First Java Tick, Part B Alan Blackwell – January 2004

This is a supplement to the information on the back page of "UNIX AND X" by Frank King. It relates to part B of the first Java Tick, and specifically your first use of the BlueJ teaching environment under the PWF.

1. Log in to PWF UNIX, and start a terminal window in the same way as you have done before.

- 2. Make a convenient "link" to the BlueJ files with this command (note the final dot): ln -s \$CLTEACH/afb21/bluej .
- 3. Make your own copy of the project files for the first Java exercise (note the dot again): cp -r bluej/examples/shapes .
- 4. Start the BlueJ environment: bluej/bluej &
- 5. Open the "shapes" project (the one that you've just made your own copy of):
 [in the BlueJ window main menu] click on "Project"
 [in the sub-menu that has appeared] click on "Open Project …"
 [in the Open Project dialog] select "shapes" folder, then click "Open" button

6. Compile the "shapes" project: [at left hand side of main BlueJ window] click "Compile" button

7. You can now start with practical exercises starting on page 4 of the BlueJ textbook (section 1.2 "Creating objects").

To receive this tick, you should complete all exercises from 1.1 through to 1.14. Note that exercise 1.10 requires you to open a new project called "picture". Before doing this, you should once again make your own copy of the relevant project files, and remember to compile the project before proceeding with the instructions in the book.

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cp -r bluej/examples/picture .
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8. Make a print-out of your final picture, so that you can submit this for marking. You can either use the technique described on the back of the "UNIX AND X" notes, or the following slightly more straightforward alternative:

9. If you made your print-out using the more complicated technique in the "UNIX AND X" notes, *don't forget to write your name and "Java Tick 1B" on the print-out* before you hand it in for marking.