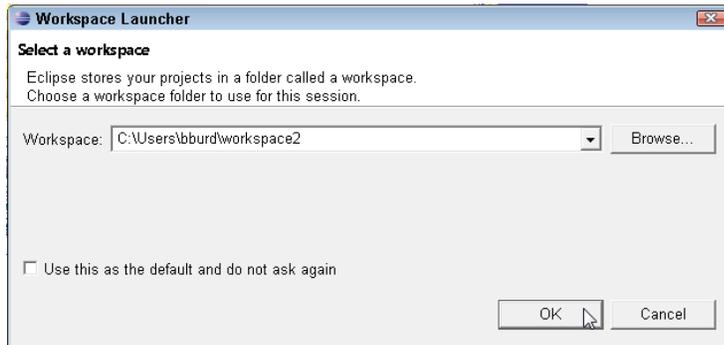


Using Eclipse

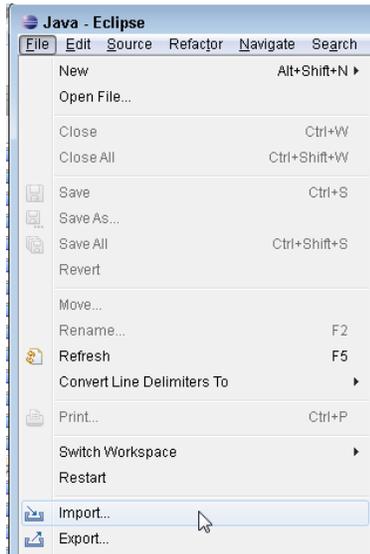
1. Launch the Eclipse application.
2. Select a workspace. (The workspace name that Eclipse suggests is fine.)



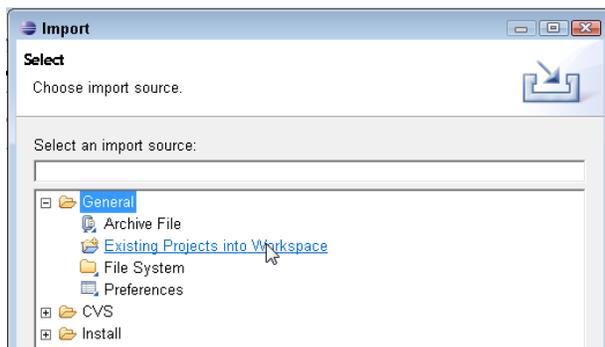
3. In the Welcome screen, click the Workbench icon.



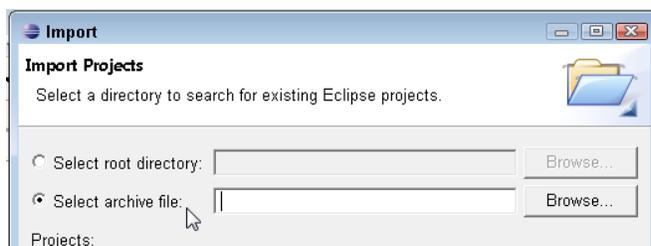
4. Select File⇒Import.



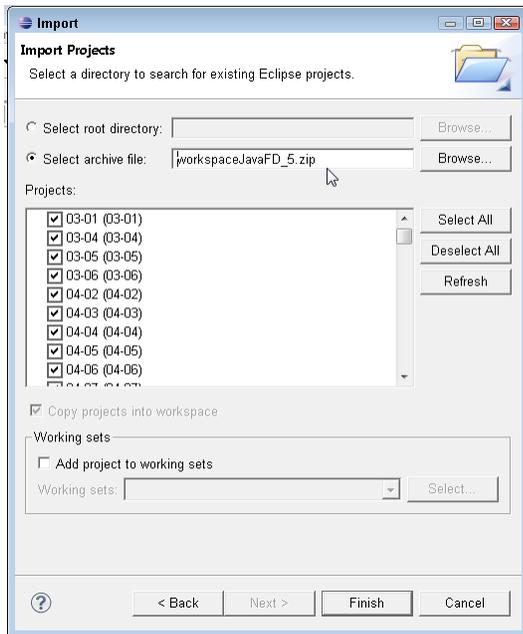
5. Import Existing Projects



6. Select archive file, then Browse to the location of the book's downloaded examples (a .zip file).

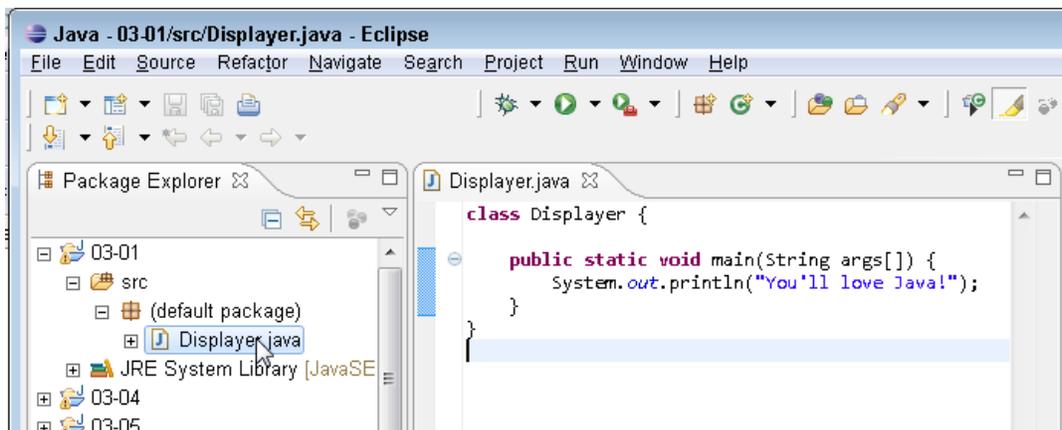


7. Select the zip file containing the book's examples. You'll see a list of Eclipse projects containing the book's code.

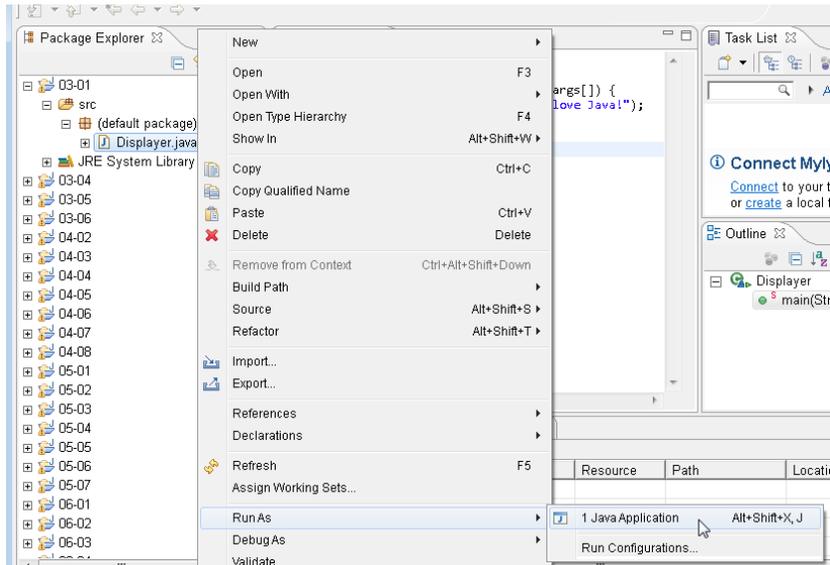


8. Click Finish.

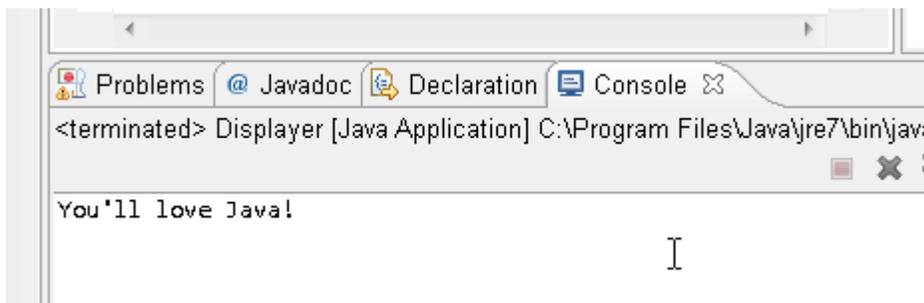
9. Double-click a Java file to see its code in the editor.



10. Right-click (Windows) or Control-click (Mac) a Java file and select Run As⇒Java Application.

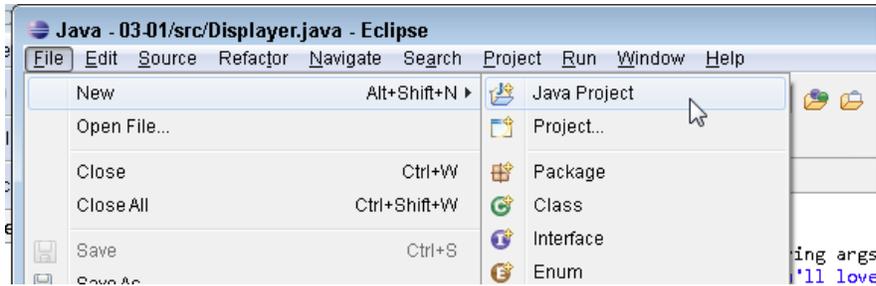


11. The program's run appears in Eclipse's Console view.

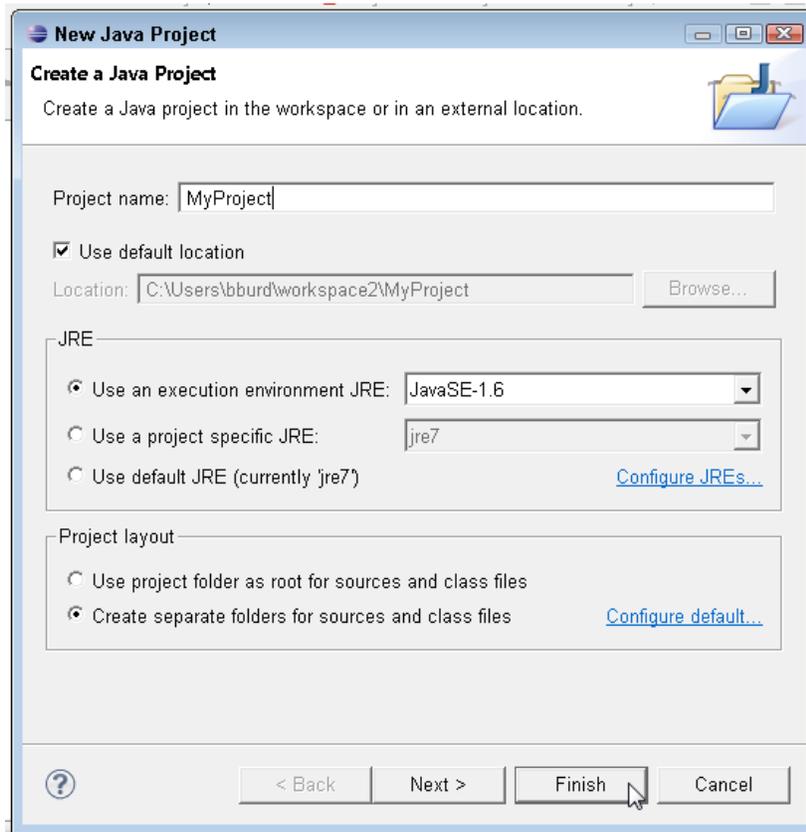


To write your own code, follow these steps:

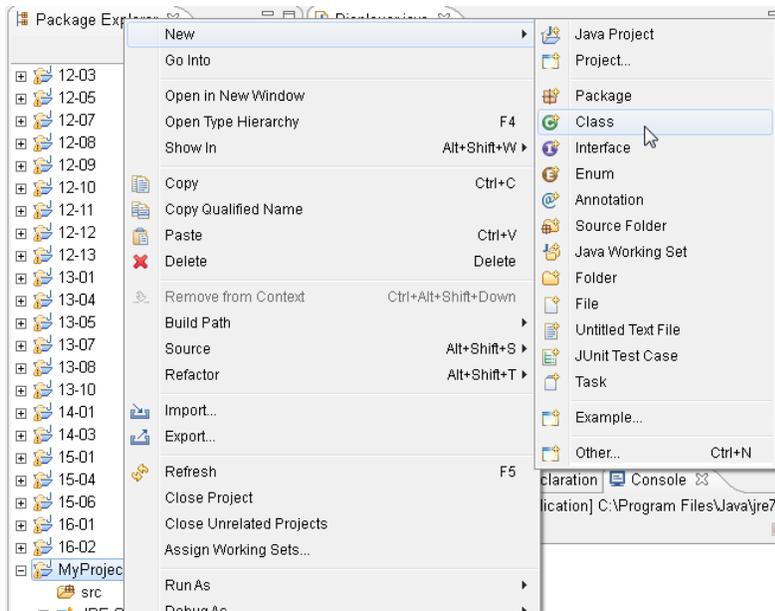
1.. Select File⇒New⇒Java Project.



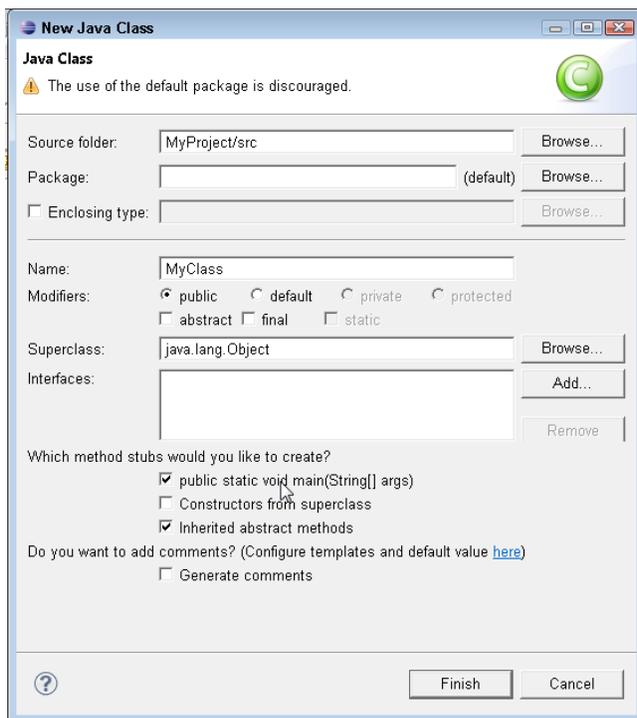
2. In the New Java Project dialog, type a name for your project, and then click Finish.



3. Right-click (Windows) or Control-click (Mac) your new project in the Package Explorer view. Then select New⇒Class.



4. Type a name for your Java class. Optionally, check the box to create a main method. Then click Finish.

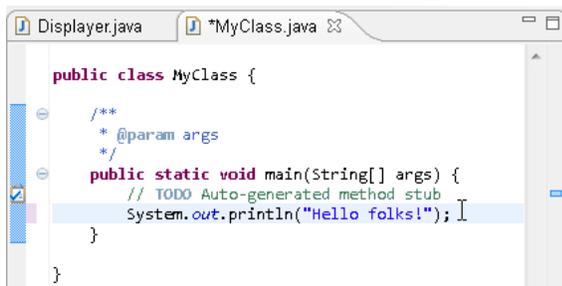


5. Your new class appears in Eclipse's editor.



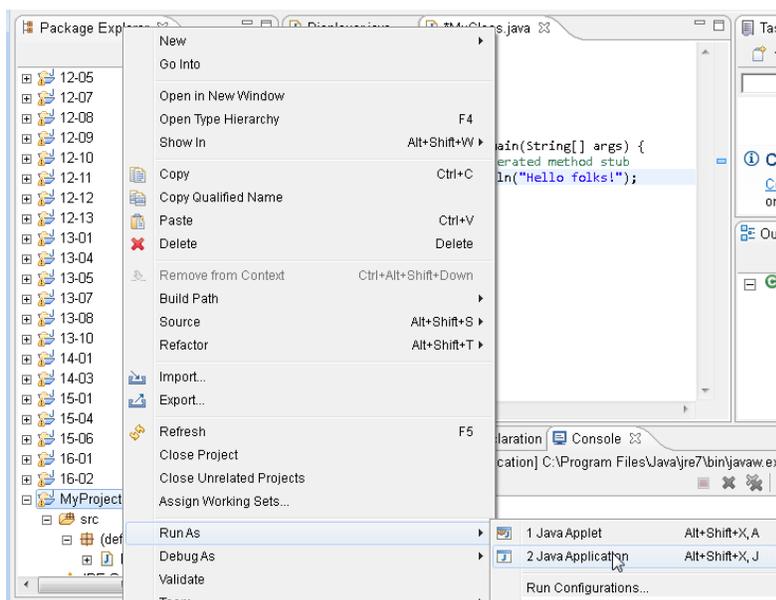
```
public class MyClass {  
    /**  
     * @param args  
     */  
    public static void main(String[] args) {  
        // TODO Auto-generated method stub  
    }  
}
```

6. Edit the code in Eclipse's editor.

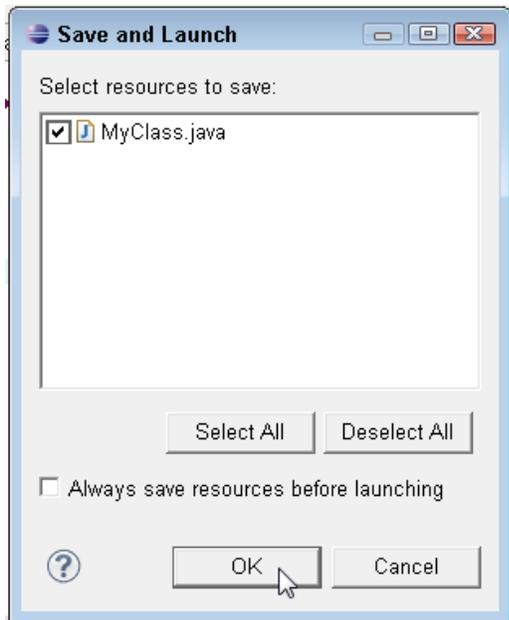


```
public class MyClass {  
    /**  
     * @param args  
     */  
    public static void main(String[] args) {  
        // TODO Auto-generated method stub  
        System.out.println("Hello folks!");  
    }  
}
```

7. Right-click (Windows) or Control-click (Mac) your project's branch in the Package Explorer view. Then select Run As⇒Java Application.



8. If necessary, agree to save any unsaved files.



9. Your program runs in Eclipse's Console view.

