

# 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](http://www.bluej.org).

### Starting BlueJ

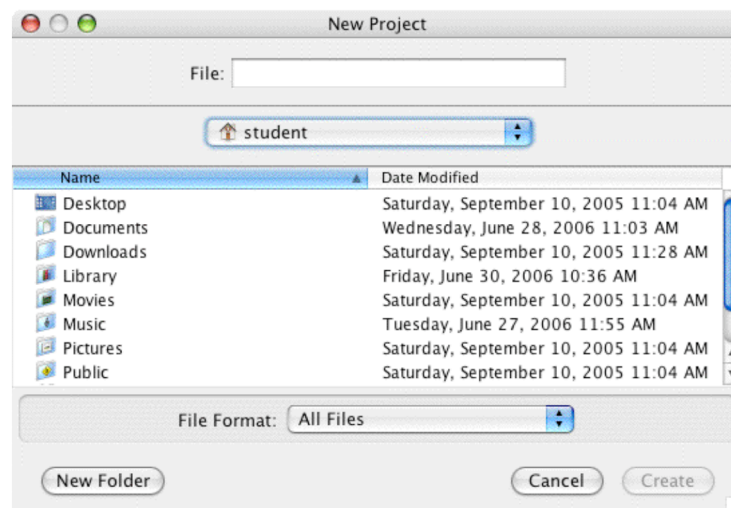
To start BlueJ, simply click on its icon in the dock. It should look like the example shown on the right.



### 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

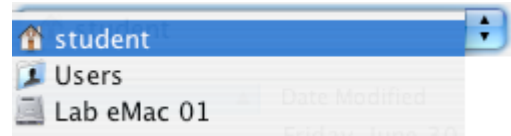
There are five steps to getting BlueJ to see your USB flash drive:

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**.

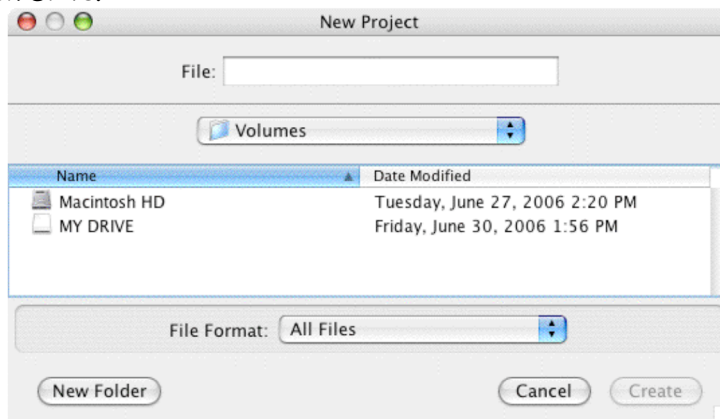


### Step 2: Scroll down to the Volumes folder and open it.

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.

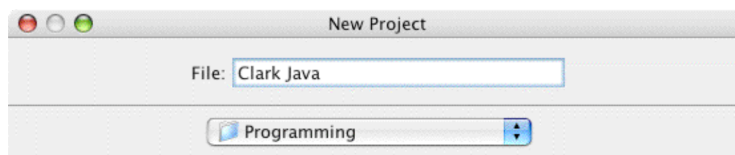


### Step 4: Select the folder that you want on your flash drive.

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.

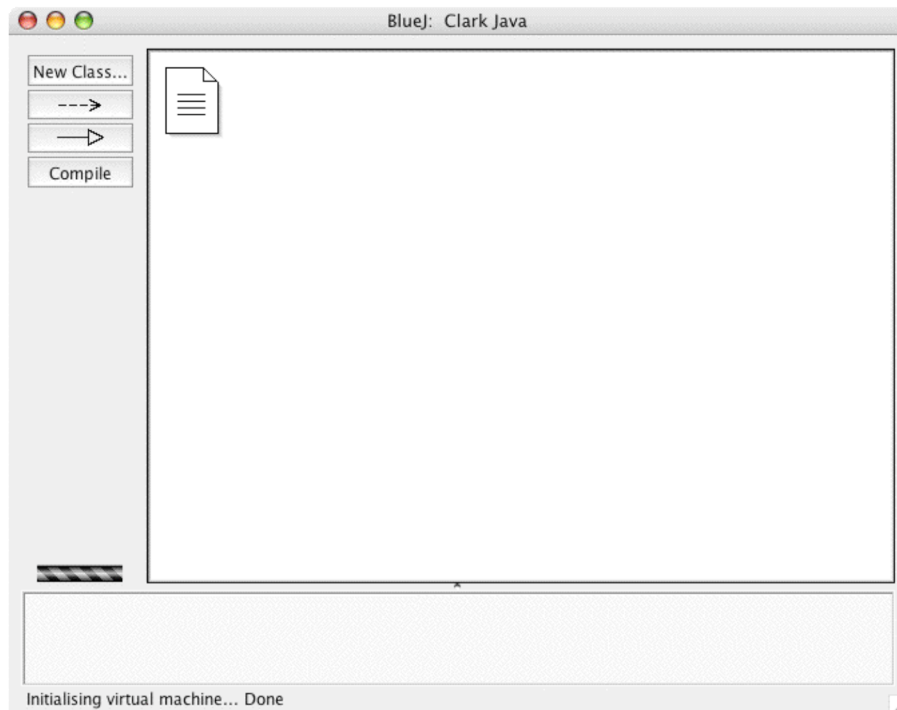
Now you're finally ready to make the project. In the **File** field give it a name. In the example on the right, the student's name is **Clark**, and he's called his project **Clark Java**.



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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