

Getting, installing and testing the Java SDK

Java Programming: Installing the SDK

1

Installing SDK

- Make sure you have room! (150MB).
- Download the appropriate file from java.sun.com:
 - JDK Standard Edition 1.4.1
- Run the file (start the installation). Install somewhere easy to access, I like `c:\jdk1.4`
- Download and install documentation
 - Java 2 SDK Standard Edition documentation.
 - HTML files.

Java Programming: Installing the SDK

2

PATH Environment Variable

- To run the tools (compiler, JVM, etc) from the DOS command line you need to add the location of the tools to your PATH.
 - Follow the instructions found in the documentation at:
<http://java.sun.com/j2se/1.4.1/install-windows.html>

Java Programming: Installing the SDK

3

CLASSPATH Environment

The Java compiler and VM use the CLASSPATH environment variable to decide where to look for

- For now it's enough the Java will look in the

If your CLASSPATH is already set to something,

the current directory).

Testing things

- Typically you need to reboot to have any changes to the PATH take effect.
- Open a MS-DOS prompt window (command prompt for Win2K and up).
- Type "java -version". If you get "unknown command" or something like that, your PATH is not right...

Testing a Java Program

- In general, you do the following:
 - create a folder to hold the java code.
 - use an editor (notepad will work, but other editors will work better – check out editplus at www.editplus.com) to create a Java program.
 - compile the program (using javac)
 - run the program (using java)

Sun "first cup of Java" tutorial

- on the web at:

<http://java.sun.com/docs/books/tutorial/getStarted/cupojava/win32.html>

Goes through all the steps, explains how to resolve common problems (we will do this in class).

HW#1

- Due Jan 27th (our next meeting).
- Get JDK installed and working.
- Modify a simple sample program.
- Compile and run the program.
- Submit your results and code.
 - get used to the HW submission system.
- Everyone should get 100!
