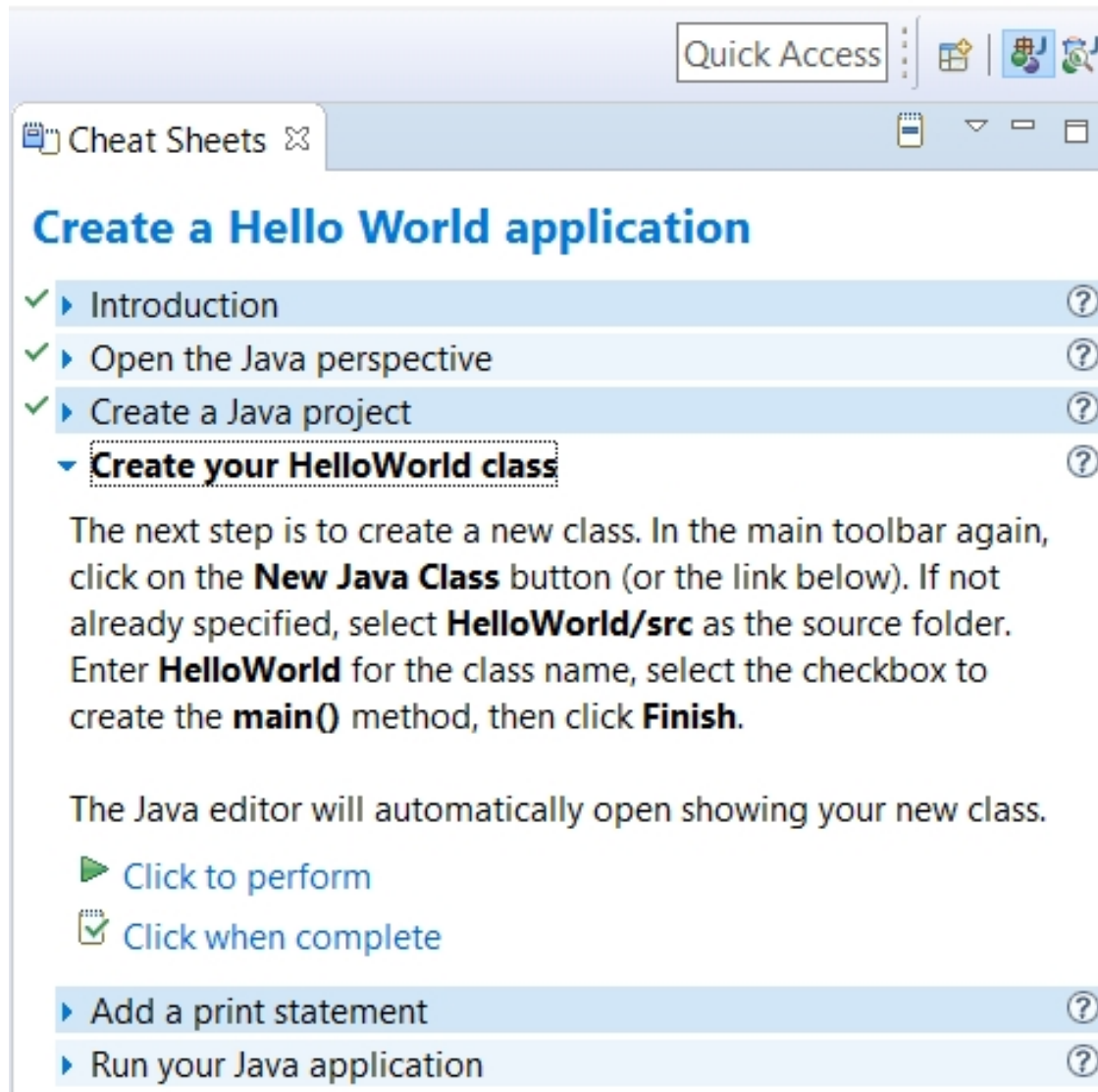
Working sets: [Select...](#)

[?](#) [< Back](#) [Next >](#) [Finish](#) [Cancel](#)

# Hello World App



# Hello World App



The screenshot shows a 'Cheat Sheets' window with a title bar containing 'Quick Access' and several icons. The main content area is titled 'Create a Hello World application' in blue. Below the title is a list of steps, each with a green checkmark icon on the left and a question mark icon on the right. The steps are: 'Introduction', 'Open the Java perspective', 'Create a Java project', 'Create your HelloWorld class' (which is highlighted with a dashed border), 'Add a print statement', and 'Run your Java application'. Below the 'Create your HelloWorld class' step, there is a paragraph of text explaining the next steps: 'The next step is to create a new class. In the main toolbar again, click on the **New Java Class** button (or the link below). If not already specified, select **HelloWorld/src** as the source folder. Enter **HelloWorld** for the class name, select the checkbox to create the **main()** method, then click **Finish**.' Below this paragraph, there are two more steps: 'Click to perform' (with a green play button icon) and 'Click when complete' (with a green checkmark icon).

Quick Access

Cheat Sheets

## Create a Hello World application

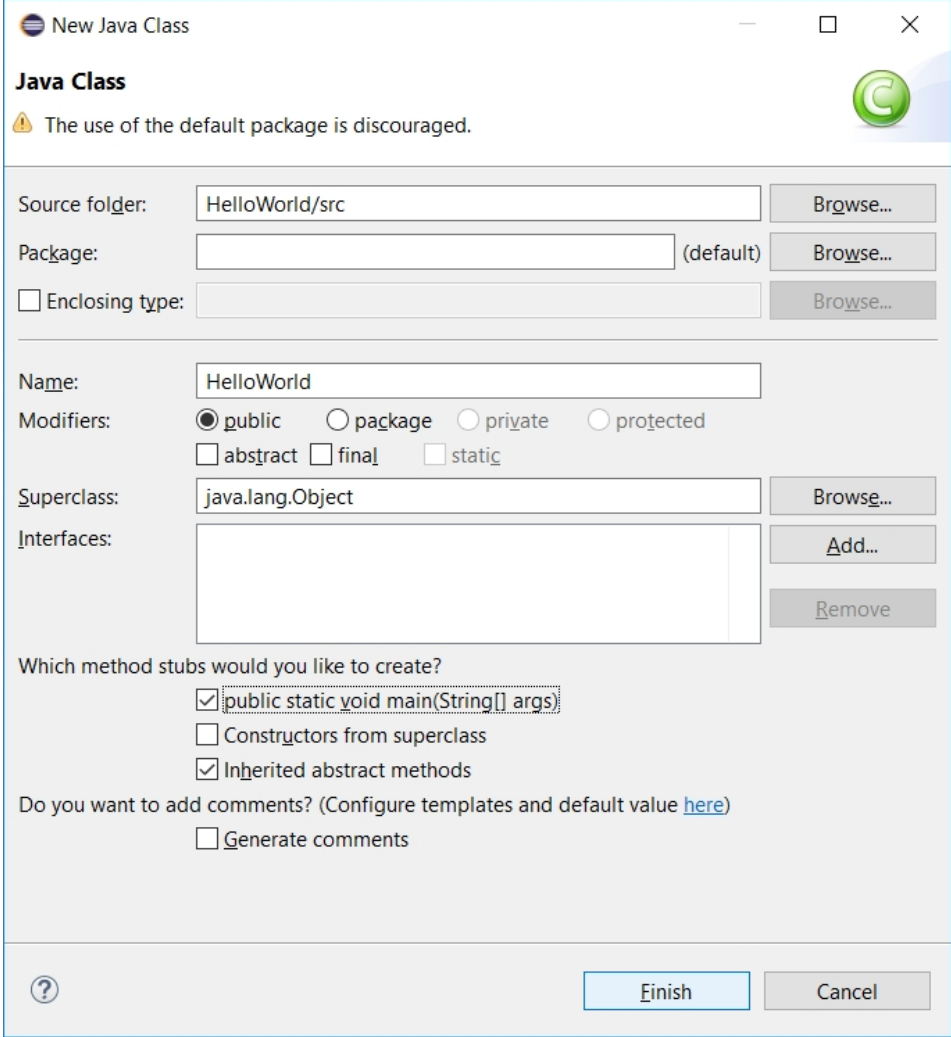
- ✓ Introduction ?
- ✓ Open the Java perspective ?
- ✓ Create a Java project ?
- ▼ **Create your HelloWorld class** ?
- ✓ Add a print statement ?
- ✓ Run your Java application ?

The next step is to create a new class. In the main toolbar again, click on the **New Java Class** button (or the link below). If not already specified, select **HelloWorld/src** as the source folder. Enter **HelloWorld** for the class name, select the checkbox to create the **main()** method, then click **Finish**.

The Java editor will automatically open showing your new class.

- ▶ Click to perform
- ✓ Click when complete

# Hello World App



**New Java Class**

**Java Class**

⚠ The use of the default package is discouraged.

Source folder: HelloWorld/src Browse...

Package: (default) Browse...

☐ Enclosing type: Browse...

Name: HelloWorld

Modifiers: ☒ public ☐ package ☐ private ☐ protected  
☐ abstract ☐ final ☐ static

Superclass: java.lang.Object Browse...

Interfaces: Add...  
Remove

Which method stubs would you like to create?

☒ public static void main(String[] args)

☐ Constructors from superclass

☒ Inherited abstract methods

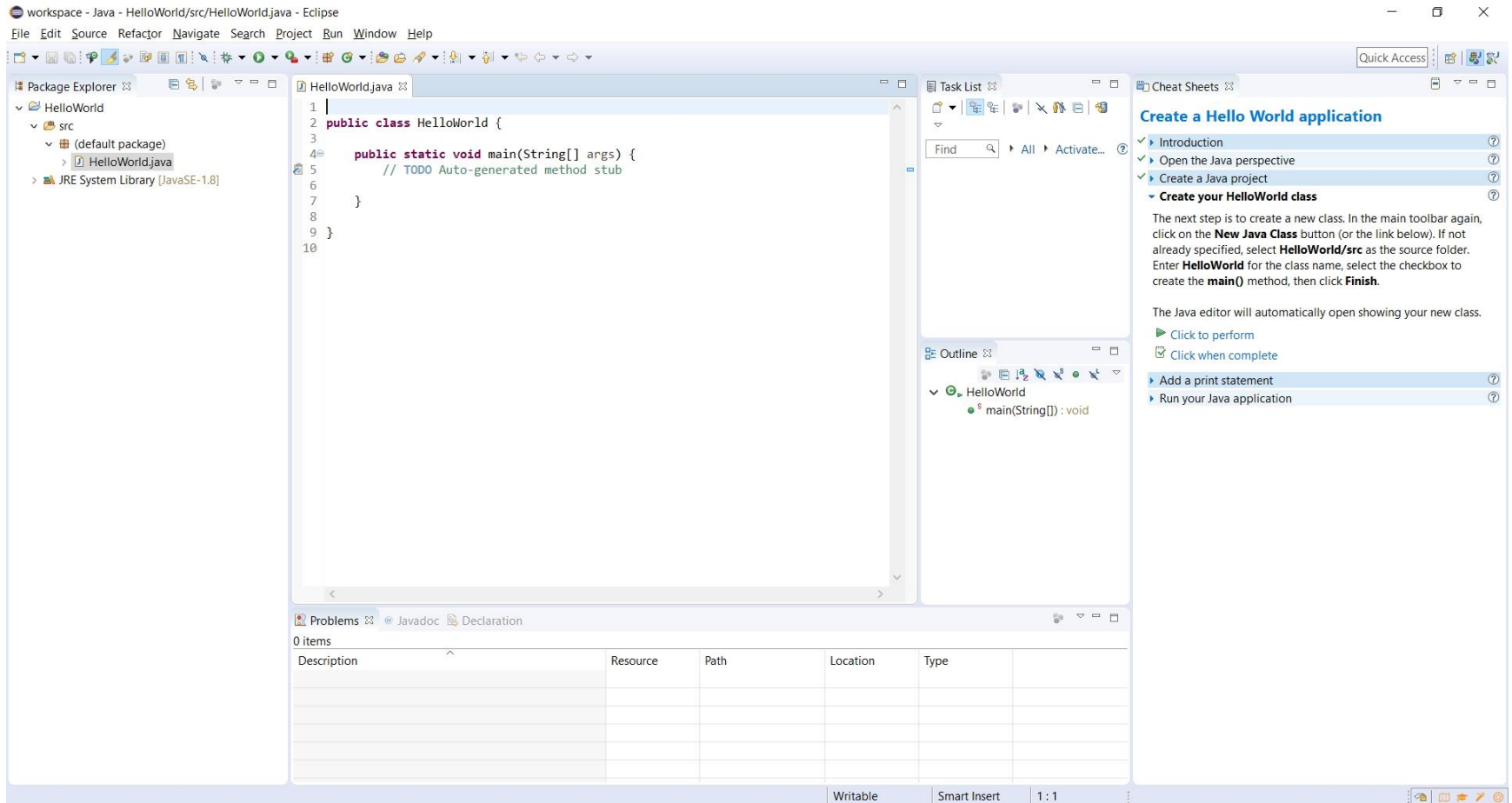
Do you want to add comments? (Configure templates and default value [here](#))

☐ Generate comments

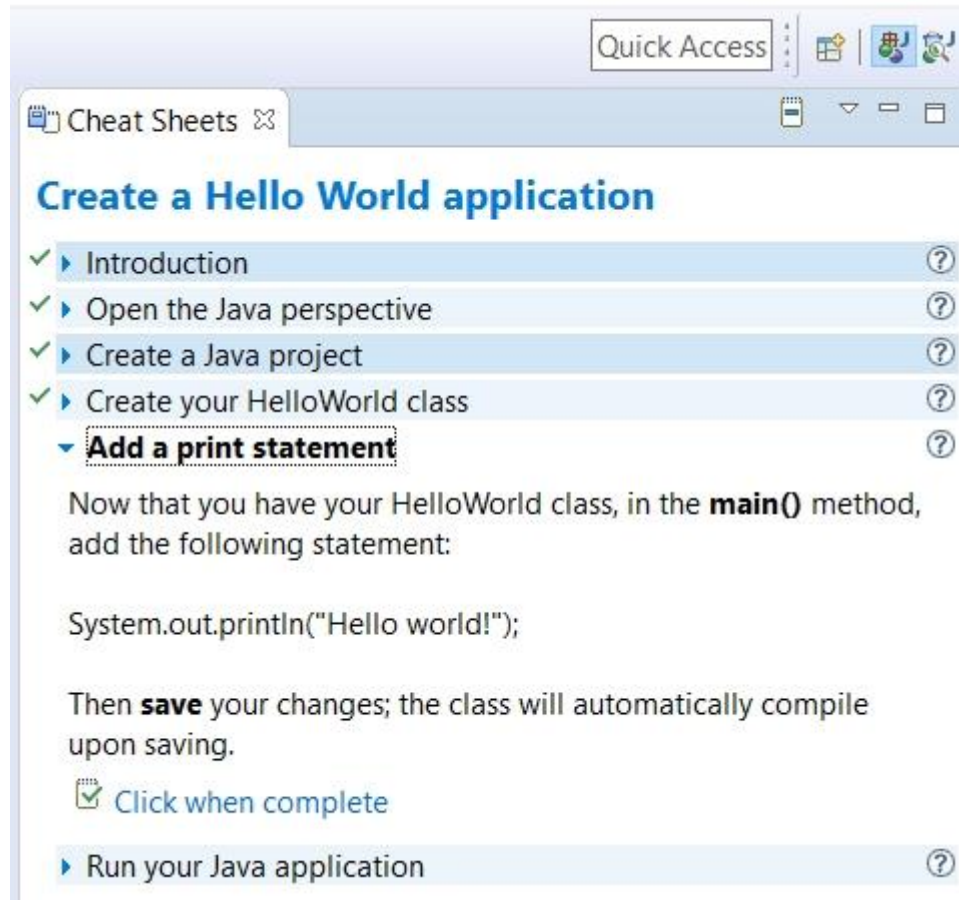
? Finish Cancel



# Hello World App



# Hello World App



Quick Access

Cheat Sheets

## Create a Hello World application

- ✓ ▶ Introduction ?
- ✓ ▶ Open the Java perspective ?
- ✓ ▶ Create a Java project ?
- ✓ ▶ Create your HelloWorld class ?
- ▼ **Add a print statement** ?

Now that you have your HelloWorld class, in the **main()** method, add the following statement:

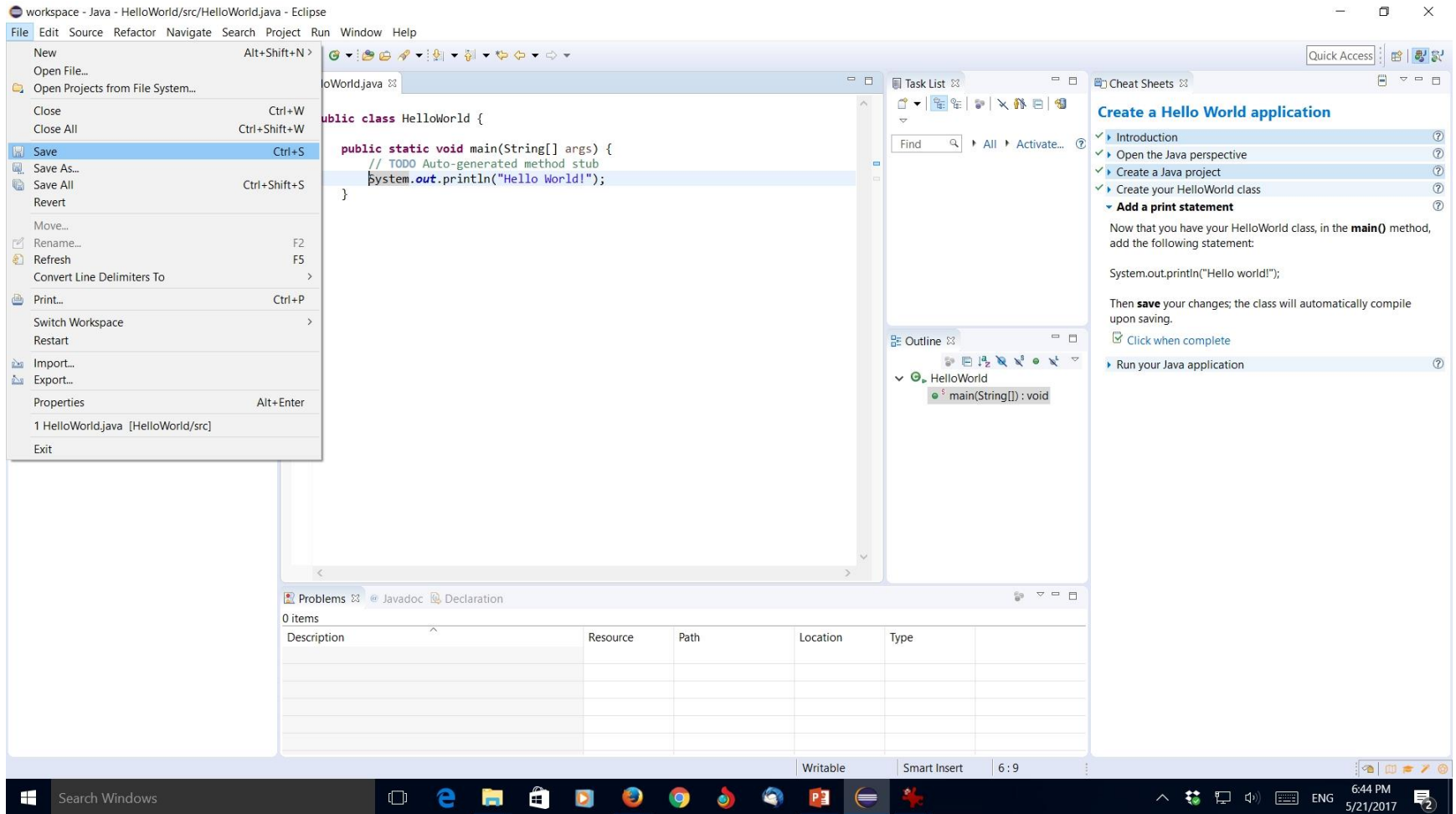
```
System.out.println("Hello world!");
```

Then **save** your changes; the class will automatically compile upon saving.

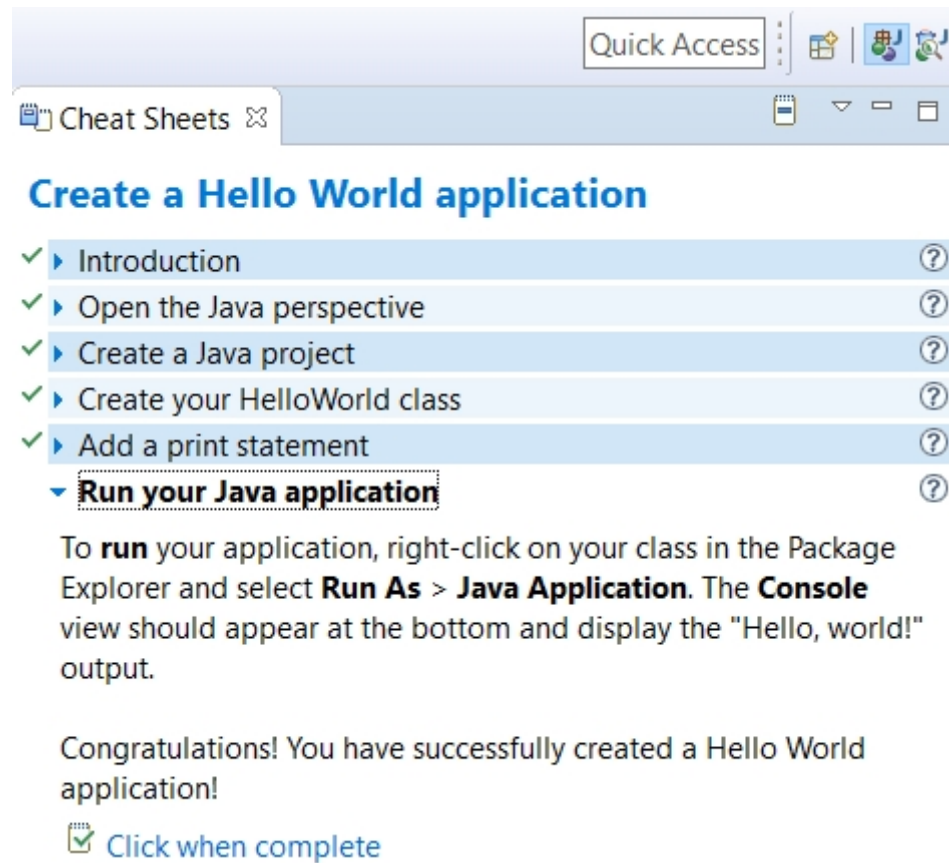
✓ Click when complete

- ▶ Run your Java application ?

# Hello World App



# Hello World App



The screenshot shows a window titled "Cheat Sheets" with a "Quick Access" bar at the top. The main content is a list of steps for creating a Hello World application. The steps are: Introduction, Open the Java perspective, Create a Java project, Create your HelloWorld class, Add a print statement, and Run your Java application. The "Run your Java application" step is expanded, showing instructions on how to run the application by right-clicking on the class in the Package Explorer and selecting "Run As > Java Application". It also includes a congratulatory message and a link to "Click when complete".

## Create a Hello World application

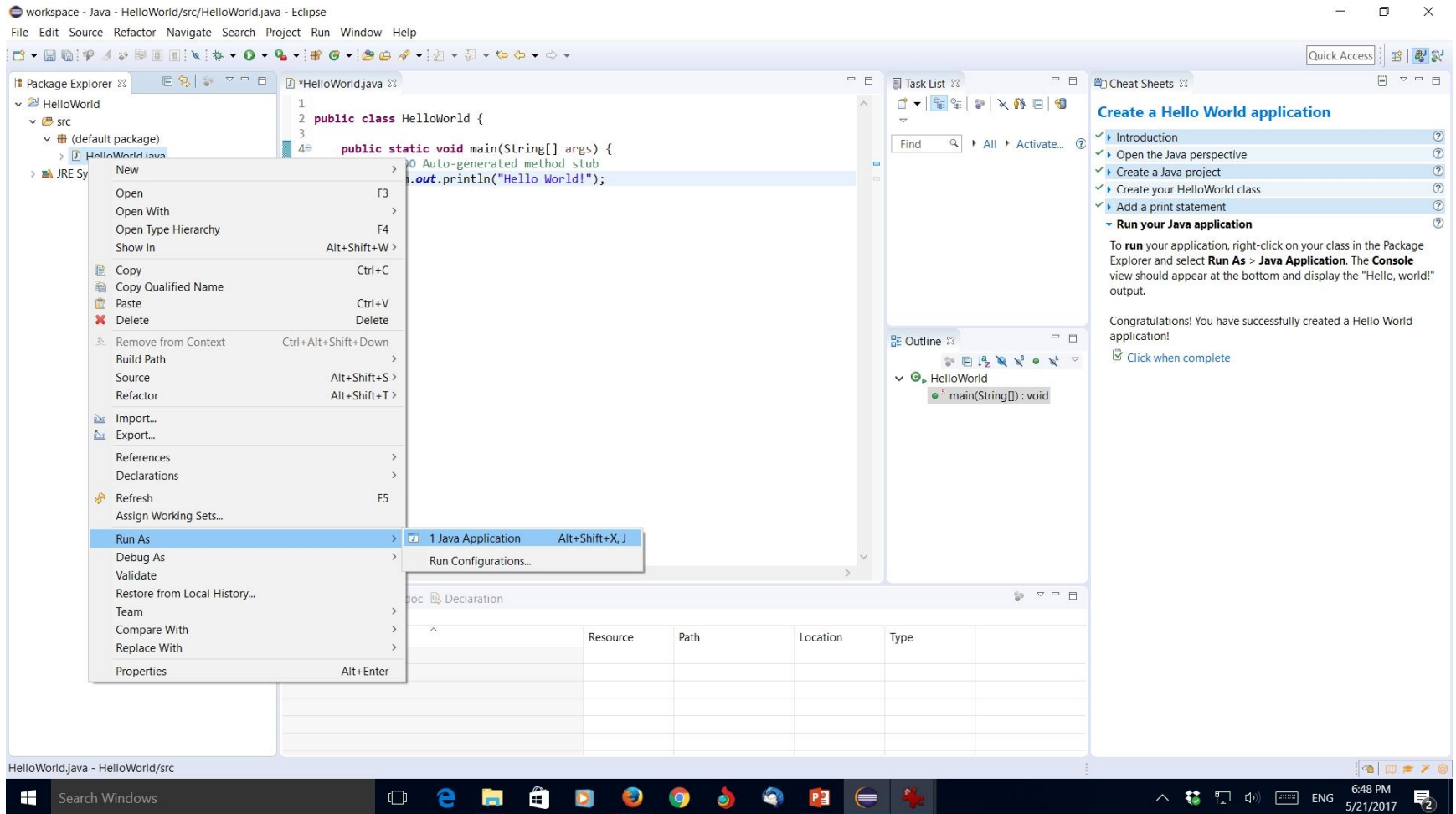
- ✓ Introduction
- ✓ Open the Java perspective
- ✓ Create a Java project
- ✓ Create your HelloWorld class
- ✓ Add a print statement
- ▼ **Run your Java application**

To **run** your application, right-click on your class in the Package Explorer and select **Run As > Java Application**. The **Console** view should appear at the bottom and display the "Hello, world!" output.

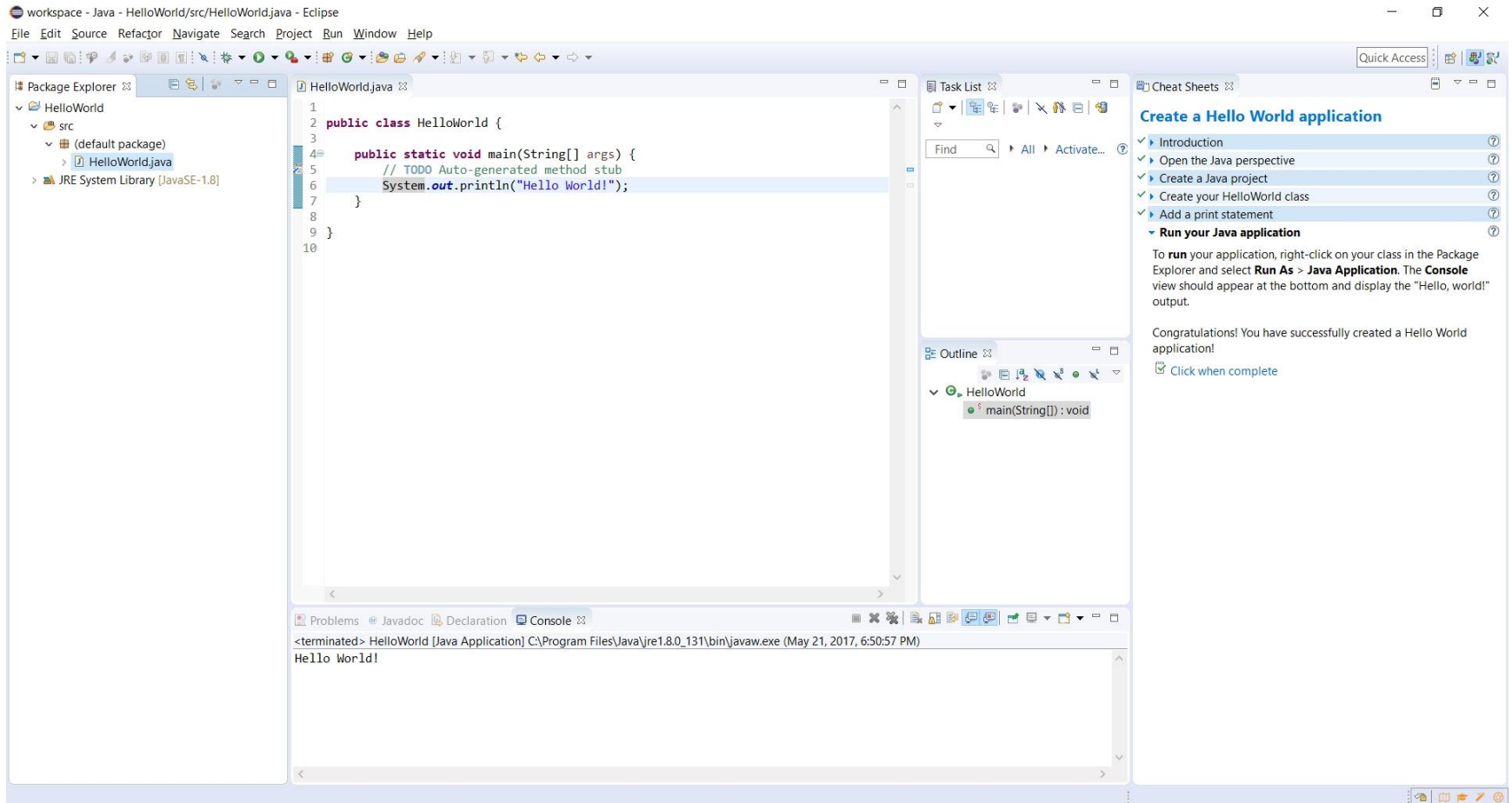
Congratulations! You have successfully created a Hello World application!

✓ [Click when complete](#)

# Hello World App



# Hello World App



# Summary

- ◆ Start Eclipse.
- ◆ Create a new Java Project:
  - File->New->Java Project.
  - Enter a project name into the Project name field, for example, "Hello World Project".
  - Click "Finish"

# Summary

## ◆ Create a new Java class:

- File->New->Class
- Enter "HelloWorld" into the Name field.
- Click the checkbox indicating that you would like Eclipse to create a "public static void main(String[] args)" method.
- Click "Finish".
- A Java editor for HelloWorld.java will open. In the main method enter the following line:

*System.out.println("Hello World!");*

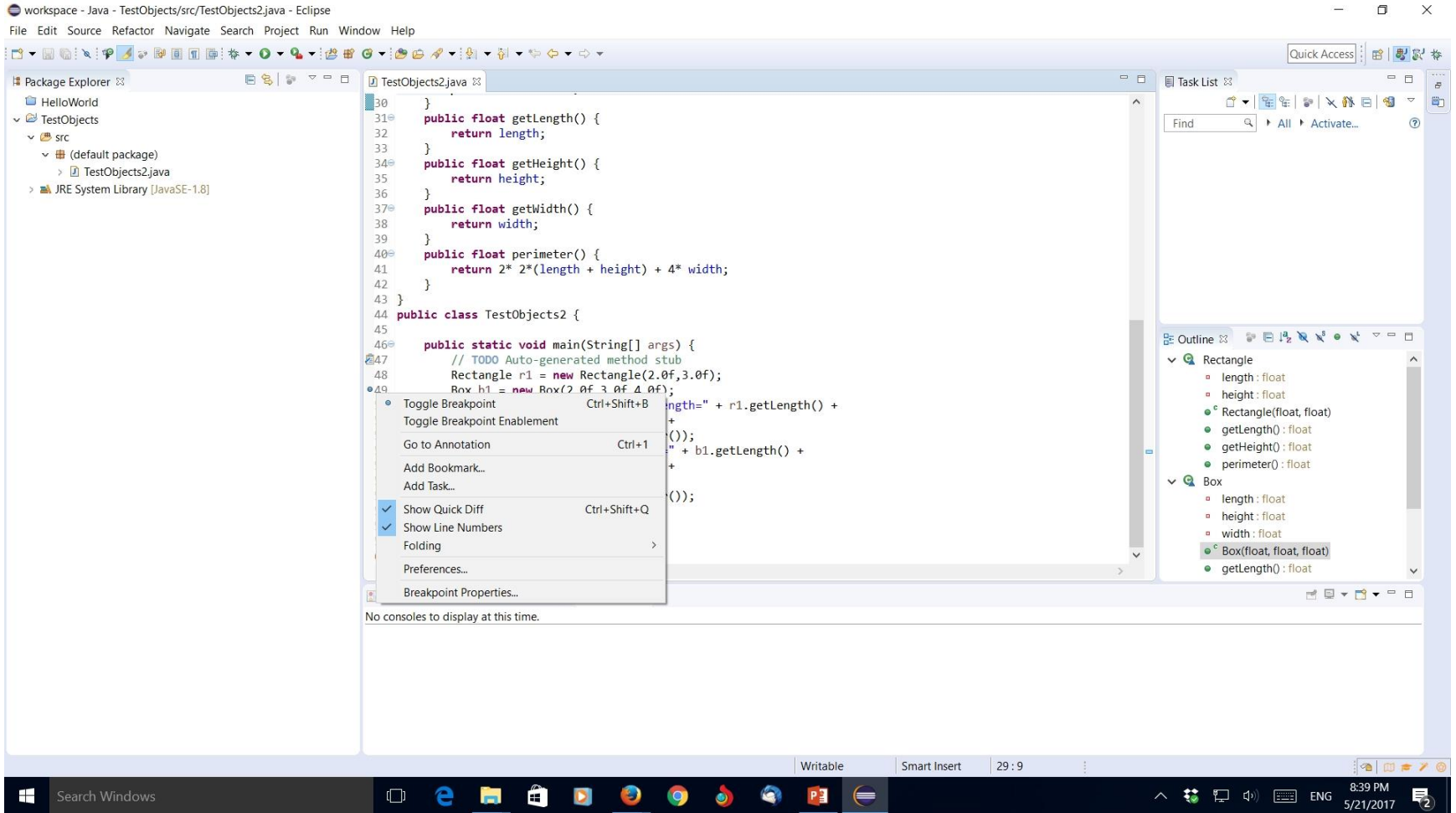
- Save using ctrl-s. This automatically compiles HelloWorld.java.



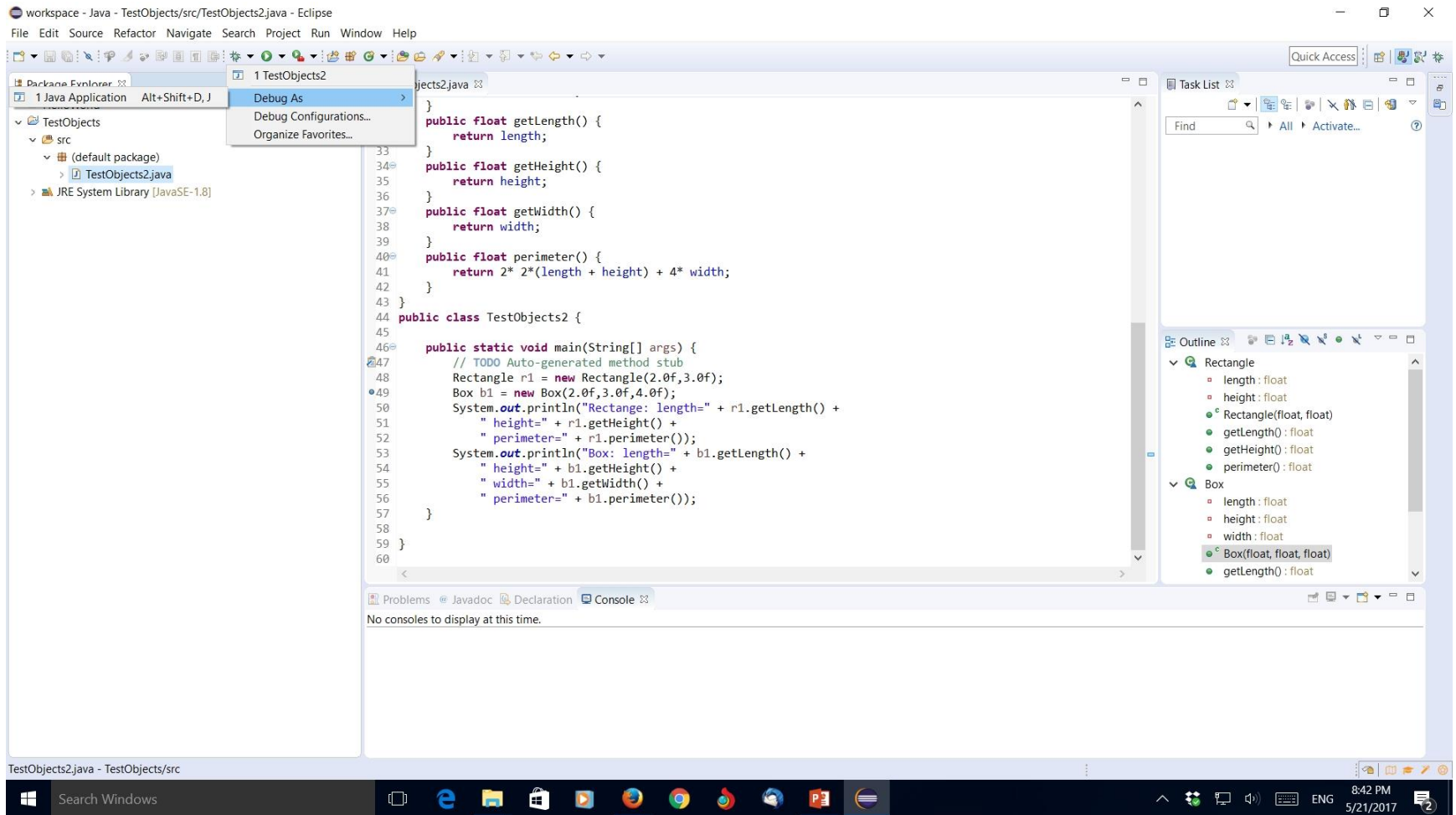
# Summary

- ◆ Right Click on the HelloWorld name class.
- ◆ Select "Run as" -> "Java Application"
- ◆ You will be prompted to create a Launch configuration. Select "Java Application".
  - The console will open and display "Hello World!".

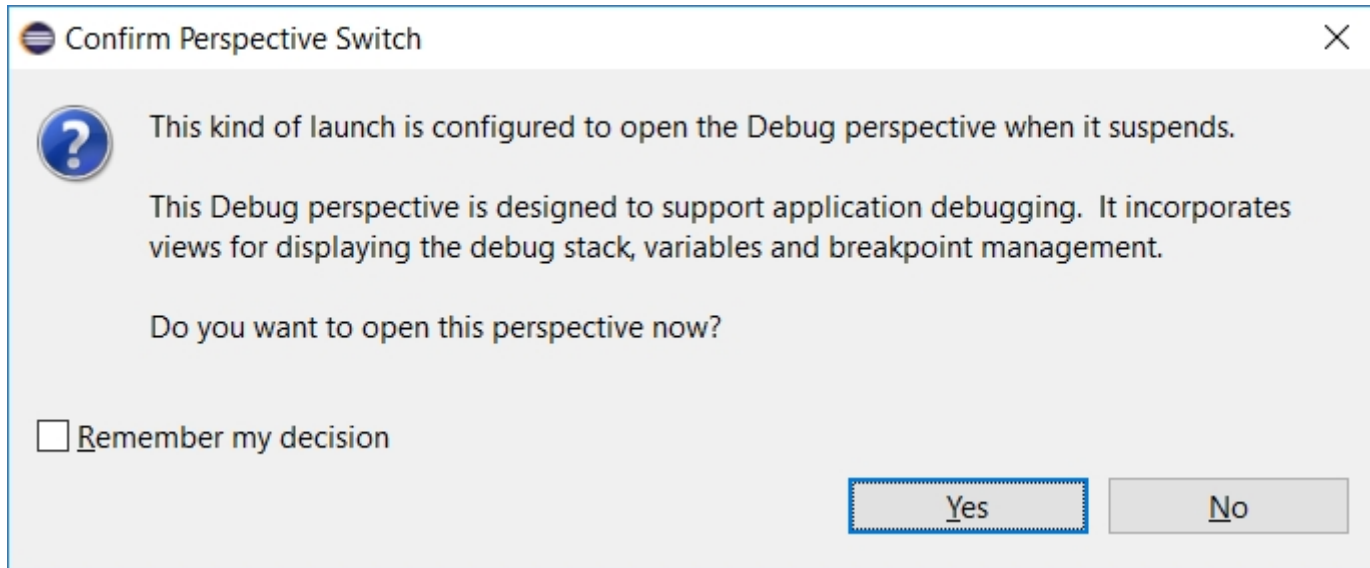
# Debugging



# Debugging



# Debugging



# Debugging

workspace - Debug - TestObjects2/src/TestObjects2.java - Eclipse

File Edit Source Refactor Navigate Search Project Run Window Help

Quick Access

Debug

- TestObjects2 [Java Application]
- TestObjects2 at localhost:63697
  - Thread [main] (Suspended (breakpoint at line 49 in TestObjects2))
    - TestObjects2.main(String[]) line: 49

C:\Program Files\Java\jre1.8.0\_131\bin\javaw.exe (May 21, 2017, 8:06:38 PM)

Variables

Name	Value
args	String[0] (id=16)
> r1	Rectangle (id=17)

TestObjects2.java

```
45
46 public static void main(String[] args) {
47     // TODO Auto-generated method stub
48     Rectangle r1 = new Rectangle(2.0f, 3.0f);
49     Box b1 = new Box(2.0f, 3.0f, 4.0f);
50     System.out.println("Rectangle: length=" + r1.getLength() +
51         " height=" + r1.getHeight() +
52         " perimeter=" + r1.perimeter());
53     System.out.println("Box: length=" + b1.getLength() +
54         " height=" + b1.getHeight() +
55         " width=" + b1.getWidth() +
56         " perimeter=" + b1.perimeter());
57 }
58 }
59 }
60
```

Outline

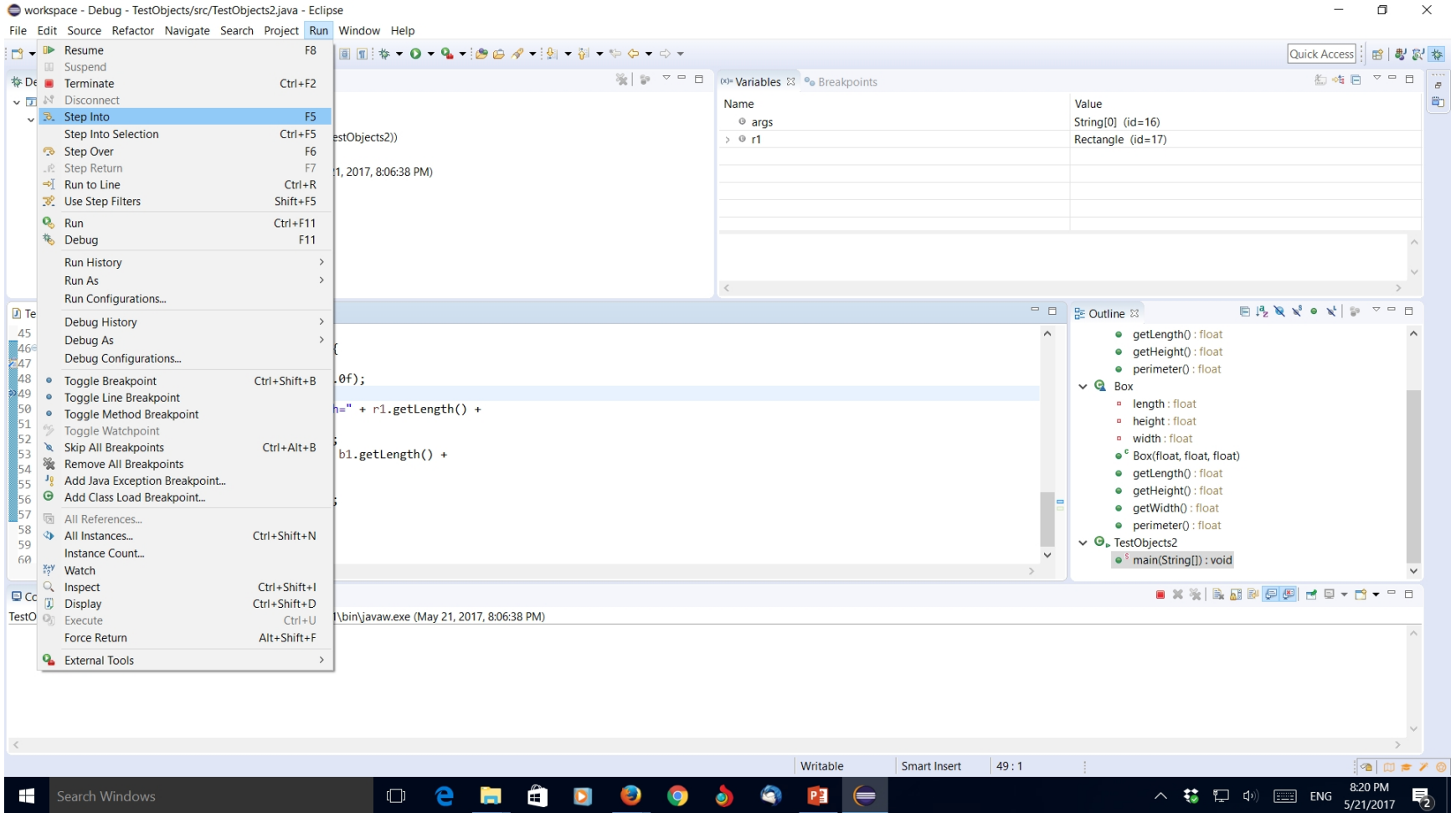
- getLength(): float
- getHeight(): float
- perimeter(): float
- Box
  - length: float
  - height: float
  - width: float
- Box(float, float, float)
- getLength(): float
- getHeight(): float
- getWidth(): float
- perimeter(): float
- TestObjects2
  - main(String[]): void

Console

TestObjects2 [Java Application] C:\Program Files\Java\jre1.8.0\_131\bin\javaw.exe (May 21, 2017, 8:06:38 PM)

Writable Smart Insert 49 : 1

# Debugging



# Comments on the previous slide

- ◆ Debug: shows the live stack trace of methods. We are currently only in the main method of our program. If other programs were currently running, we would see them here. It also has some stepping buttons that we will cover shortly.
- ◆ Variables: shows the values of all the variables that have been declared.
- ◆ Breakpoints: this view shows the location of all our breakpoints in the code (we can have many different breakpoints).
- ◆ TestObject2.java: we can view where we are in our code at the time of the breakpoint

# Comments on the previous slide

- ◆ To create a *breakpoint*, right-click along the left side of the Java editor on the line of code you wish to break on, (Also, double-clicking on the left side of the editor will create a breakpoint.)
- ◆ Step into command: to step into the next method call at the currently executing line of code.
- ◆ Step over command: to step over the next method call (without entering it) at the currently executing line of code. Even though the method is never stepped into, the method will be executed normally.
  - To step into / step over a method you must have execution suspended and be stepping through code.



# <https://www.eclipse.org/users/>



Google Custom Search

GETTING STARTED MEMBERS PROJECTS MORE ▾

DOWNLOAD

HOME / GETTING STARTED

1

## Get Started

Download and install the Eclipse IDE.

DOWNLOAD ECLIPSE IDE

2

## Extend Eclipse

Eclipse Marketplace is a great source of plug-ins and product that you can add to Eclipse.

- » Browse the **online catalog**
- » Use the Eclipse Marketplace Client from within Eclipse: **Help > Eclipse Marketplace...**

Popular Plugins:

- » **Subversive - SVN Team Provider**  

- » **Eclipse Color Theme**

3

## Read Doc

Documentation is a great resource to get you started with the Eclipse IDE.

- » Getting Started with the **Eclipse IDE User Guide**
- » Getting Started with **Java development**
- » All online **Documentation**
- » What's new and noteworthy in **Eclipse Neon**

4

## Get Help

There are many sources of help in the Eclipse community and ecosystem.

- » Ask questions on project **forums**; if you're not sure where to look, start with the **newcomer forum**
- » Open bug reports and feature requests in **Eclipse Bugzilla**
- » Connect live with project developers **via IRC**
- » Find companies that provide **training and consulting**

# <https://www.eclipse.org/neon/>

The screenshot shows the Eclipse Neon help website. The browser address bar displays `help.eclipse.org/neon/index.jsp?nav=%2F1`. The Eclipse logo is at the top left, followed by a search bar and a "Go" button. Below the search bar, the "Contents" section is visible, listing various guides. The "Java development user guide" is selected and highlighted in blue. To the right of the main content area, the "Java development user guide" is displayed with its own "Contents" list, including links to "Java development overview", "Getting Started", "Concepts", "Tasks", "Reference", "Tips and tricks", "What's new", and "Legal".

help.eclipse.org/neon/index.jsp?nav=%2F1

**eclipse**

Search:  Go Scope: All topics

**Contents**

- + **Workbench User Guide**
- + **Java development user guide**
  - Java development overview
  - + Getting Started
  - + Concepts
  - + Tasks
  - + Reference
  - + Tips and tricks
  - + What's new
  - Legal
- + **Platform Plug-in Developer Guide**
- + **JDT Plug-in Developer Guide**
- + **Plug-in Development Environment Guide**

**Java development user guide**

**Contents**

- [Java development overview](#)
- [Getting Started](#)
- [Concepts](#)
- [Tasks](#)
- [Reference](#)
- [Tips and tricks](#)
- [What's new](#)
- [Legal](#)

# Getting help information

## ◆ Query in Google:

- how to debug java program in eclipse

The screenshot shows a web browser window with the URL <https://help.eclipse.org/neon/index.jsp?topic=%2Forg.eclipse.platform.doc.user%2Fconcepts%2Fconcepts-25.htm>. The page displays the Eclipse logo and a search bar with the text 'debugging'. Below the search bar, the 'Search Results' section shows '500 matches in All topics: [Change scope](#)'. The results list several topics, with 'Debugging' highlighted. The 'Debugging' topic description states: 'The following topics explain how to debug your project: Debugging a program Debugging an existing executable Using breakpoints and watchpoints Adding breakpoints Adding wat...'. To the right of the search results, the 'Debugging' section is expanded, showing a list of sub-topics: 'Debugging a program', 'Debugging an existing executable', 'Using breakpoints and watchpoints', 'Adding breakpoints', 'Adding watchpoints', 'Removing breakpoints and watchpoints', 'Enabling and disabling breakpoints and watchpoints', 'Controlling debug execution', 'Stepping into assembler functions', 'Working with variables', 'Adding expressions', 'Working with registers', and 'Working with memory'. At the bottom of the page, the copyright notice reads: '© Copyright QNX Software Systems and others 2000, 2004, 2007.'

Search:  Go [Scope: All topics](#)

**Search Results**

500 matches in All topics: [Change scope](#)

- [Debug](#)  
This section describes CDT debug concepts. Breakpoints Debug overview Debug information [IBM Copyright Statement]
- [Debug](#)  
This section describes C/C++ debug concepts. Breakpoints Debug overview Debug information [IBM Copyright Statement]
- [Debugging](#)**  
The following topics explain how to debug your project: Debugging a program Debugging an existing executable Using breakpoints and watchpoints Adding breakpoints Adding wat...
- [Debugging](#)  
The following topics explain how to debug your project: Debugging a program Debugging an existing executable Using breakpoints and watchpoints Adding breakpoints Adding wat...
- [Debug views](#)  
This section describes debug views. Registers view Memory view Traditional Memory Rendering preferences Disassembly view Modules view Signals view Debug view Debug preferen...
- [Debug views](#)  
This section describes debug views. Registers view Memory view Traditional Memory Rendering preferences Disassembly view Modules view Signals view Debug view Debug preferen...

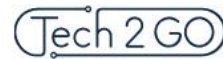
**Debugging**

The following topics explain how to **debug** your project:

- [Debugging a program](#)
- [Debugging an existing executable](#)
- [Using breakpoints and watchpoints](#)
- [Adding breakpoints](#)
- [Adding watchpoints](#)
- [Removing breakpoints and watchpoints](#)
- [Enabling and disabling breakpoints and watchpoints](#)
- [Controlling debug execution](#)
- [Stepping into assembler functions](#)
- [Working with variables](#)
- [Adding expressions](#)
- [Working with registers](#)
- [Working with memory](#)

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# <https://blog.codecamp.jp/eclipse>



となりの田中さんのためのテクノロジーメディア  
Powered by CodeCamp



プログラミング Webデザイン テクノロジー アプリ開発 ビジネス キャリア 学

Tech2GO > プログラミング > 【入門編】Eclipseを使ったJavaプログラミングを基礎から解説

## 【入門編】Eclipseを使ったJavaプログラミングを基礎から解説

更新日: 2017年5月22日 公開日: 2016年7月25日



# Summary

- ◆ Eclipse is a powerful IDE.
- ◆ It is a main instrument to create and debug Java application.
- ◆ It protects users from many types of errors at the development process.
- ◆ It provides users with simple and powerful tools to debug applications.
- ◆ It has intuitively understood GUI.