

Mr G's Java Jive

#4: A Little BlueJ Troubleshooting

This little quickie of a handout shows you how to do some simple troubleshooting in BlueJ.

What We Know So Far

The two aspects of BlueJ (as opposed to Java) that you'll need to learn to deal with right off the bat are setting the **Terminal Window options** and **resetting the Virtual Machine**. The first one handles the way your programs look when you run them and the second one lets you get out of ugly programming disasters so that you can start all over again. We'll look at the Terminal Window options first.

Terminal Window Options

You've probably noticed by now that every time you run a program, the old output is still there on the screen in the terminal window. Some people like it that way. Having the old output remain onscreen is very helpful when you're troubleshooting a program. But there are other times (like most of the time) when you don't want to have to deal with the output from the last 10 times you ran the program. No problem, you can change that easily by setting the **terminal window options**.

To do this, go to the **Options** menu. That will give you a menu like the one at the right. Select **Clear screen at method call**. Doing this activates the command and puts a **check mark** next to it. Now each time you run your program (or specifically, any **method** from that program), the old output will be cleared from the screen.

If you want the old output to remain on the screen, simply go back and select **Clear screen at method call** again. This deactivates the command and removes the check mark.

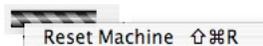
See how simple that was?

Options	
Clear	⌘K
Copy	⌘C
Save to file...	⌘S
Clear screen at method call	
Record method calls	
Unlimited buffering	
Close	⌘W

Resetting the Virtual Machine

Sometimes you just get stuck. You've done something in your program that Java just can't handle and won't let go of. Maybe you've inadvertently written an **endless loop** (we'll talk about those later). When you're in a situation like this, you need to kill everything in Java by **resetting the virtual machine** (this is not the same as rebooting the actual machine).

This is really simple. Go to the **project window** and look for the little **stripey bar** in the bottom left-hand corner. This is the **Work Indicator**. To reset the virtual machine simply **right-click** on it (**Ctrl-click** if you don't have a two-button mouse), and you'll get a one-item selection for **Reset Machine** (see the example below). Select that, and everything in the Java Virtual Machine should clear and reset itself.



You've probably also noticed from the example above that you could just as easily do **Shift-Command-R** (or **Shift-Apple-R**) to reset the virtual machine with a lot fewer steps.

Moving On

That's it. In the next handout, we'll go back to working on our **Converse** program by adding some more variables to it.

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