

Mr G's Java Jive

#1: Getting Started with BlueJ

This handout helps you get started with the BlueJ programming environment and your USB flash drive on the MPH Macs.

What's BlueJ?

BlueJ is the **programming environment** we'll be using to write our Java programs. So what's a programming environment? It's an all-in-one system that includes the program **editor**, program **compiler**, and program **debugger**, as well as a way to run the programs you've written.

One really great thing about BlueJ is that it runs on all three major platforms: **Windows**, **Mac**, and **Linux**. The other really great thing about BlueJ is that it's **free**. Totally free. That means that you can freely download a copy to put on your own computer, and do some of this stuff at home. If you want to do this, go to www.bluej.org.

Starting BlueJ

To start BlueJ, simply click on its icon in the dock. It should look like the example shown on the right.



Creating a Project

A project is a collection of files that you use in programming. They could all be related to each other or could be files for totally different programs. In fact, in BlueJ a project is actually the folder where all your program files are located.

When you first start BlueJ, it creates a new blank project called **BlueJ** (how original). You'll want to create a new project of your own on your USB drive. To do this, go select **Project/New Project**. This gives you a dialog box like the one shown below. Unfortunately it can't see your flash drive directly. We'll fix that.



Finding Your Flash Drive

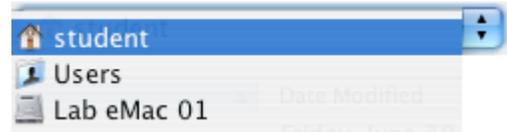
There are five steps to getting BlueJ to see your USB flash drive:

1. Navigate to the **top** of the computer.
2. Scroll down to the **Volumes** folder and open it.
3. Select your **flash drive** from the Volumes folder.
4. Select the **folder** you want on your flash drive.
5. Give your project a **name** and hit **Create**.

With any luck, you'll only ever have to do this once. Now let's take a look at how it's done.

Step 1: Navigate to the top of the computer.

Take a look at the **drop box** just below the **File** field. It probably says **Student**, which is the name of the folder you're in on your computer. Hold down the little button on the right, and select the **top** of the computer (which, ironically, is shown at the bottom). In this case it's **Lab eMac 01**.

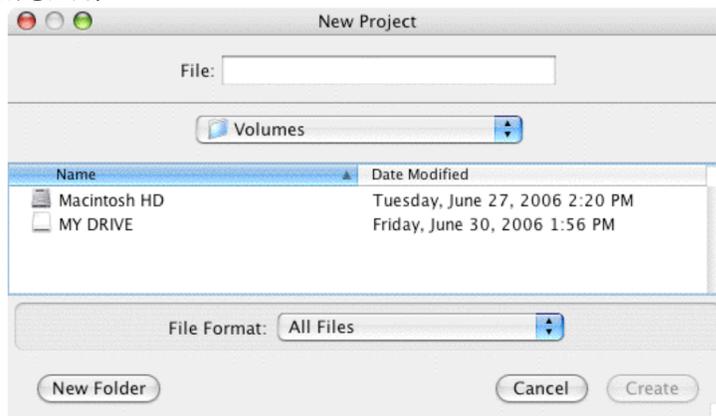


Step 2: Scroll down to the Volumes folder and open it.

The **Volumes** folder shows you all of the **devices** (or volumes) that are attached to this computer. Your flash drive is one of those volumes.

Step 3: Select your flash drive from the Volumes folder.

In the example below you see two volumes. **Macintosh HD** is the internal hard drive on the computer. **My Drive** is a USB Flash Drive.

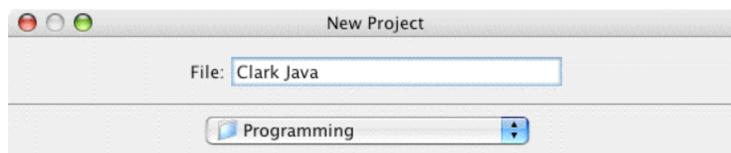


Step 4: Select the folder that you want on your flash drive.

For organizational purposes it would be really nice if you had a folder called **Programming** that you put all of your programming related files in (downloaded handouts as well as program files). Open up this folder if you have it.

Step 5: Give your project a name and hit Create.

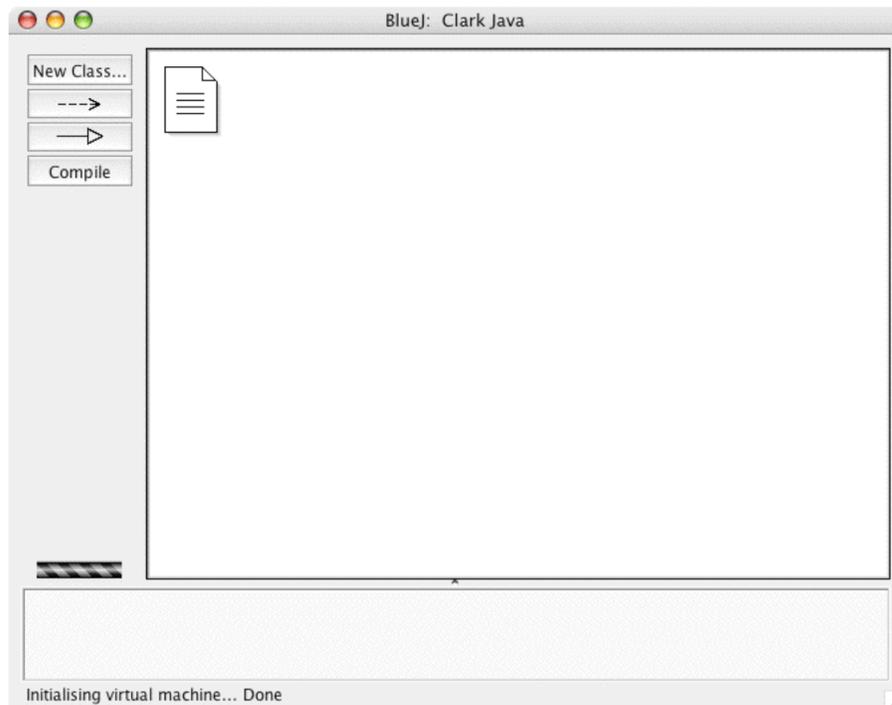
Now you're finally ready to make the project. In the **File** field give it a name. In the example on the right, the student's name is **Clark**, and he's called his project **Clark Java**.



Now you're ready to hit the **Create** button.

Your Completed Project

Congratulations! After all that work, you now have a Java project. There's only one thing in it, a **Read Me** file that we don't care much about, but you've got something here.



We'll work on actually putting some useful code into it in the next handout.

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