Class VIII

Computer

Date-21.10.2024

Introduction to java Bluej(Ch-5)

Prabhdeep Kaur

Good Morning Students, This lesson is of class VIII, for the Subject of Computers Subtopic is Starting Blue J which is Covered in Ch: 5 of your text book titled Logix 8 and is being Submitted to you on 21.10.2024 Children as we have done in previous assignment that Blue J is an Integraled Development Environment Short form used is IDE. Blue J is basically used to write, edit and execute the Java program. Students, to Open or Start Blue J follow the given Steps:-

I Click on Start button and Select All programs and then click on Blue J

Students, after following this step the first Screen of Blue J will appear for a moment, followed by the Blue J working environment Screen.

歸 Blue Setup	- >	×
	Welcome to the BlueJ Setup Wizard	
	The Setup Wizard will install BlueJ on your computer. Click Next to continue or Cancel to exit the Setup Wizard.	
	Back Next Cancel	

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Now students move to next that is creating a Java program. Follow the given steps to Create a Java program

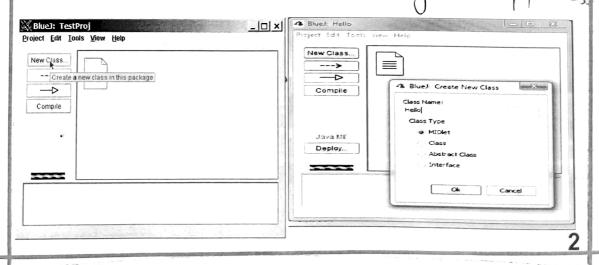
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	File Name: Mome/cheung/cs170/	TestPro < enter the new project name
	Files of Type: All Files	

1. Click on the project menu. A popup menu appears. Select the New Project option from it.

2. You will find the New Project dualog box on the Screen. Pefine the project name, for example ICSE is the name of your project.

3. Click on the create button to move to the next Screen.

4. After this we will get Second Screen. 5. Now click on the New Class option. The Blue J: Create New Class dialog box appears



Topic: Introduction to Blues Teacher; Probhdeepkawr 6. Define the class name, let us say 'Meldoe' is the class dialog box igive - name and click Ok. 7 you can observe that the class named HEMOL is created and its icon appeared on the Blued: JCSE Window.

New Class		A Mystery	
TTEN Class.	Hello	Class Edit Tools Options	0.000 0.00000
>	Open Editor	Compile Unix Out Copy Paste Find. Close	
Compile	Compile In next Remove	<pre>public static vois main(String args[)) { tot i, j, c, er if (args.impth (+ 1) / jords.arg.plain("Dags" jord Nymerry MDDD2"), Syntametry plain("Dags" jord Nymerry MDDD2"), Syntametry plain("Dags" jords Nymerry NDDD2"), Syntametry NDD2"), Syntametry plain("Dags" jords Nymerry NDD2"), Syntametry NDD2", Syntametry ND2", Syntametry ND2",</pre>	
1		nol a siztement	2

8. For opening the program code of Java, double click on the class 'Helle',

Now students let us start with important concept of this chapter 'writing program code'. Students you can delete or erase the code written by using Ctritter and pressing Delete key will erase the code and you can write new program according to your requirement.

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Topic: Introduction to Bluj and Teacher: Probhdeep JAVA /** Program J */ /** My first program is Java* 2. 3. Public Class Hello 4. **2** Public Static void main (Stoing august) 5. 6. **S** System. Out Println ("Welcome to Tender Heart School") 8. 9.] 1. Student statement no.1 shows the Comment about the program. Statement no.2 shows the comment 2. about the purpose of the program comments are opetional to write. you can start your program without comments also 4

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- 3. Statement no. 3 specifies the name of the class, which is named as "Hellone".
- 4. Statement no. 4 includes the curly braces to indicate the beginning of properties of the particulate class.
- 5. Statement no.5 defines the basic attributes of the class.
- 6. Statement no. 6 is again a curly brace that Shows that the main body of the program begins or starts from this particular point.
- 7. System. Out. println ("welcome to Tender Heart School"); will print your message on Screen.
- 8. Statement no. 8 class the corresponding curly brace specified in Step no. 6
- 9. Statement no.9 also Closes the corresponding curly brace specified in Step no.4

Students, I am ending my lesson here, You are advised to read and understand assignment carefully. Topic: Introduction to JAVA Ch: 5 Teacher: Brabhdeep and Bluej

1. (omment: Any text written inside slash asterisk (/* */) or after double slash // is considered as comment.

- 2. Class Declaration: Class declaration indicates that we are going to create 9 new class. For Example we have taken 'HELLO' as class name in previous written statements.
- 3. Main: Main is the place or position from where the actual program gets started or begin.
- 4. Public: Public is a keyword of Java which indicates that the method can be called or used from anywhere inside or outside the class, as it is public not private.

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5. Void : Void is also a Java keyword which shows that function will not return any value except the text that we enter in print statement.

6. String args[]: args means arguments. It is also called command line arguments.

7. System. Out. println(): This statement is used to print any message or result.

Now move on to next of compiling and Running of a Java program in BlueJ. Compilation is a process of converting the programming statement that is written in Simple english language into a machine level code that is byte code by a compiler. For compiling and running a program in Blue J follow the given steps:

1. Click on the compile button, Placed at the top of the ribbon as you can see in figure 5.9 on page no. 60 in your book.

2 If there are errors or mistake in program, remove them and compile the program again.

3. If there are no errors in the program, it will display the message " class compiled -



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no syntax errors" 4. Click on the Close button. 5. Now right click on the class icon. 6. Select void main (Strings Elgrgs) 7. You will see a Bluej method call dialog box, that appears on your screen. 8. Click ok and the Output or result will be displayed on the Bluej Terminal window.

So, this is the process of compiling and running the JAVA program in Blue J. Students if you want to change or modify your program then Double Click on the class icon, the program screen will appear and you can do the changes and again you have to compile the program to get the output or result

Students, I am concluding the lesson with this topic. So you are advised to read the assignment carefully and try to understand the concept of programming.