

Use Eclipse to Finish Your Work

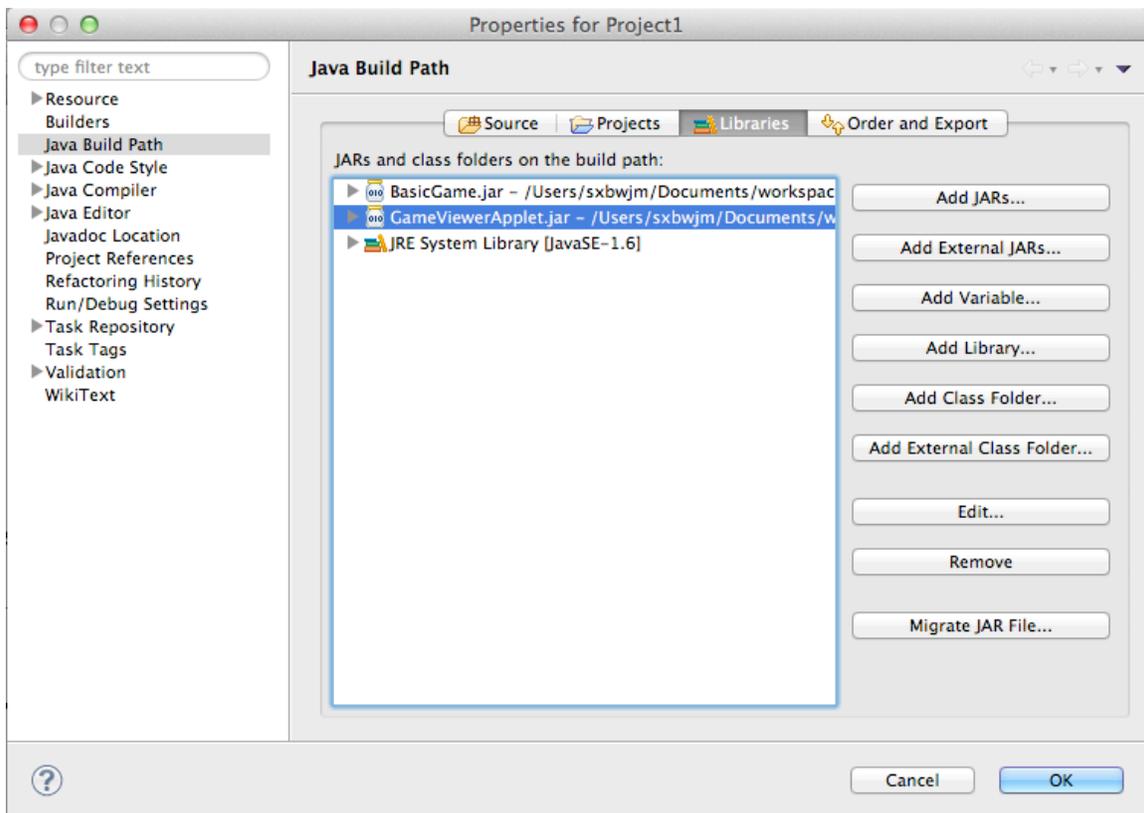
CS 619 – Project 1

1. Download the Eclipse.
Get Eclipse for free from here.

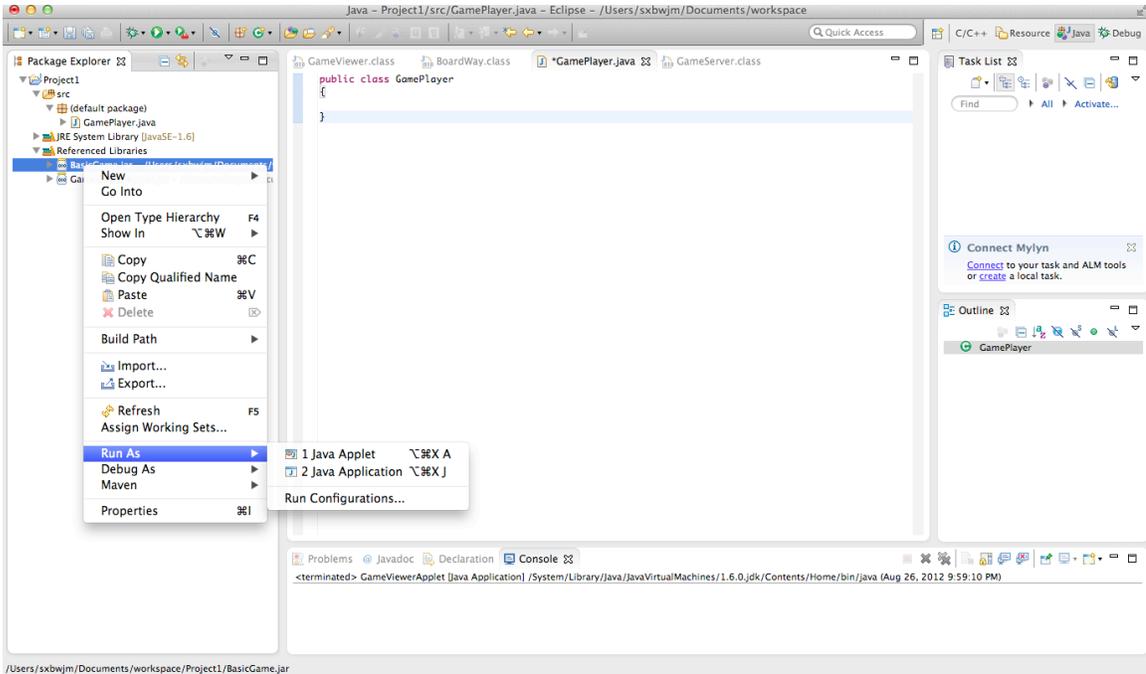
<http://www.eclipse.org/downloads/>

2. Create a new project.
Click “File->New->Java Project”

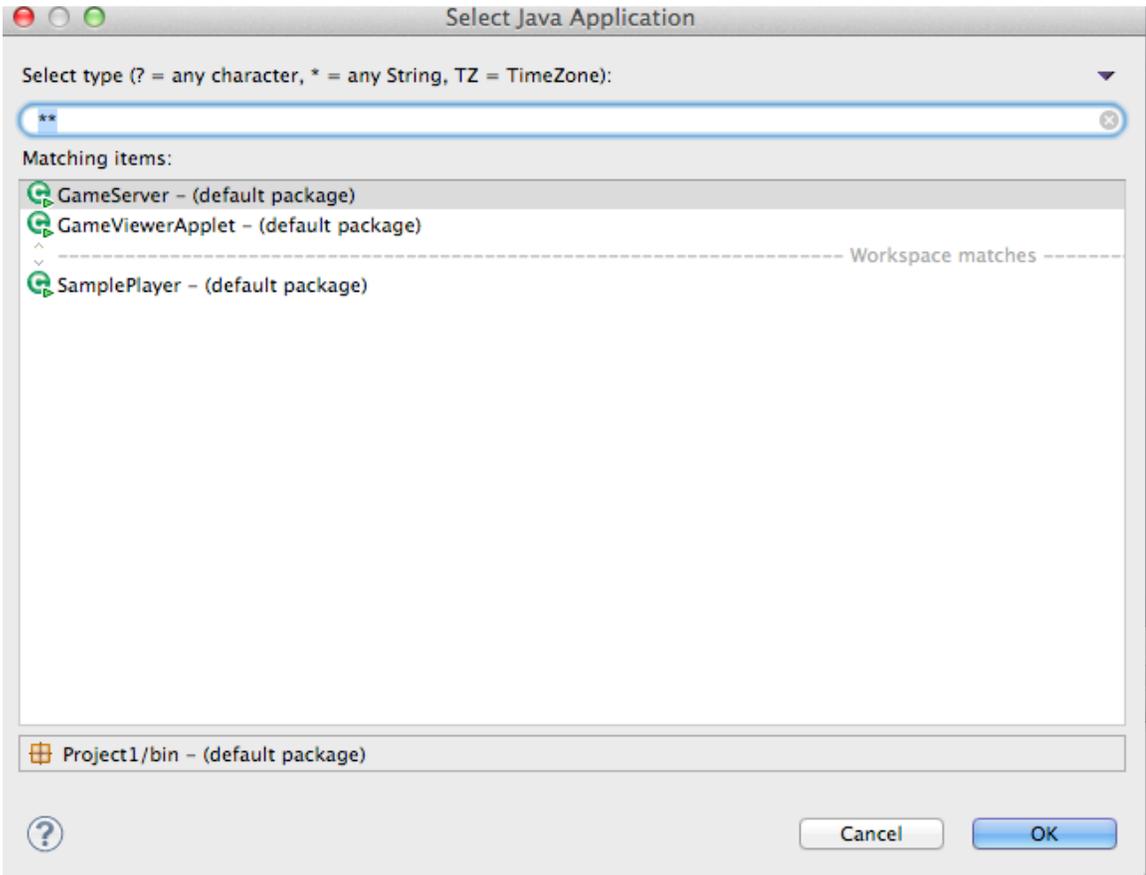
3. Import the jar files.
In the Package Explorer, right click the project, then choose “Build Path->Configure Build Path”. In the properties form, click the “Add External JARS” button to import the jar files.



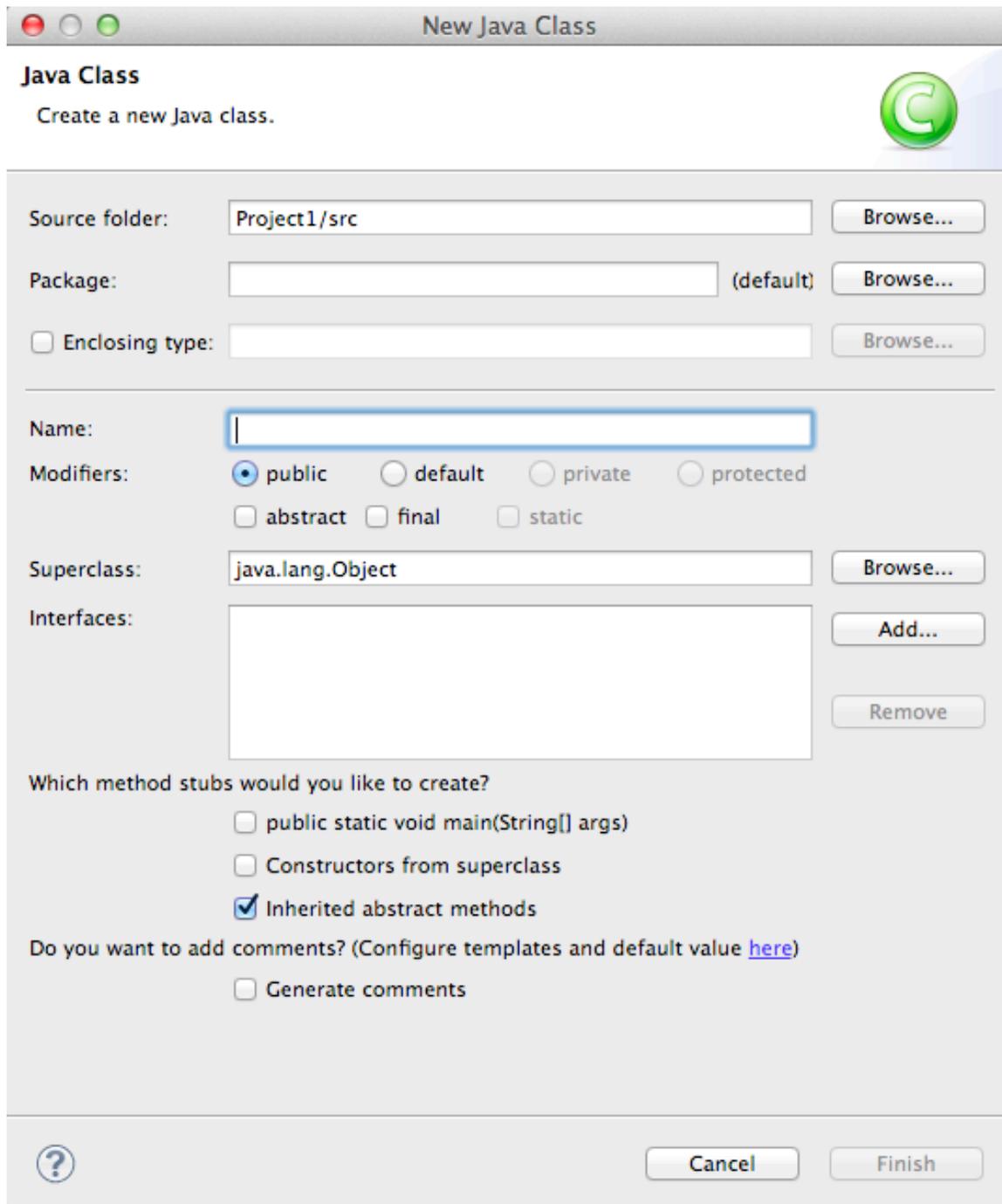
4. Run the “game server” from Eclipse
In the Package Explorer, right click the BasicGame.jar, then choose “Run as->Java Application”.



Select "GameServer" and press "OK".



5. Run the “game viewer” from the Eclipse.
In the Package Explorer, right click the GameViewerApplet.jar, then choose “Run as->Java Application”.
6. Create your own Java program, which will be the game player.
In the menu, choose “File->New->Class”



The image shows the 'New Java Class' dialog box in the Eclipse IDE. The dialog is titled 'New Java Class' and has a subtitle 'Java Class' with the instruction 'Create a new Java class.' and a green 'C' icon. The dialog is divided into several sections:

- Source folder:** A text field containing 'Project1/src' and a 'Browse...' button.
- Package:** A text field containing '(default)' and a 'Browse...' button.
- Enclosing type:** A checkbox labeled 'Enclosing type:' followed by an empty text field and a 'Browse...' button.
- Name:** A text field with a blue border and a cursor, currently empty.
- Modifiers:** A group of radio buttons and checkboxes: 'public' (selected), 'default', 'private', 'protected', 'abstract', 'final', and 'static'.
- Superclass:** A text field containing 'java.lang.Object' and a 'Browse...' button.
- Interfaces:** An empty text area with 'Add...' and 'Remove' buttons.
- Which method stubs would you like to create?:** A group of checkboxes: 'public static void main(String[] args)', 'Constructors from superclass', and 'Inherited abstract methods' (checked).
- Do you want to add comments? (Configure templates and default value [here](#)):** A checkbox labeled 'Generate comments'.

At the bottom of the dialog, there is a question mark icon on the left, and 'Cancel' and 'Finish' buttons on the right.

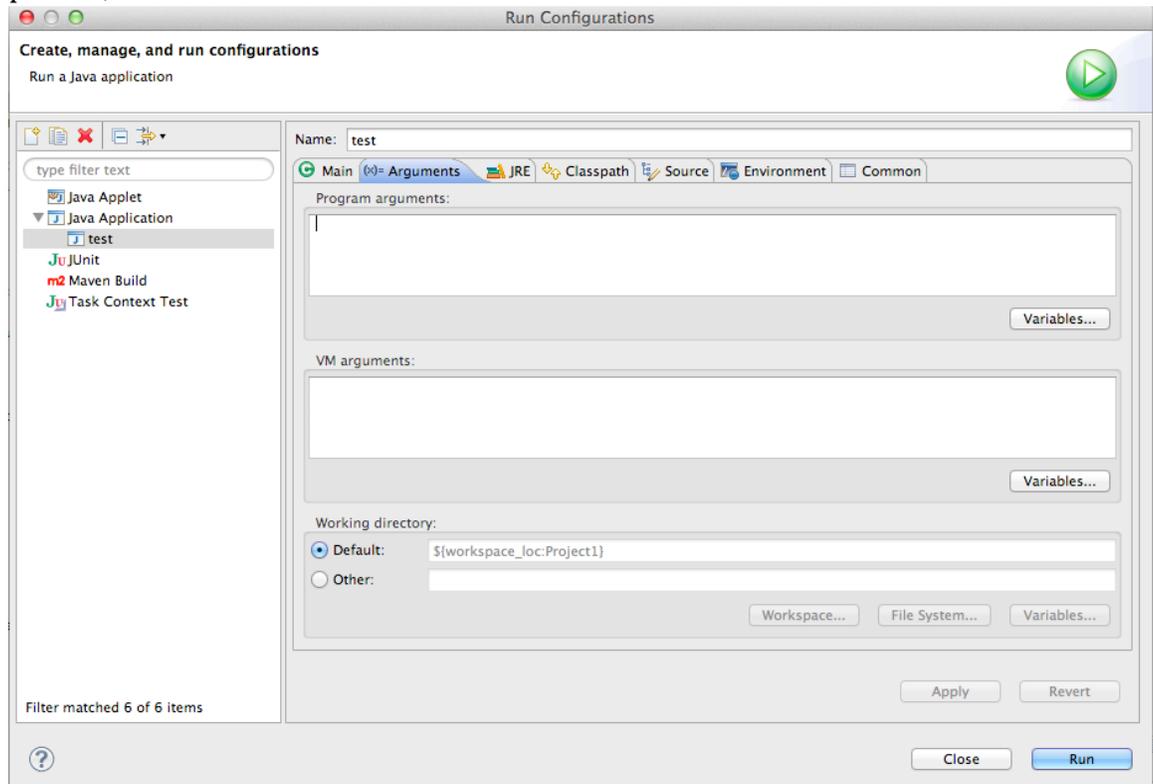
7. Run your Java Program.

a) Run without parameter

Just click “Run->Run”

b) Run with parameters

Click “Run->Run Configurations”. In the Configurations view, choose the “Arguments” tab, and input the parameters you need, for example: par1 par2 ..., then click the “Run” button.



8. Debug your program

In most cases, you will need to debug your program to make it work well. Before debugging, you probably need to specify a breakpoint in your code to make the program stop there.

a) Specify a breakpoint

Click the line where you want to put breakpoint in your code, and click “Run->toggle line breakpoint (or toggle breakpoint)”

b) Start debug

Click “Run->Debug (or Debug configurations)” to start debug. Usually, your program will stop at the breakpoint you created.

c) Other operations

You can use other buttons in the “Run” menu, like “step into”, “step over”, to control your program’s running when you are debugging.