

Setting up Jbuilder X to work with Breezy GUI, EasyReader and EasyWriter

After you get JBuilder up and running, you will want to incorporate the Breezy GUI software so you can get the example programs in the textbook working.

You will also want to get the EasyReader and EasyWriter software working in order to be able to read in data from the keyboard and put data to the screen during console application.

BreezyGUI:

BreezyGUI can be incorporated in several different ways. The way I like to incorporate it is as a .jar file. .jar stands for java archive. The .jar file is a combination of many .class files rolled into one. It is convenient because you can store the .jar file once on your system, and then add it to any project that needs it. You need to be aware, however, that when your application or applet runs, it will require access to this .jar file.

Setting up BreezyGUI with Jbuilder X

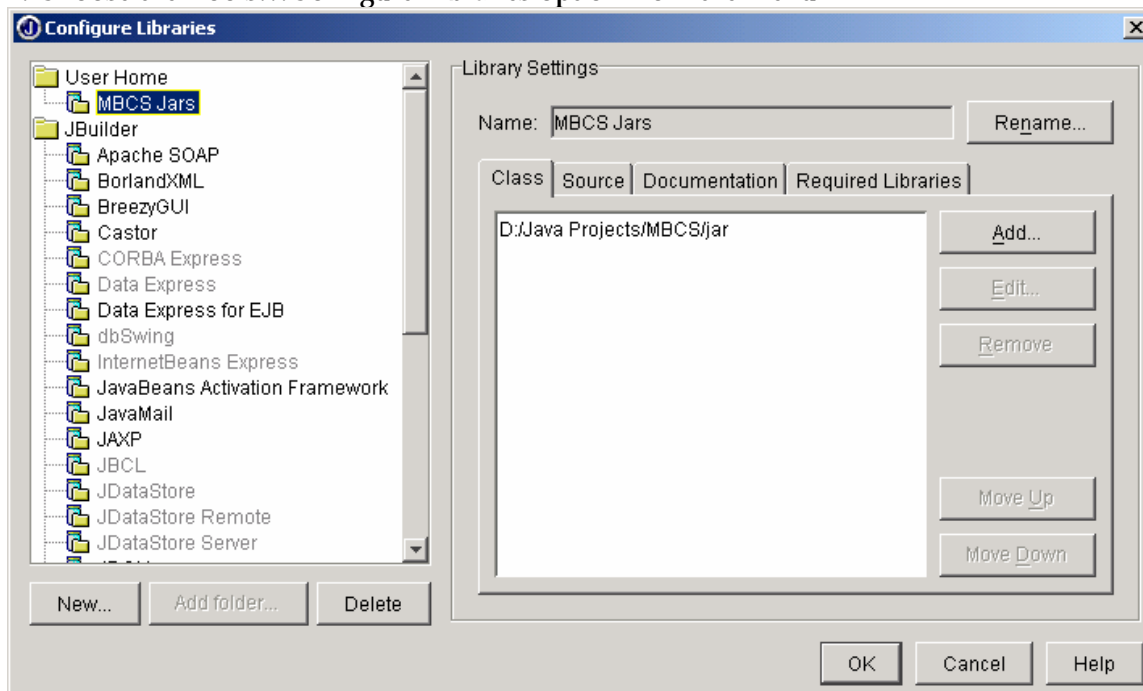
Onetime only:

1. Copy the BreezyGUI.jar file from either my web page at hanley.cjb.net – go to the Documents section for the Java course or the download it from the internet site

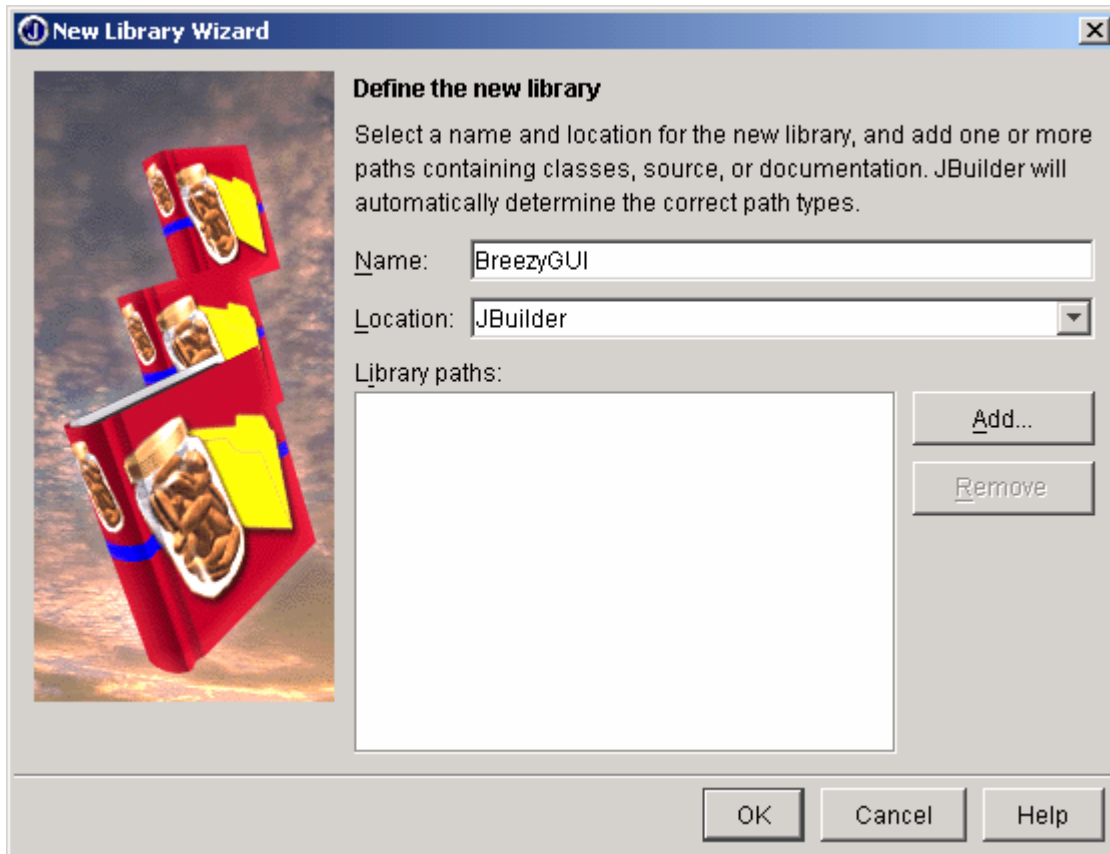
<http://faculty.cs.wvu.edu/martin/Software%20Packages/BreezyGUI/Default.htm>

Save the file in the C:\JbuilderX\lib directory.

2. Choose the Tools...Configure Libraries option from the menu



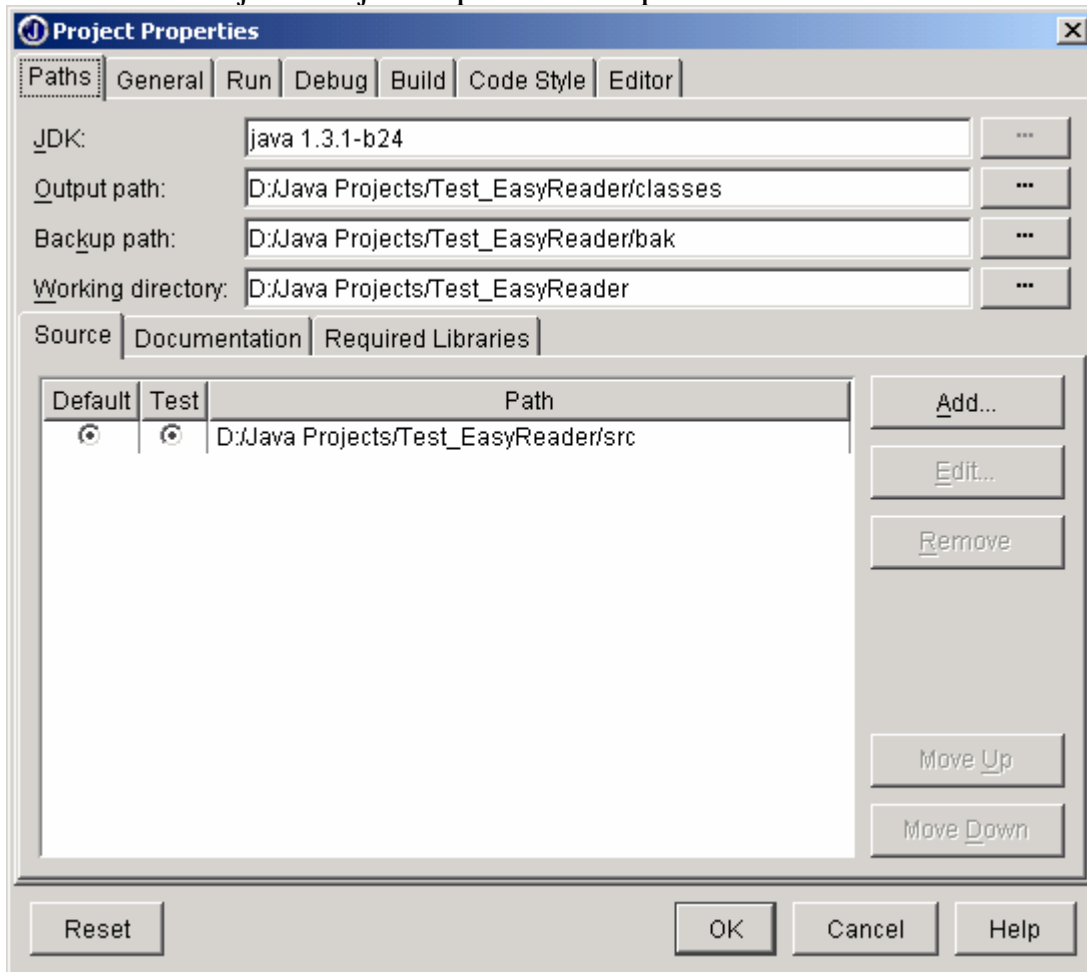
3. Click on the New... button



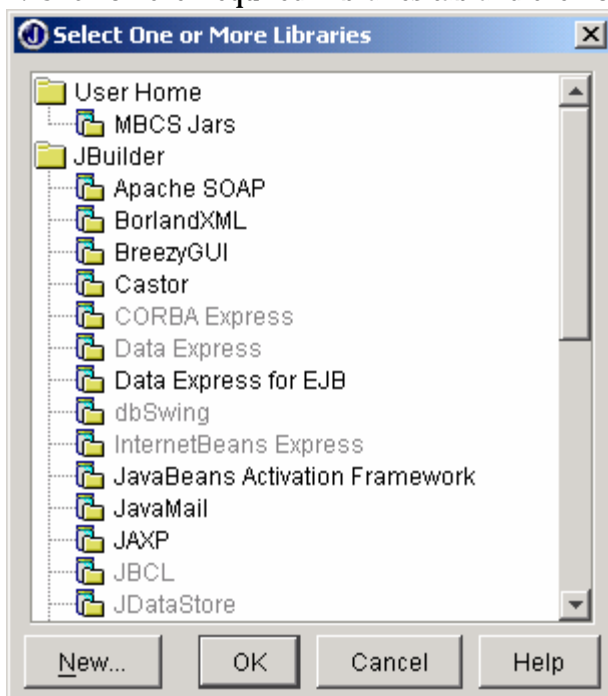
4. Change the Name to BreezyGUI and the Location to JBuilder
5. Click on the Add... button to add a library path to JBuilder
6. Select the c:\JbuilderX\lib\BreezyGUI.jar file so that it is highlighted

For each project that you want to use BreezyGUI in:

1. Click on the Project...Project Properties menu option

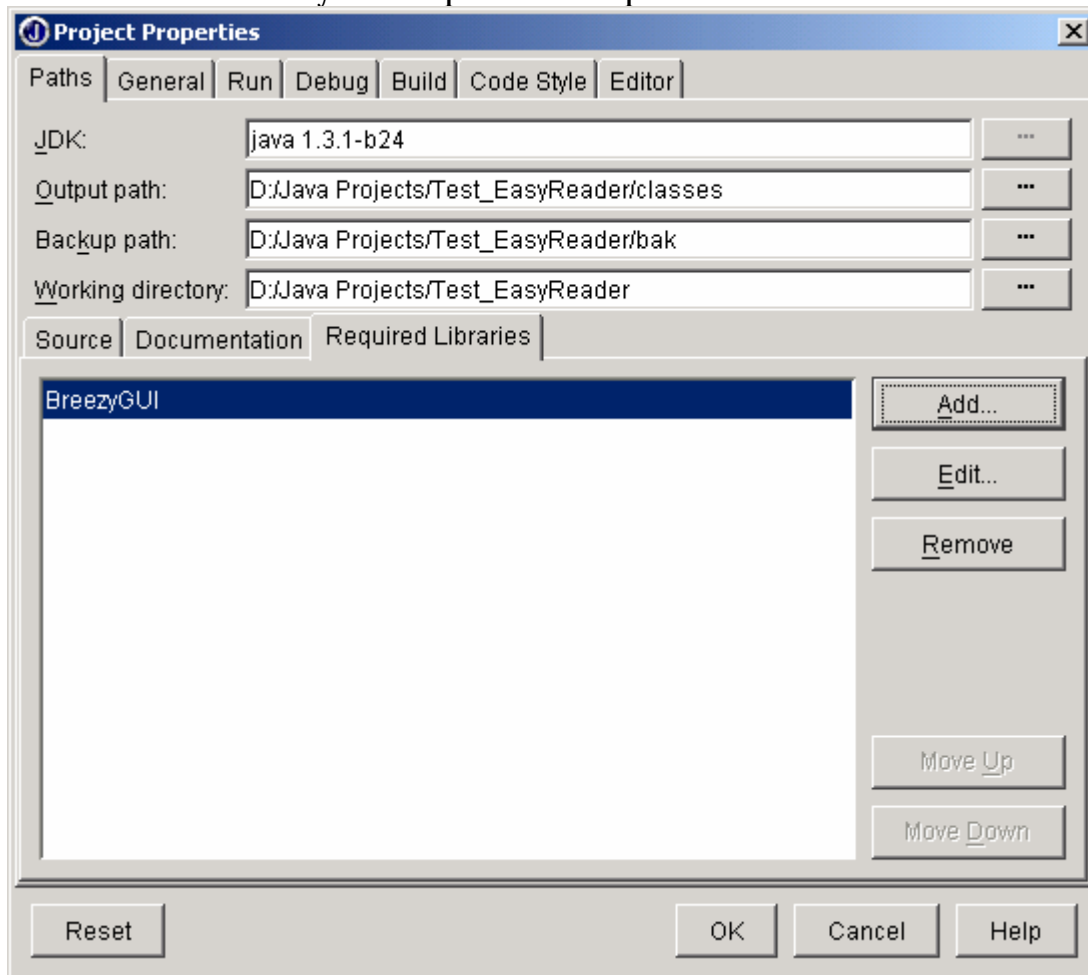


2. Click on the Required Libraries tab and then on the Add... button



3. Click on the BreezyGUI library and then click on OK

You should see the library listed as part of the Required Libraries



You should be all set to go with the import `BreezyGUI.*`; at the top of your .java files

****NOTE:** Because you will be using BreezyGUI for most of your applications, you might want to choose Project...Default Project Properties so that all projects created from this point forward will have the BreezyGUI as a required library

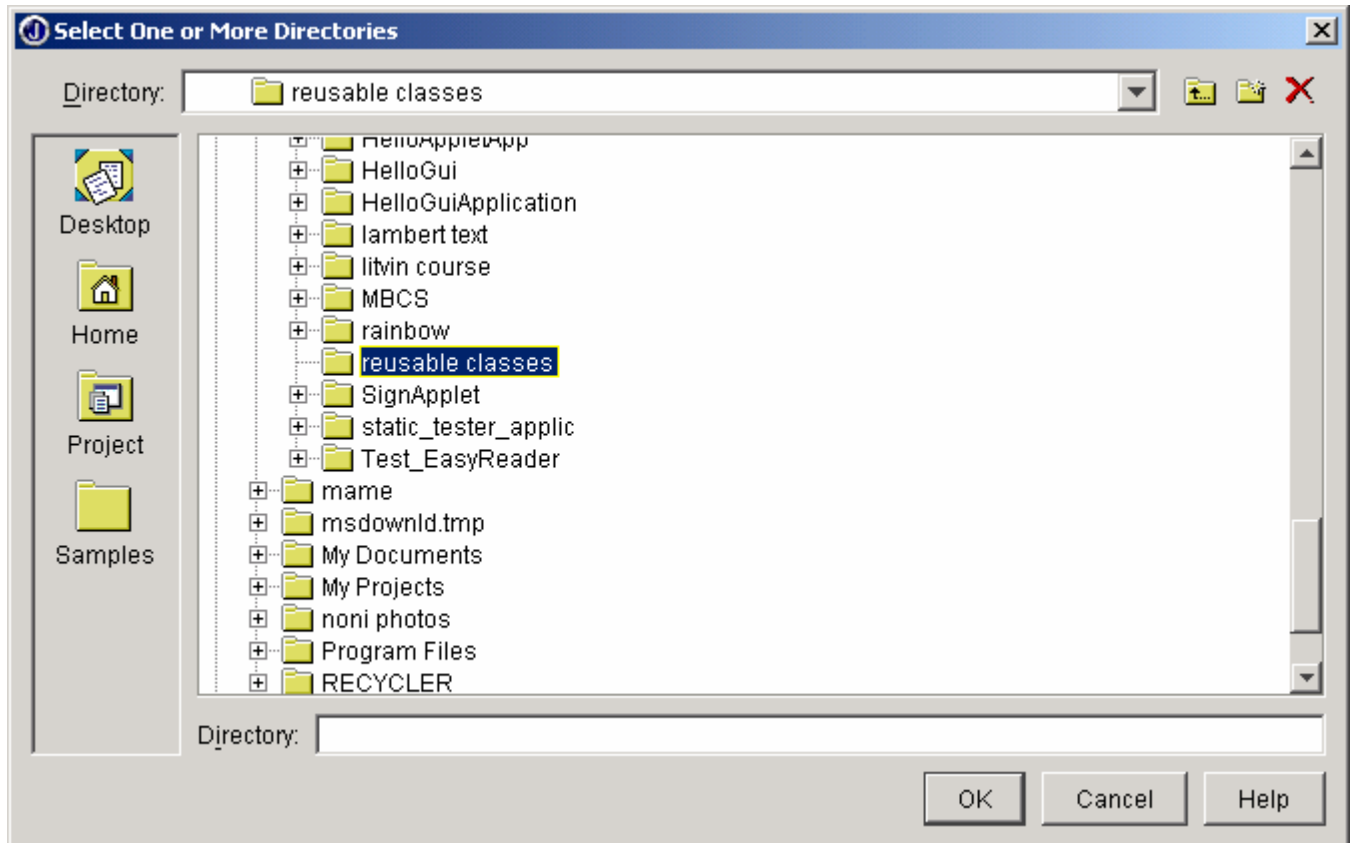
EasyReader and EasyWriter:

EasyReader and EasyWriter were written by Maria and Gary Litvin to provide simple console input and output.

One time only:

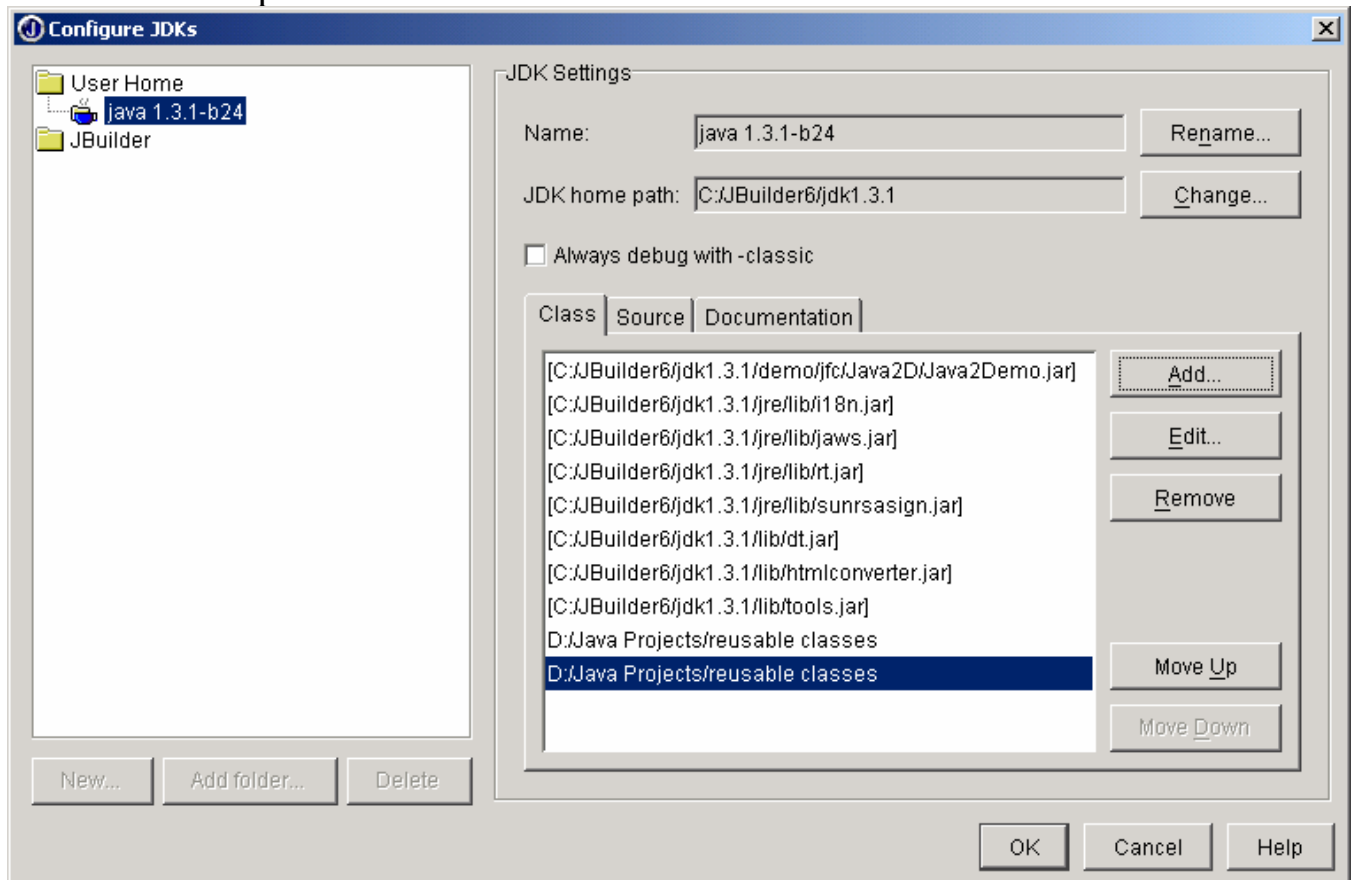
1. To use these two classes, download them from the G drive or from Hanley's web page. See hanley.cjb.net.
2. Make a folder on the C:\JbuilderX directory called reusable classes
3. Save the classes in this folder
4. Click on the Tools...Configure JDKs menu option

5. Click on the Add... button



6. Navigate to the C:\JbuilderX\reusable classes directory, highlight it and choose OK

You should see this path listed in the window similar to below

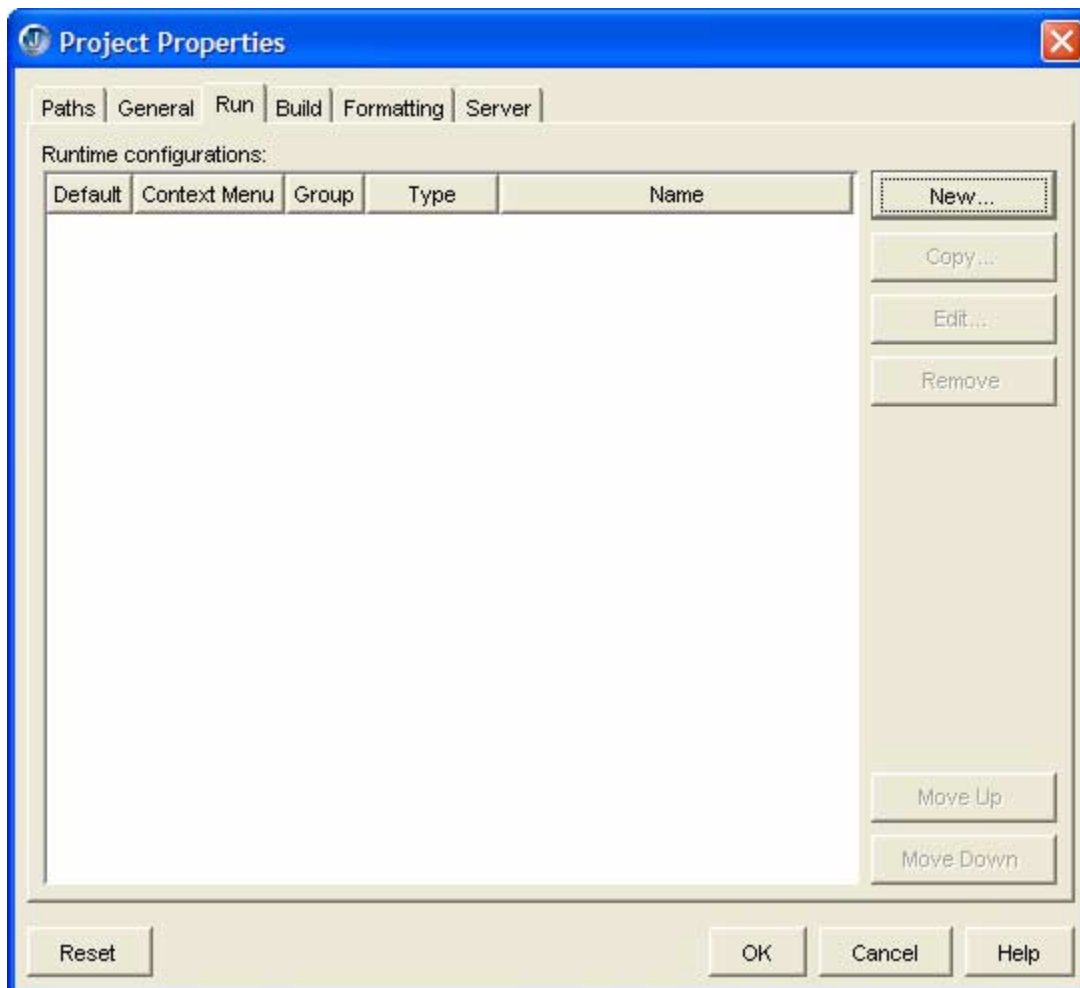


You should be all set to go with the import `EasyReader.*`; at the top of your .java files

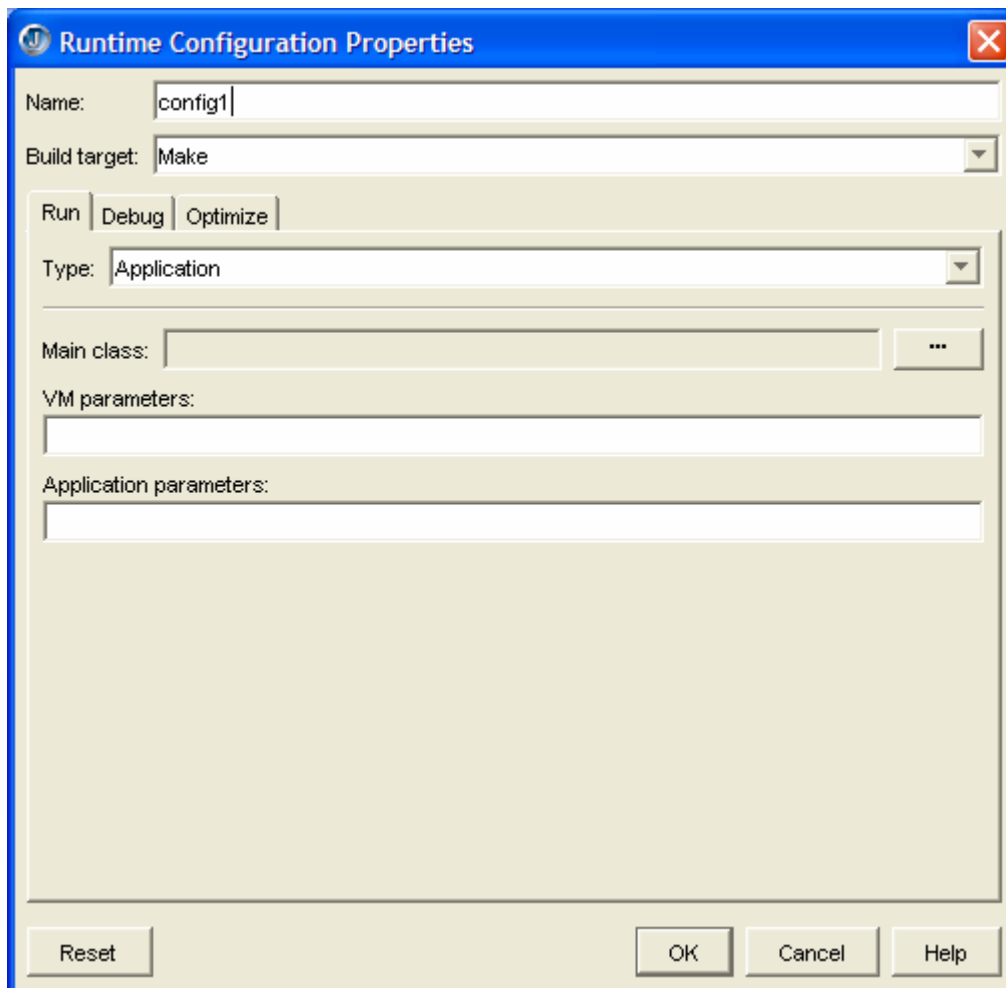
Running your applications:

To run your application, you can click on the “play” button, choose run project from the run menu or hit F9 on the keyboard.

The first time you run your application, you will be asked to provide a runtime configuration. After choosing the run option, the following dialog box will pop up;

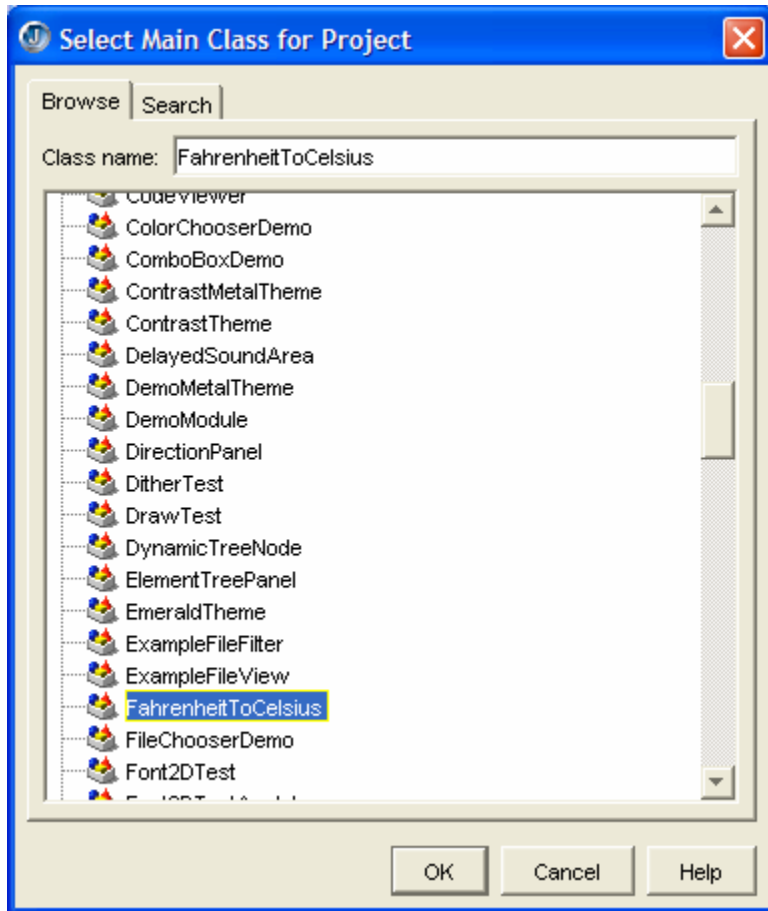


Click on the New... button



Change the Name to config1

Click on the ... button next to the Main Class edit box



Since JBuilder detects any changes to the source code after changes are made, you don't have to worry about compiling before running, this will be done for you.

But you do have to specify which class you want to load when the application runs. Choose the .class which refers to the name of your application by clicking on the ... button next to the main class.

Find and choose your class as the main class for the Java Virtual Machine to start running your Java application with.

Now choose F9 or the play button again and your program will attempt to be run