
How to Run Java Programs Using TextPad 4.0

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Supplement material to accompany *An Introduction to Object-Oriented Programming with Java*

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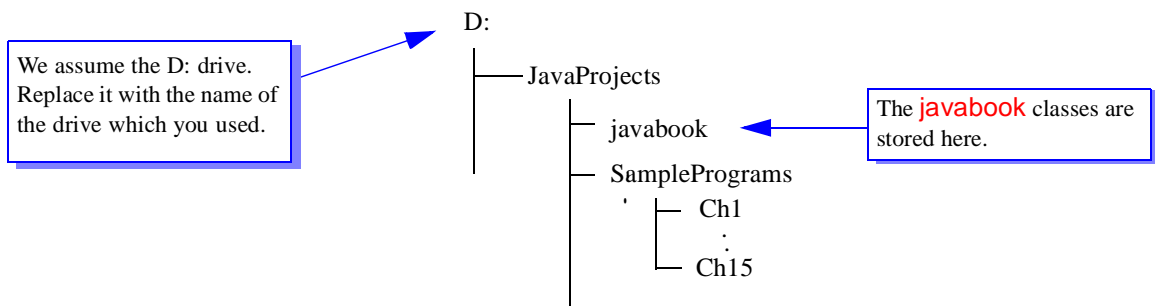
In this document, we will explain how to run Java programs using TextPad 4.0.

1.0 Installing the Software and javabook Package

After you download TextPad, install it on your machine following the directions given by its installation program. Download and install the **javabook** package and the sample programs.

2.0 Directory Structure

In this document, we assume the following directory structure:



3.0 Starting TextPad

Start TextPad by selecting its program icon in the **Start/Program** group (or whichever group the TextPad icon is located).

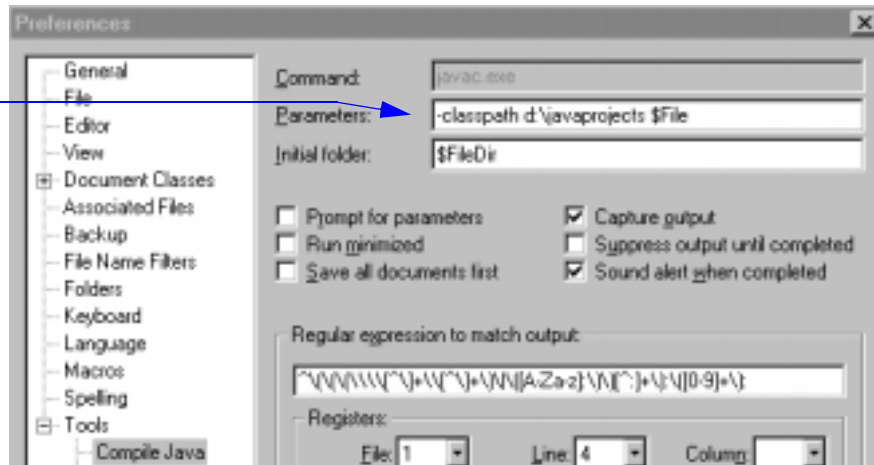
4.0 Setting the Project Properties (Very IMPORTANT!)

In order to be able to compile and run Java programs from TextPad, you need to make two adjustments. Select the menu choice **Configure/Preferences...** The Preference dialog will appear. Click the plus icon (+) next to the **Tools** item in the list. Now click on the **Compile Java** item. Then modify the entry in the **Parameters:** textfield to the following text :

```
-classpath d:\javaprojects $File
```

See the following figure:

Should look like this



Now select the Run Java Application item by clicking on it. Change the **Parameters:** textfield to

```
-classpath .;d:\javaprojects $BaseName
```

Click the **OK** button and save the setting.

5.0 Creating a Class File (Source Code)

We are now ready to create a (main) class. To create a new class, simply enter the Java code and save the code. NOTE: When you save the class, make sure the file name is the same as the class name. For example, if you are saving the FunTime class, save it as FunTime.java. Make sure to match the lower- and uppercases. Java is case-sensitive.

Enter the following:

```
/*
   Program1
*/
import javabook.*;

class Program1
{
    public static void main (String[] args)
    {
        SketchPad doodleBoard;
        doodleBoard = new SketchPad( );
        doodleBoard.show();
    }
}
```

Make the class name and the file name the same. For example, the class **Program1** is saved in the file **Program1.java**.

Save the file after you finished entering the text. You can save the file either by selecting the menu choice **File/Save** or clicking on the toolbar icon for **Save**. Name the file **Program1**.

6.0 Compiling the Class

Select the menu choice **Tools/Compile Java**. This will compile the class and generate the bytecode file. When you compile **Program1.java** successfully, then you will see the bytecode file **Program1.class** generated in the folder.

Follow the same steps just described to set the main class.

7.0 Running a Java Application Program

Once the class is compiled, we can run it. Select the menu choice **Tools/Run Java Application**.

If everything is done right, the program will run and you will a **Sketchpad** window: