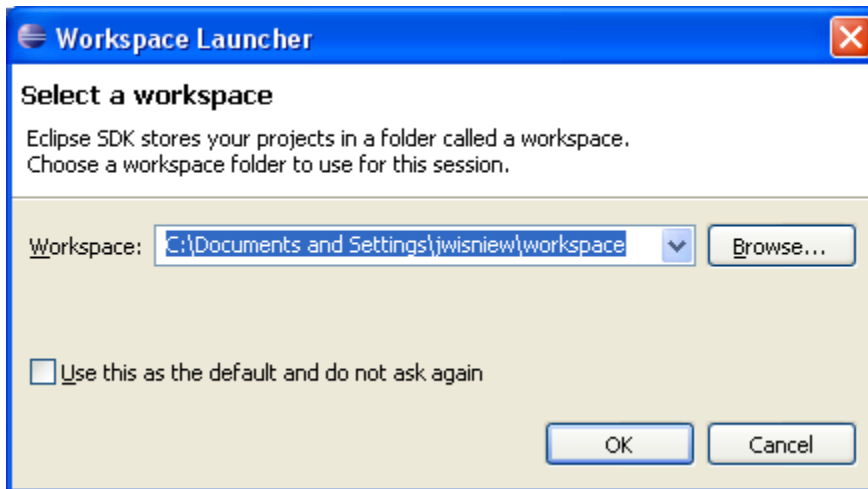


## How to use Eclipse

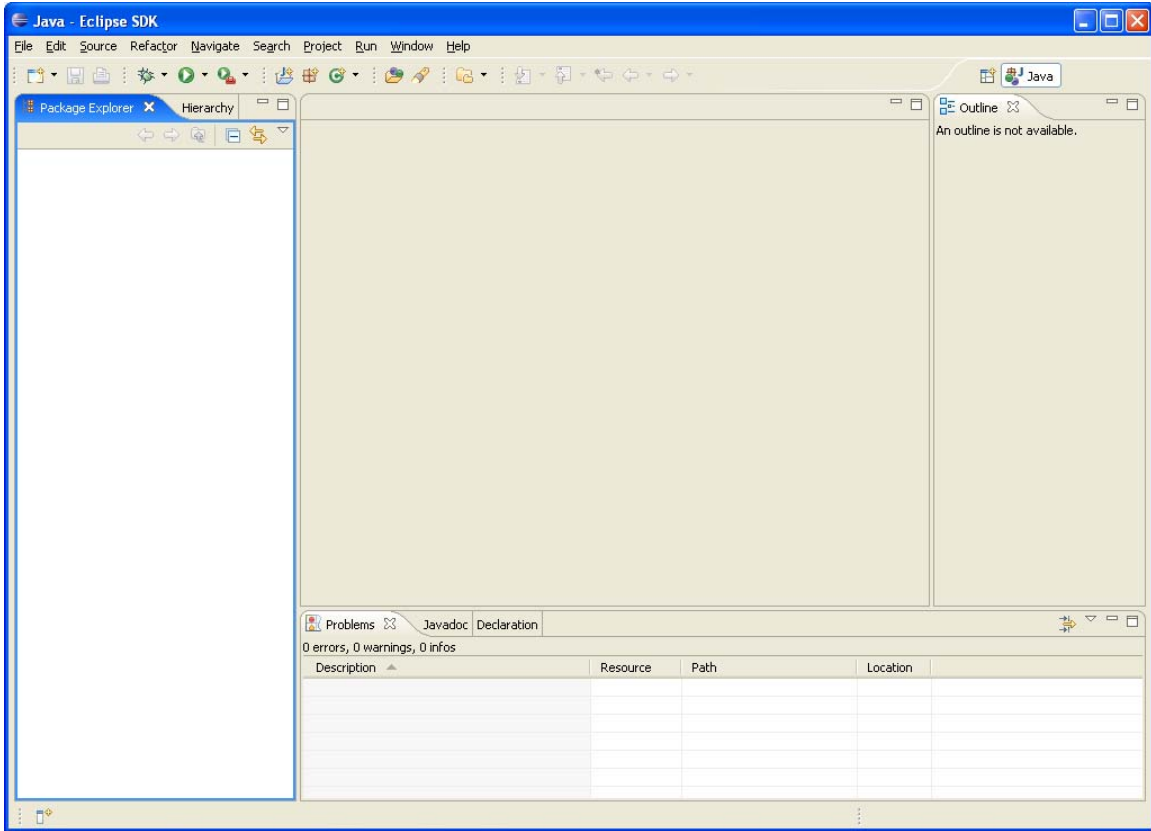
You can download Eclipse 3.2 from [www.eclipse.org](http://www.eclipse.org). Make sure you have a JRE on your system that eclipse can find. You can download this from the internet, or there should be one on the disk in the back of your book.

### **Opening Eclipse**

The first time you open Eclipse, you will be asked where you want to create a workspace folder. This is where all your projects will be stored.



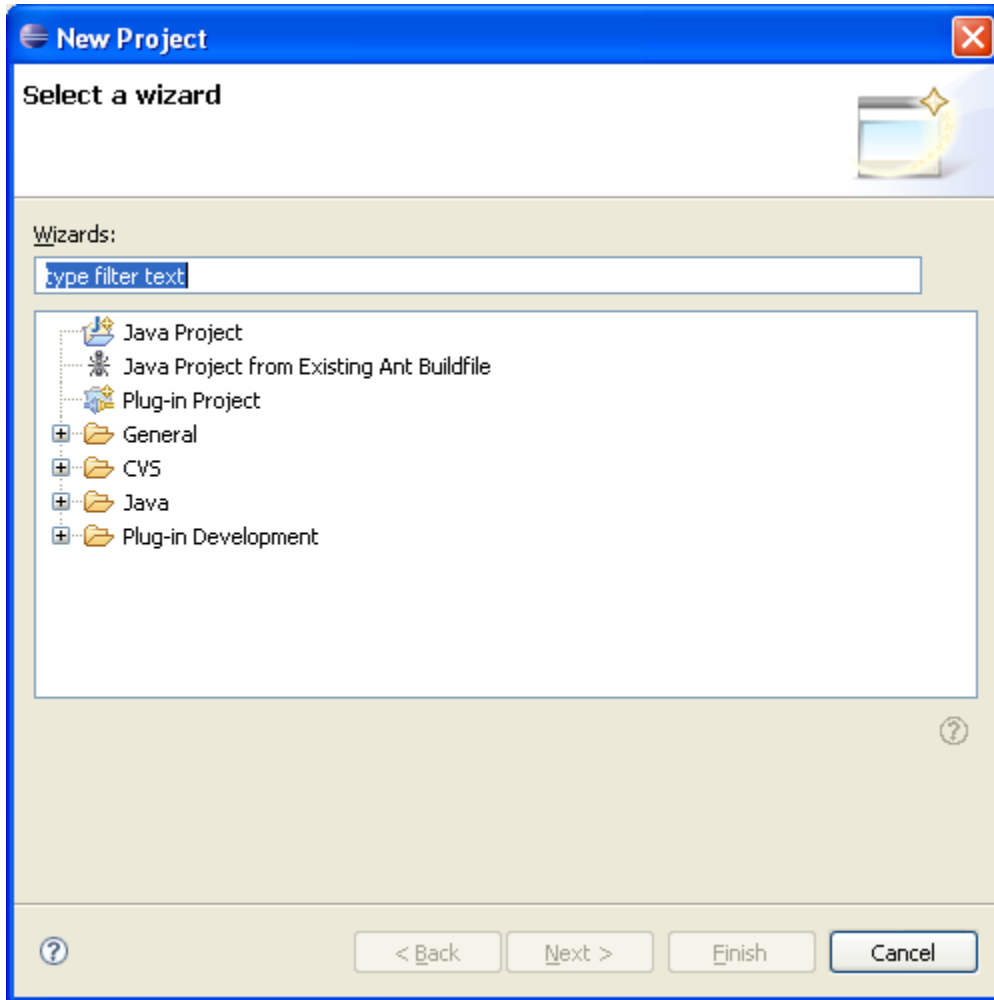
This is the Eclipse Java IDE (Integrated Design Environment)



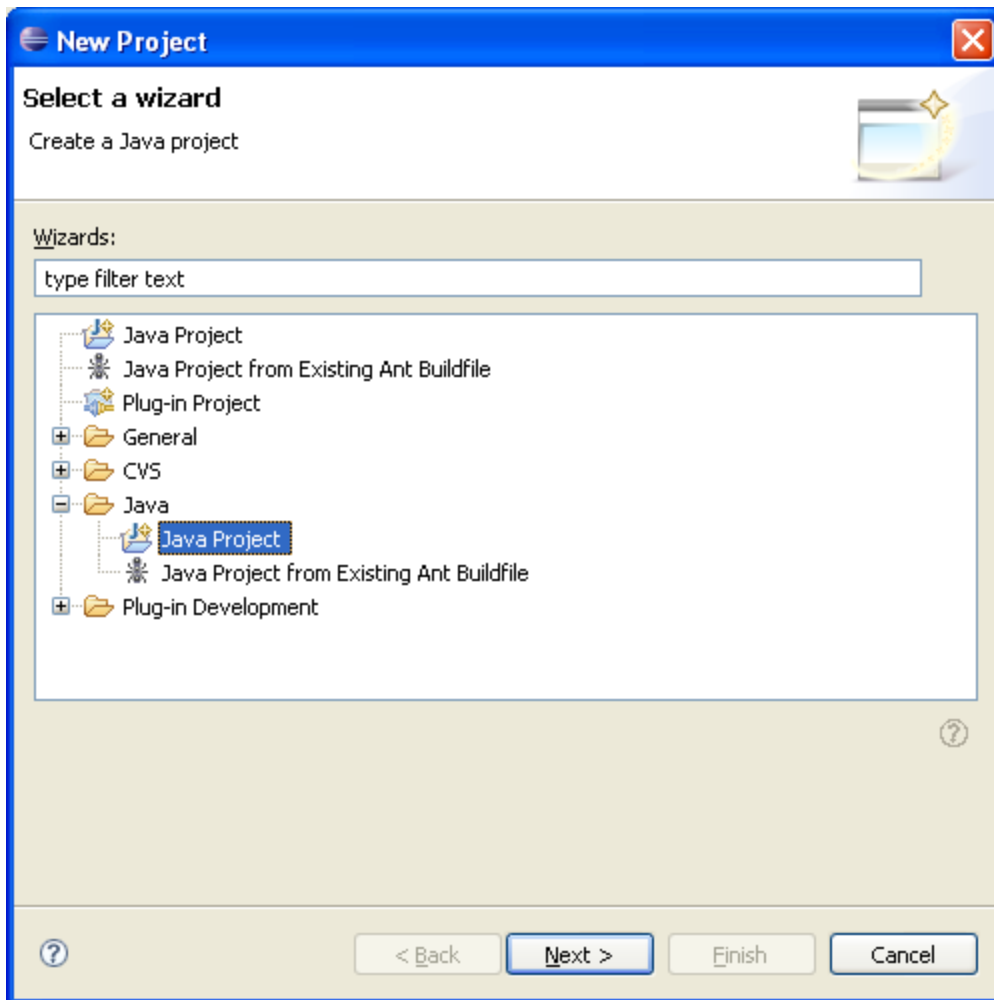
## Create a New Project

The easiest way to keep files together that are needed to run an application or an applet, is to put it in project. Even if you are only using one file for your application or applet, it is recommended that you put it in a project.

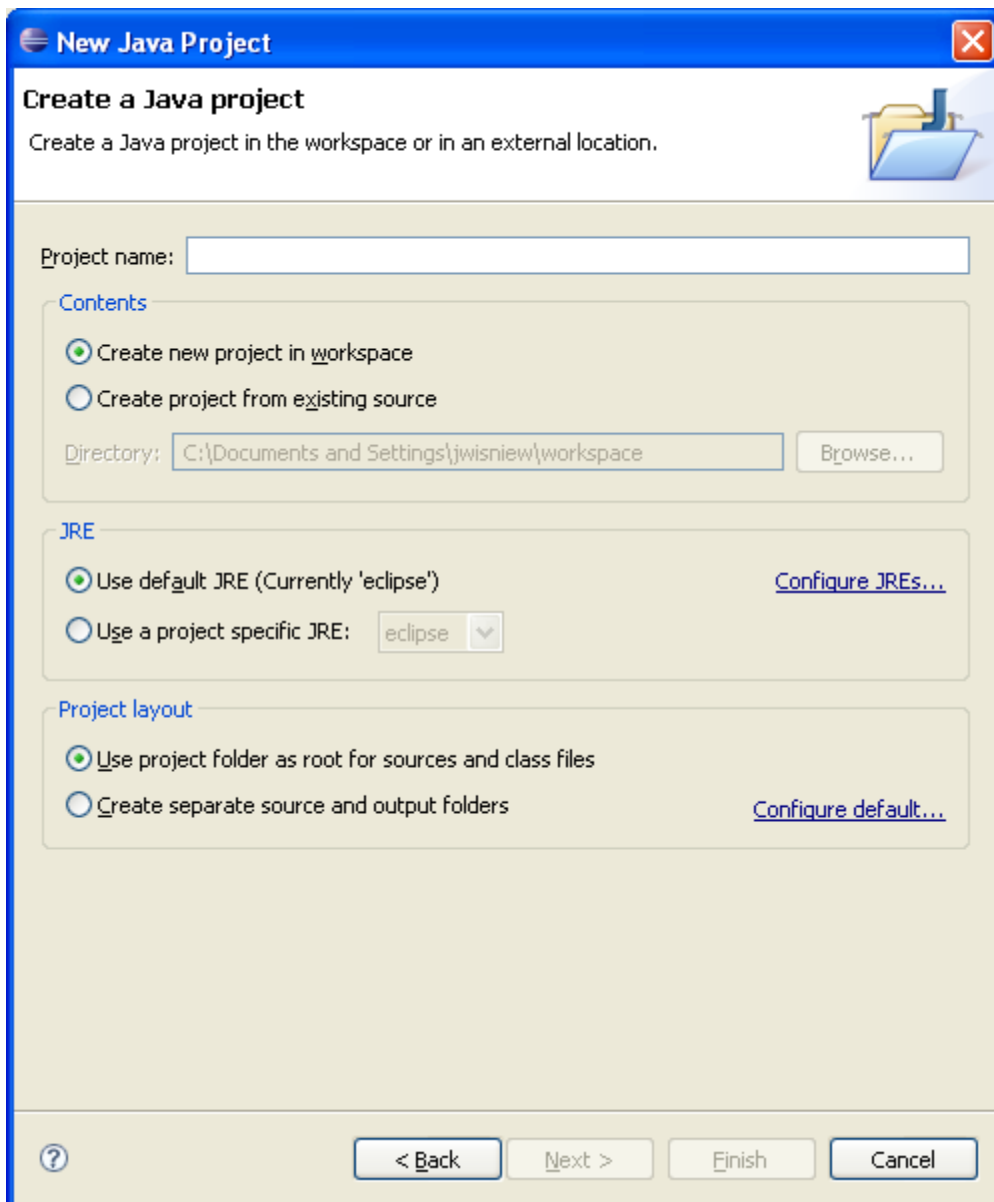
Select *File -> New -> Project*



Select *Java*



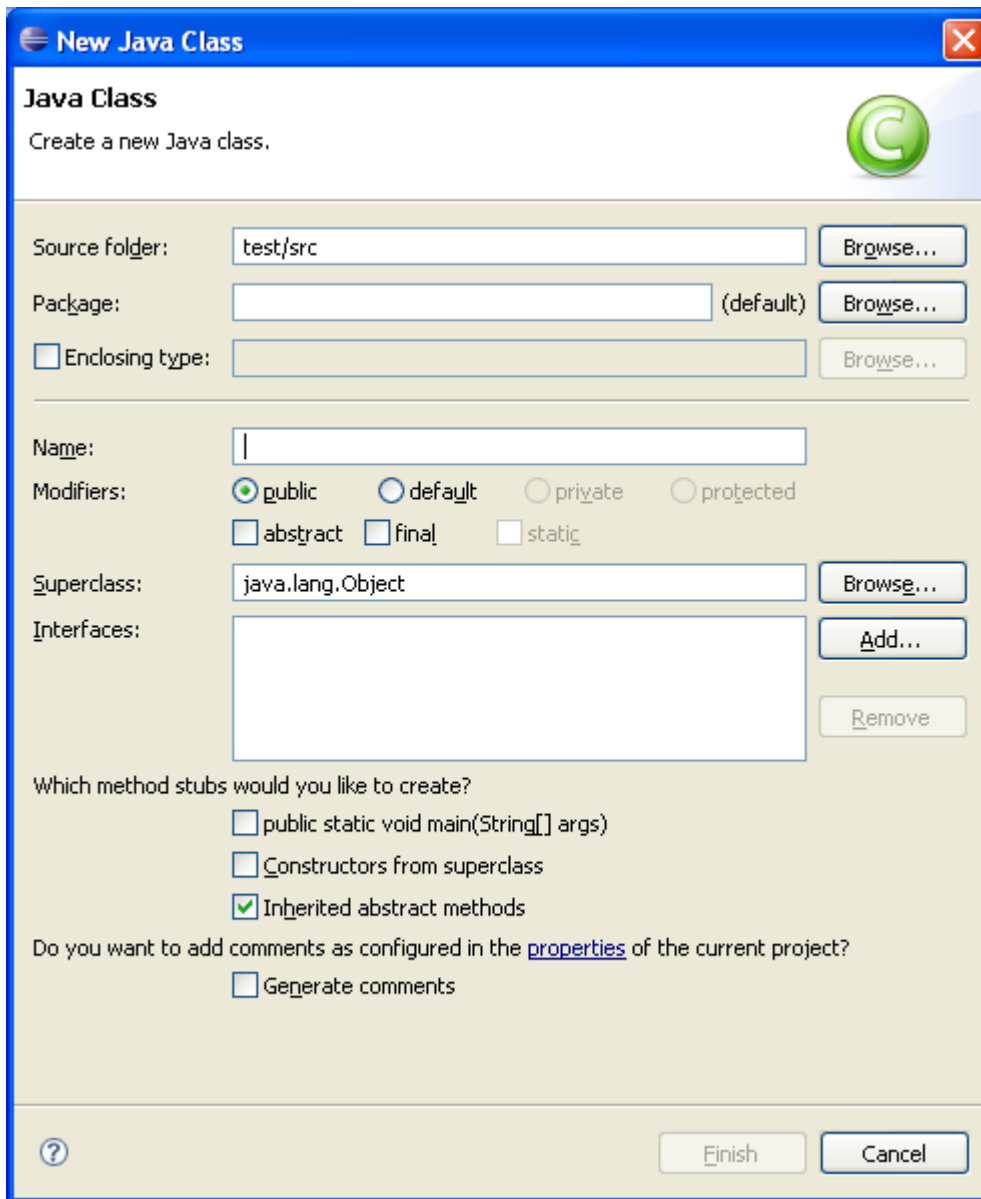
Select *Java Project* -> *Next*



Give your project a name and then select *Finish*

## Adding a new class to a project

Select *File -> New -> Class*



Give your class a name, select which method stubs you need and select *Finish*. If you're not sure which method stubs you need, don't select any of them.

## To run your application

1. Display the code for the file that holds the main method.
  - a. In the Package Explorer window, select the + next to the project name.
  - b. Select the + next to (default package)

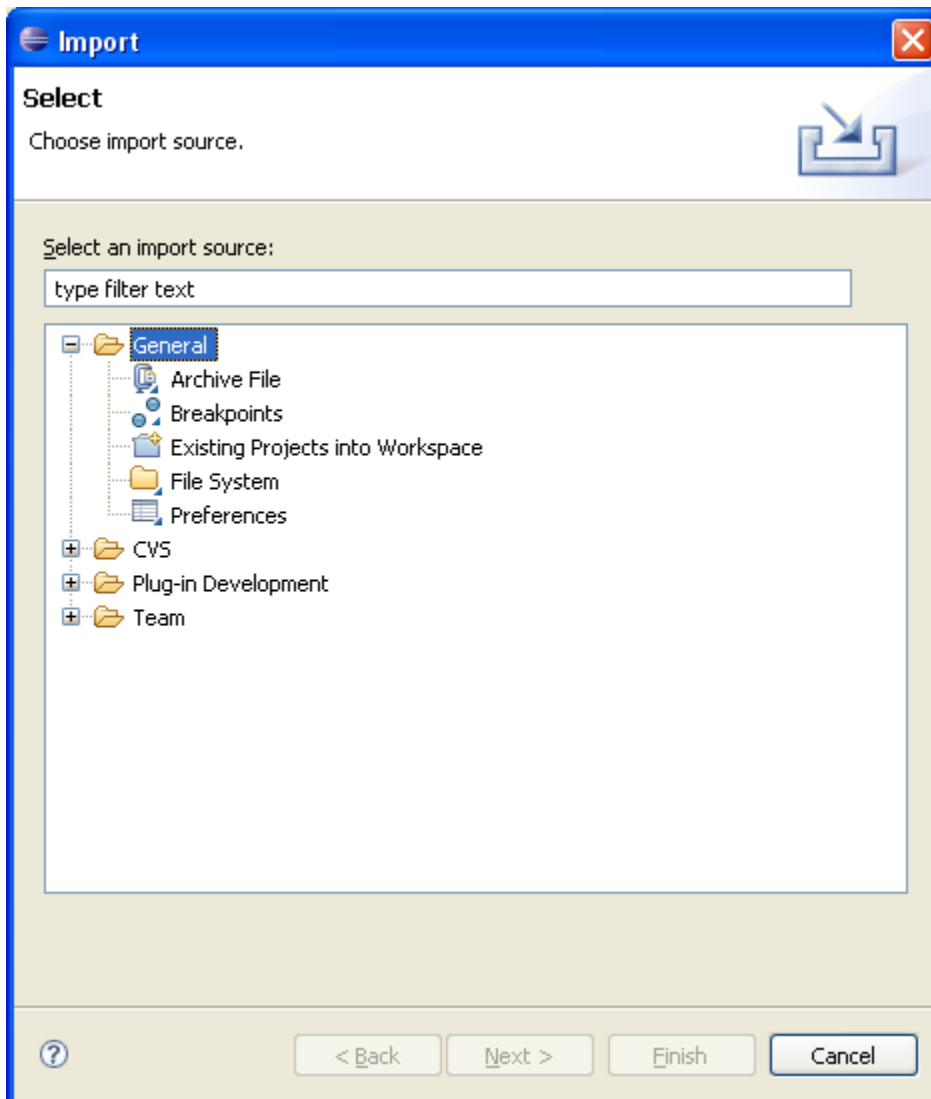
- c. Select the .java file that holds the main method.
2. Select *Run -> Run As -> Java Application*

### **To run your applet**

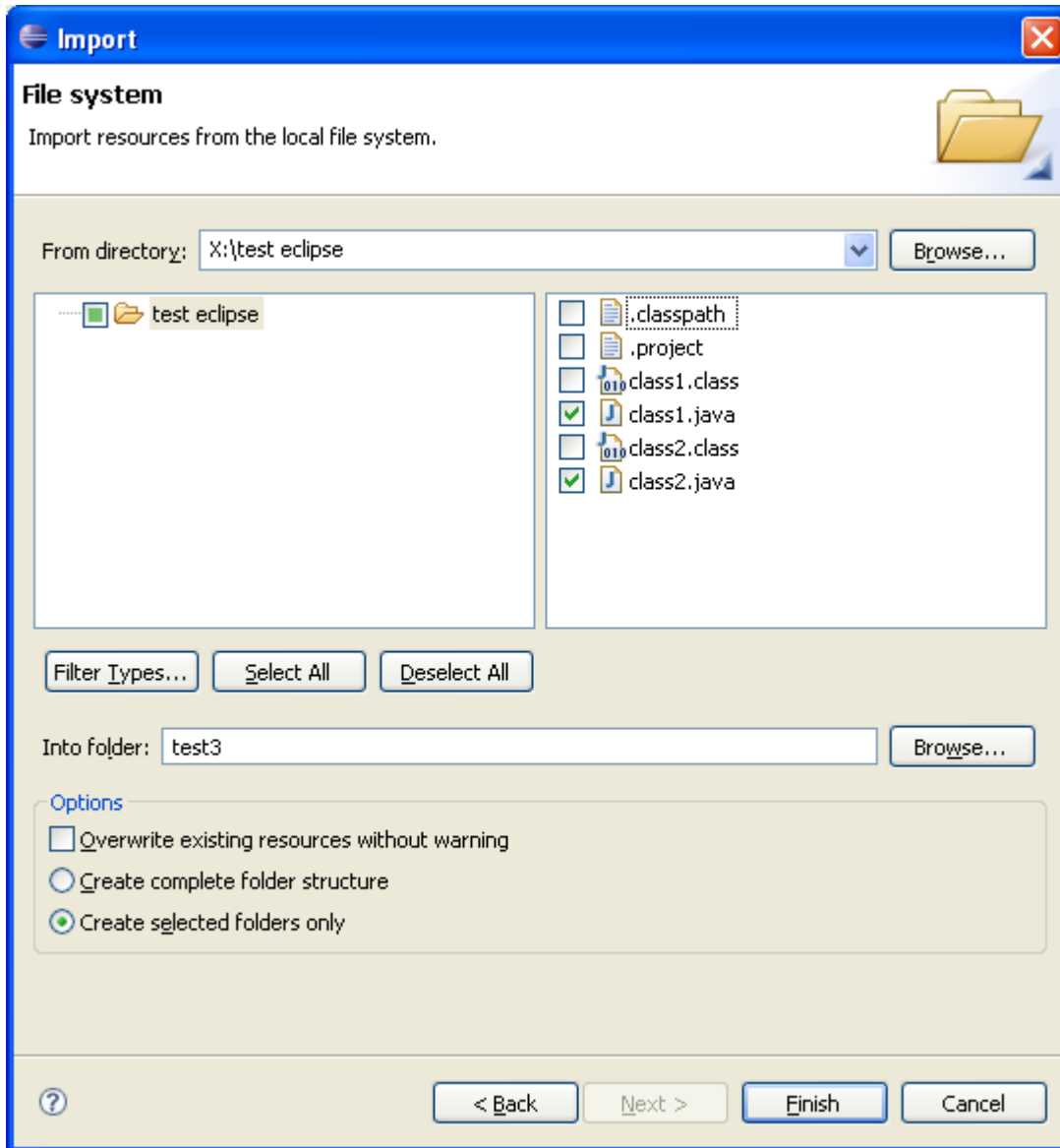
3. Display the code for the file that holds the init or paint method.
  - a. In the Package Explorer window, select the + next to the project name.
  - b. Select the + next to (default package)
  - c. Select the .java file that holds the init or paint method.
4. Select *Run -> Run As -> Java Applet*

### **To import existing files into a project**

Select *File -> Import*



Select *File System*



Identify the folder that contains the files you want to import and then select the files you want to import. Select *Finish*.