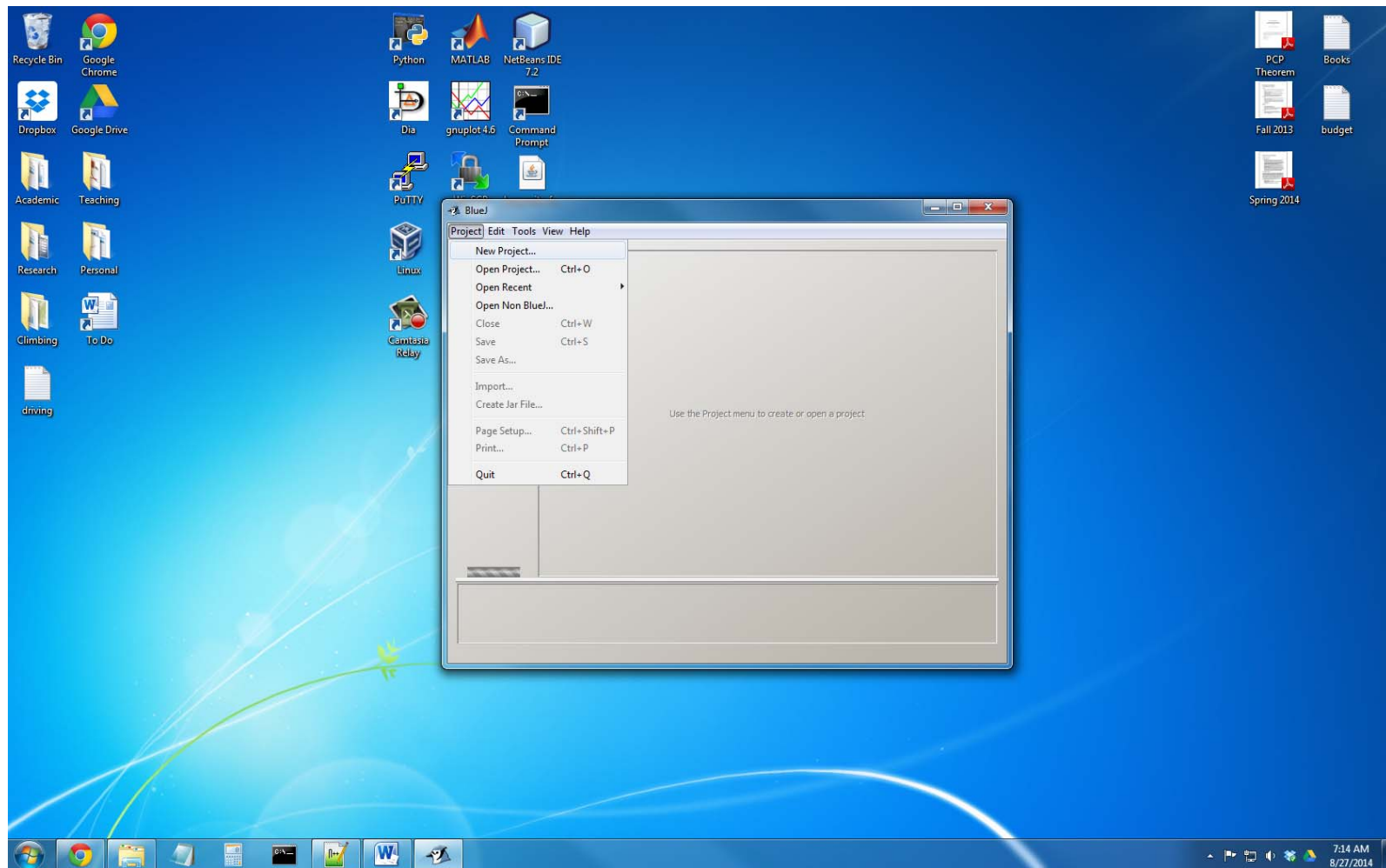


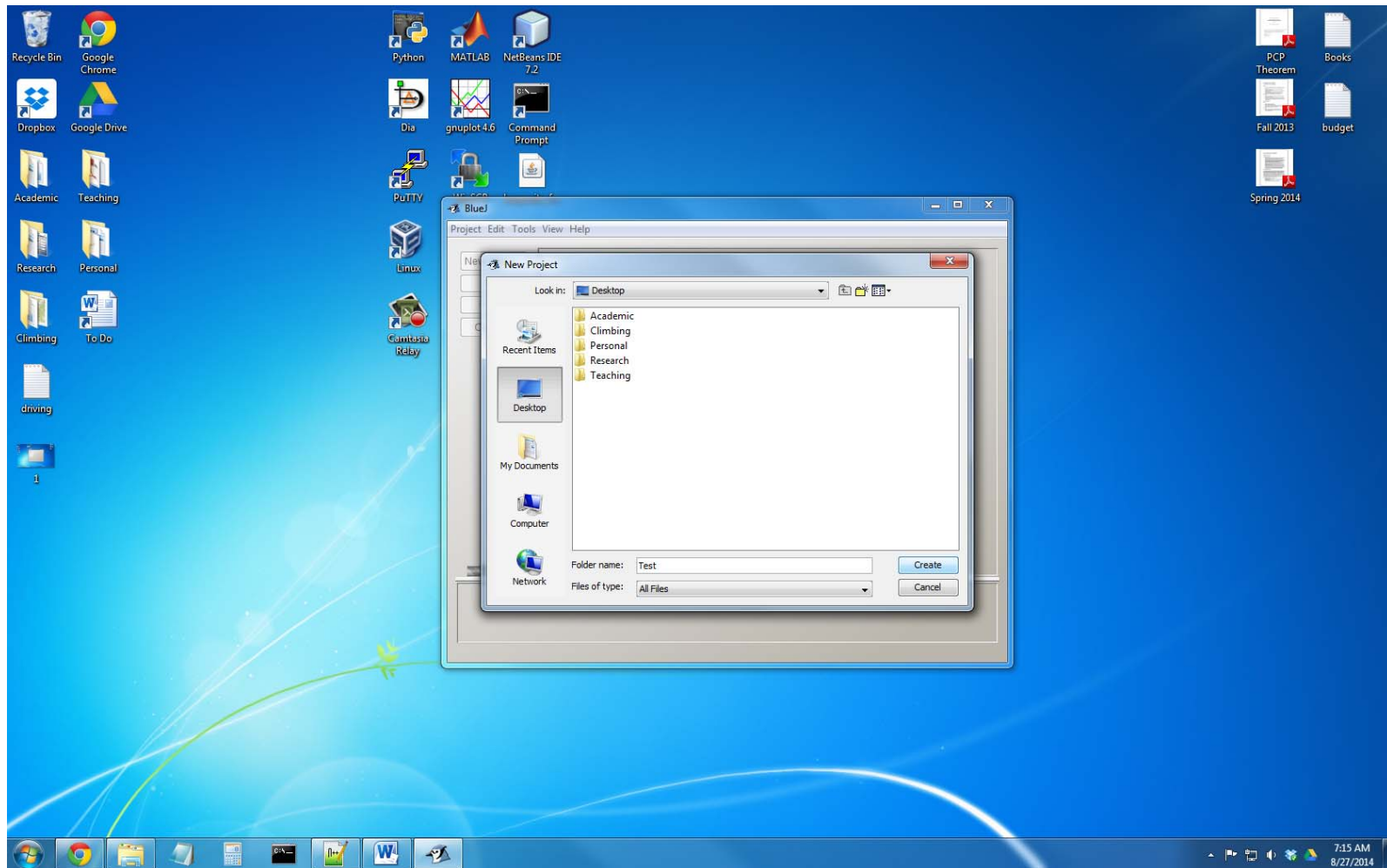
Instructions for Executing (Running) a Program in BlueJ

CSCI 111

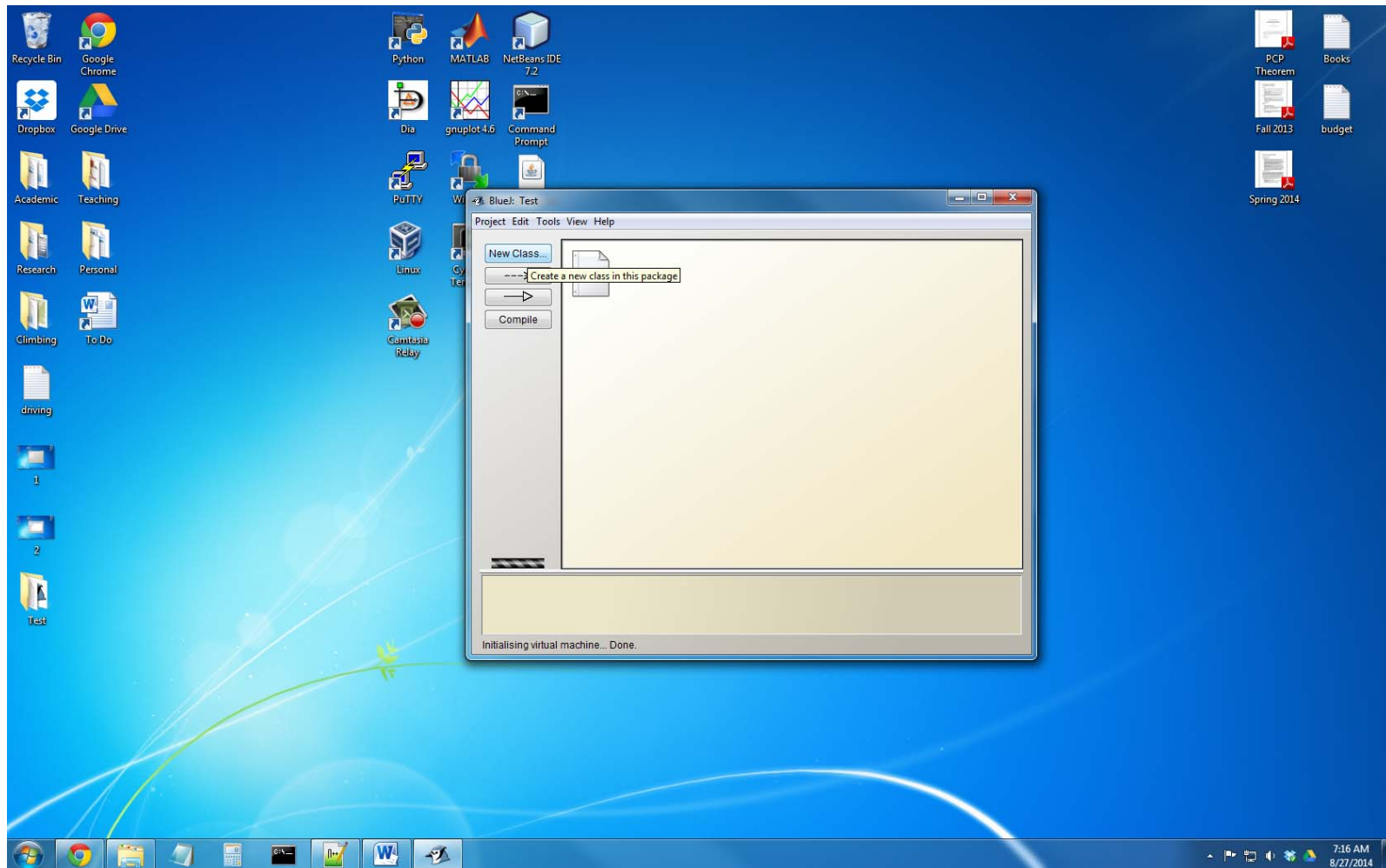
1. Once BlueJ is installed on your computer, double click the icon to open it. Then, click on *Project, New Project*.



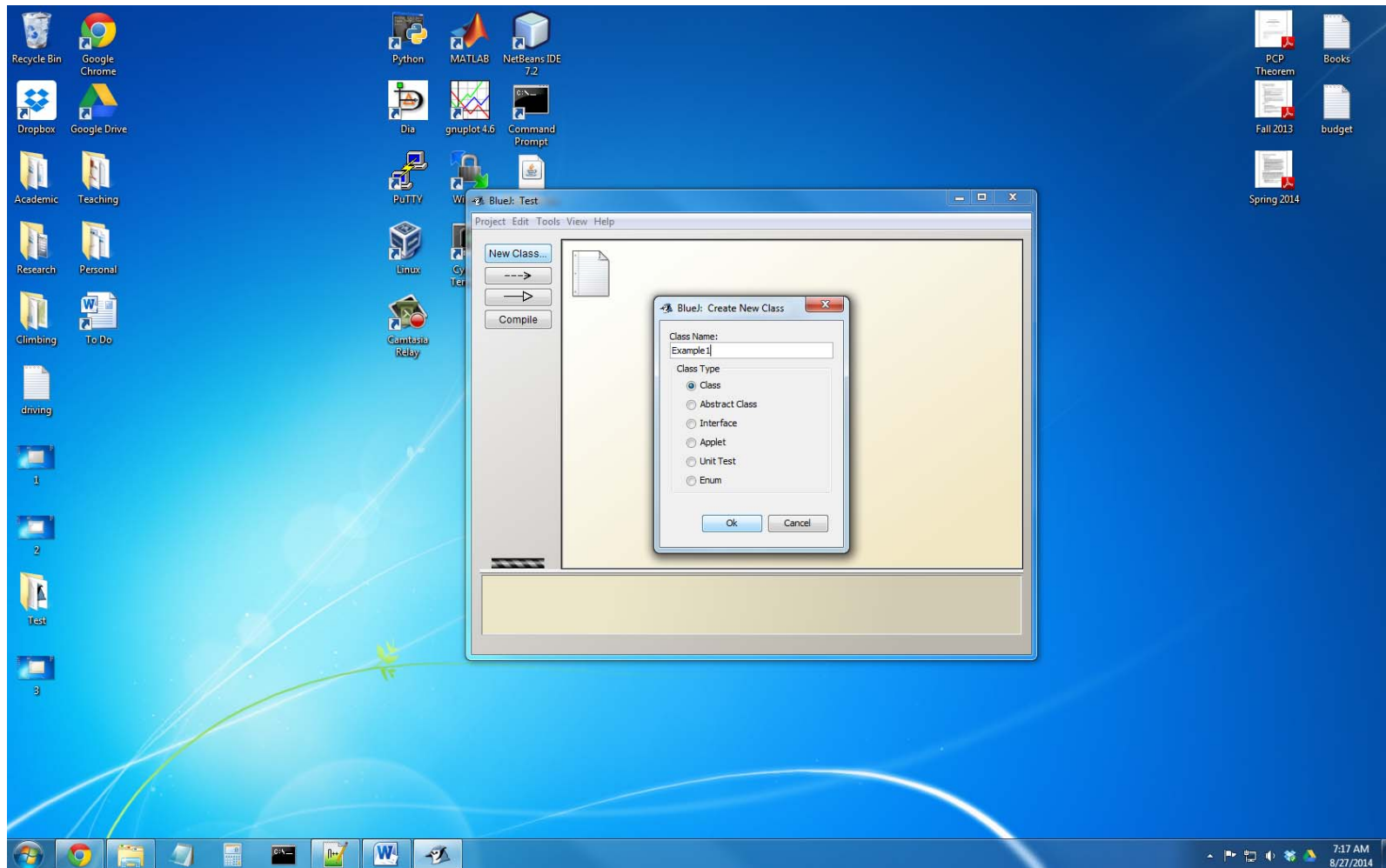
2. You will then be prompted to create a new project folder. In this example, I put it on the desktop and call it “Test”.



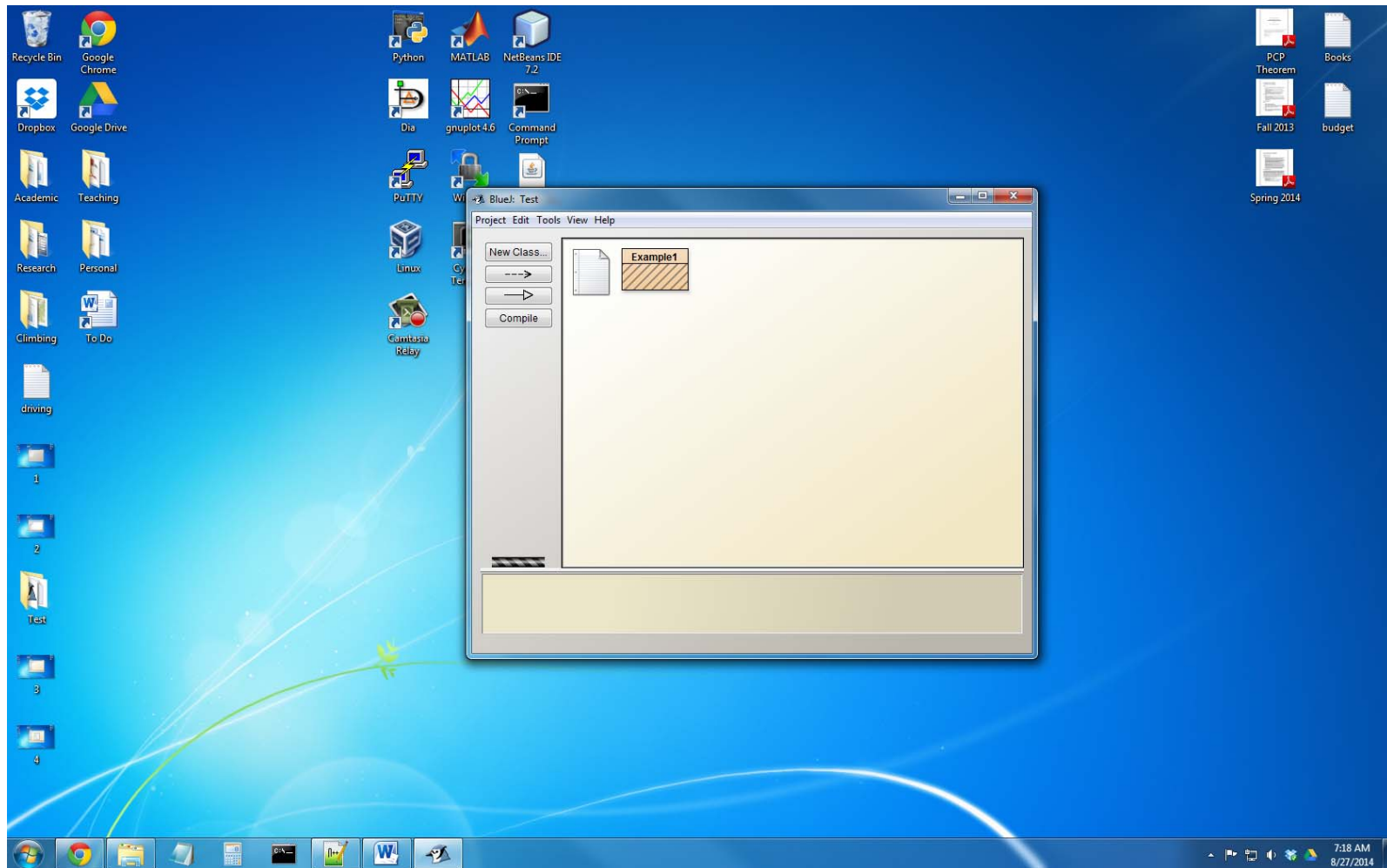
3. Once the new project is created, click *New Class* on the left hand side.



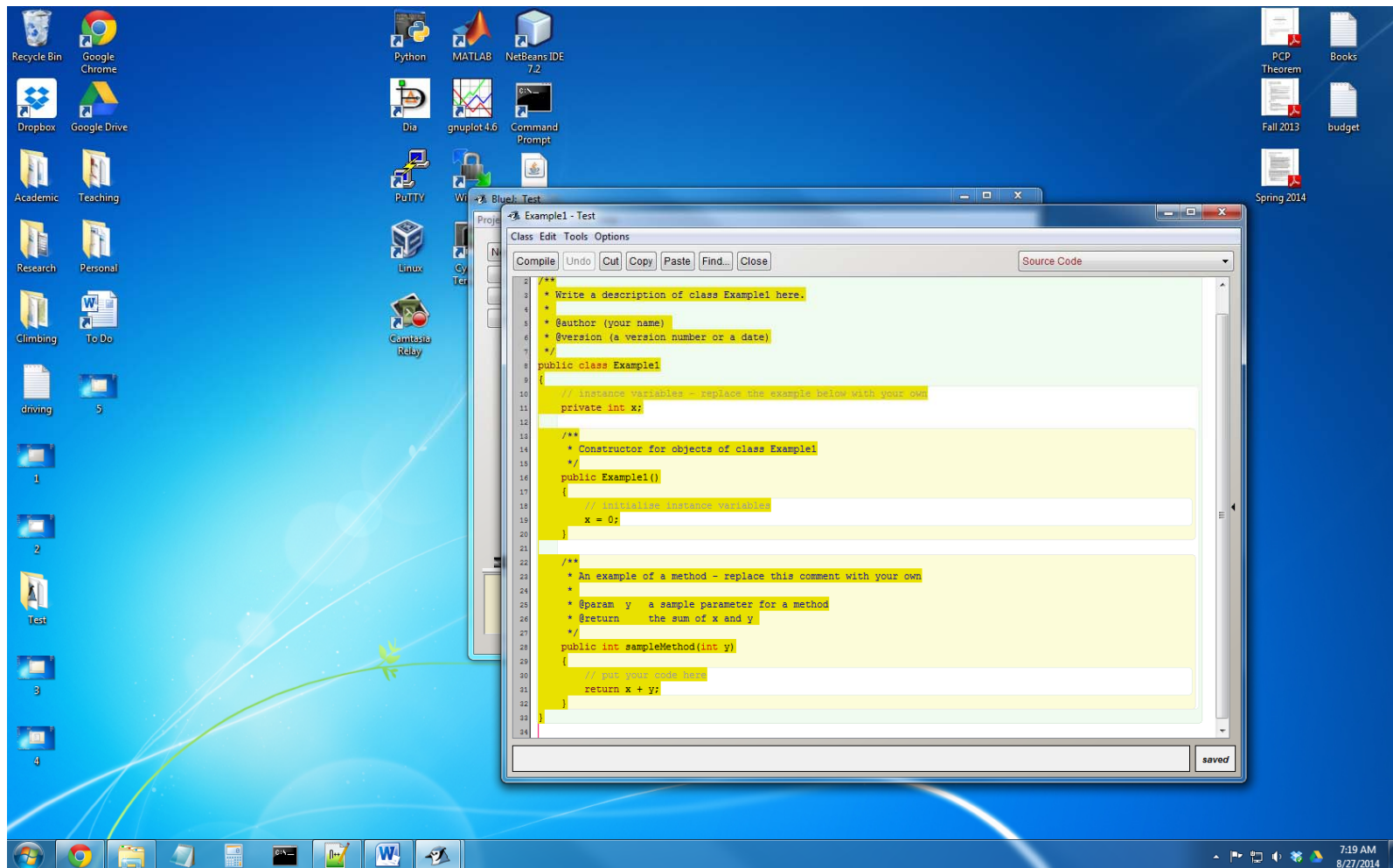
4. A dialog box will pop up and ask for the Class name. Type in “Example1” (names will be different when you make your own) and click “Ok”.



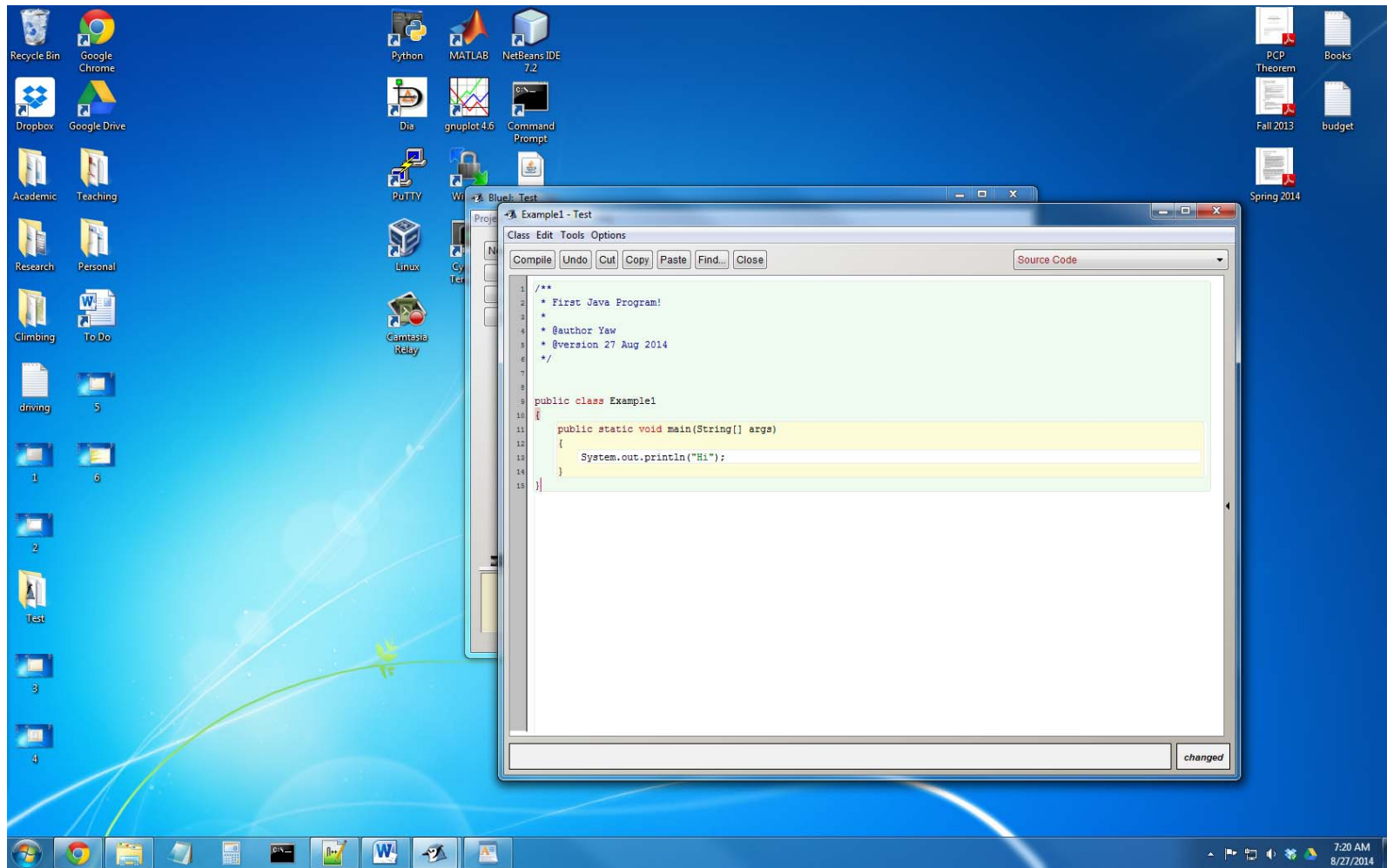
5. The main BlueJ screen will now have the Example1 Class in it. Double click it to open it.



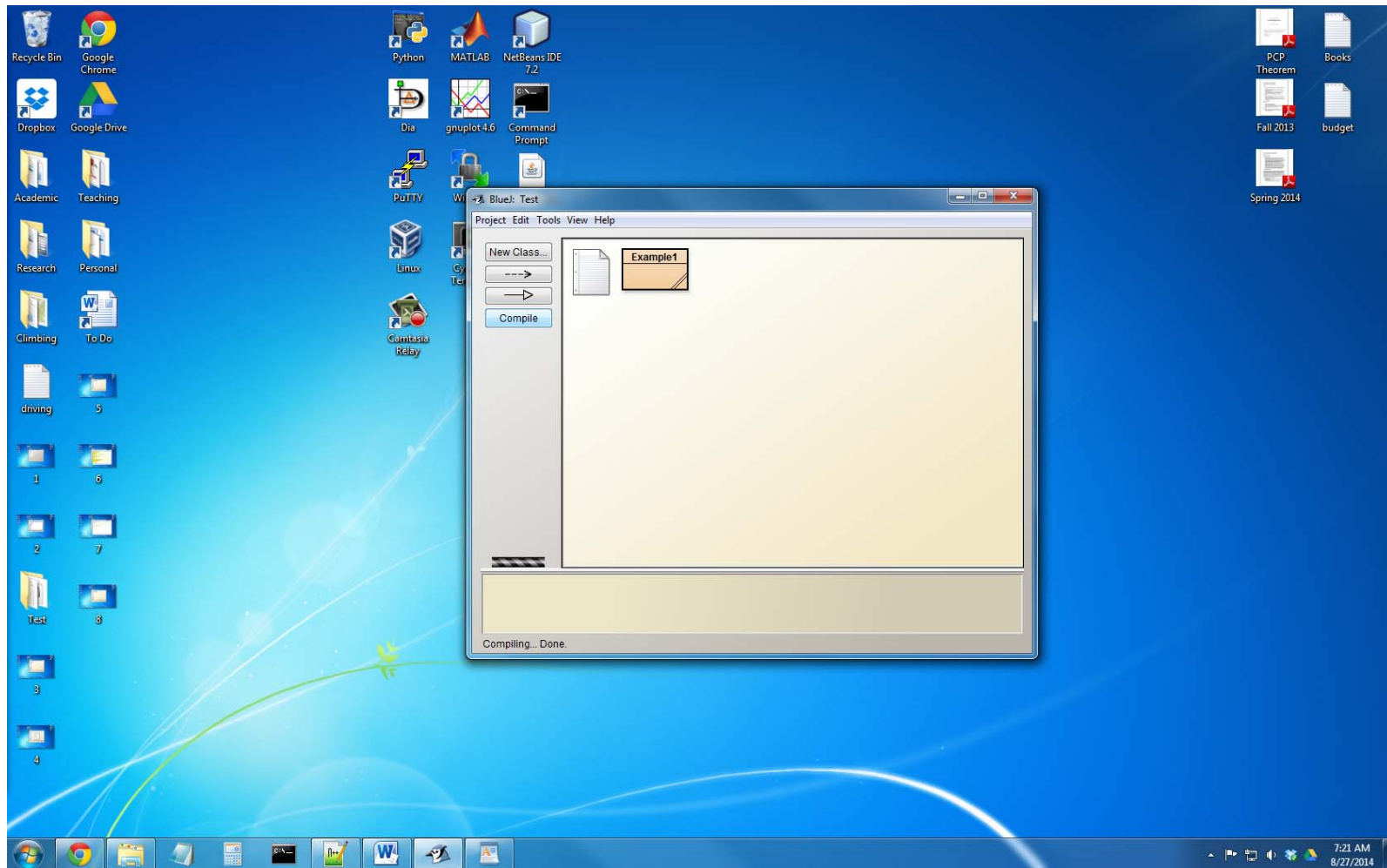
6. A new box will open. This is where you type you code for your new program. Delete everything that is in it by default.



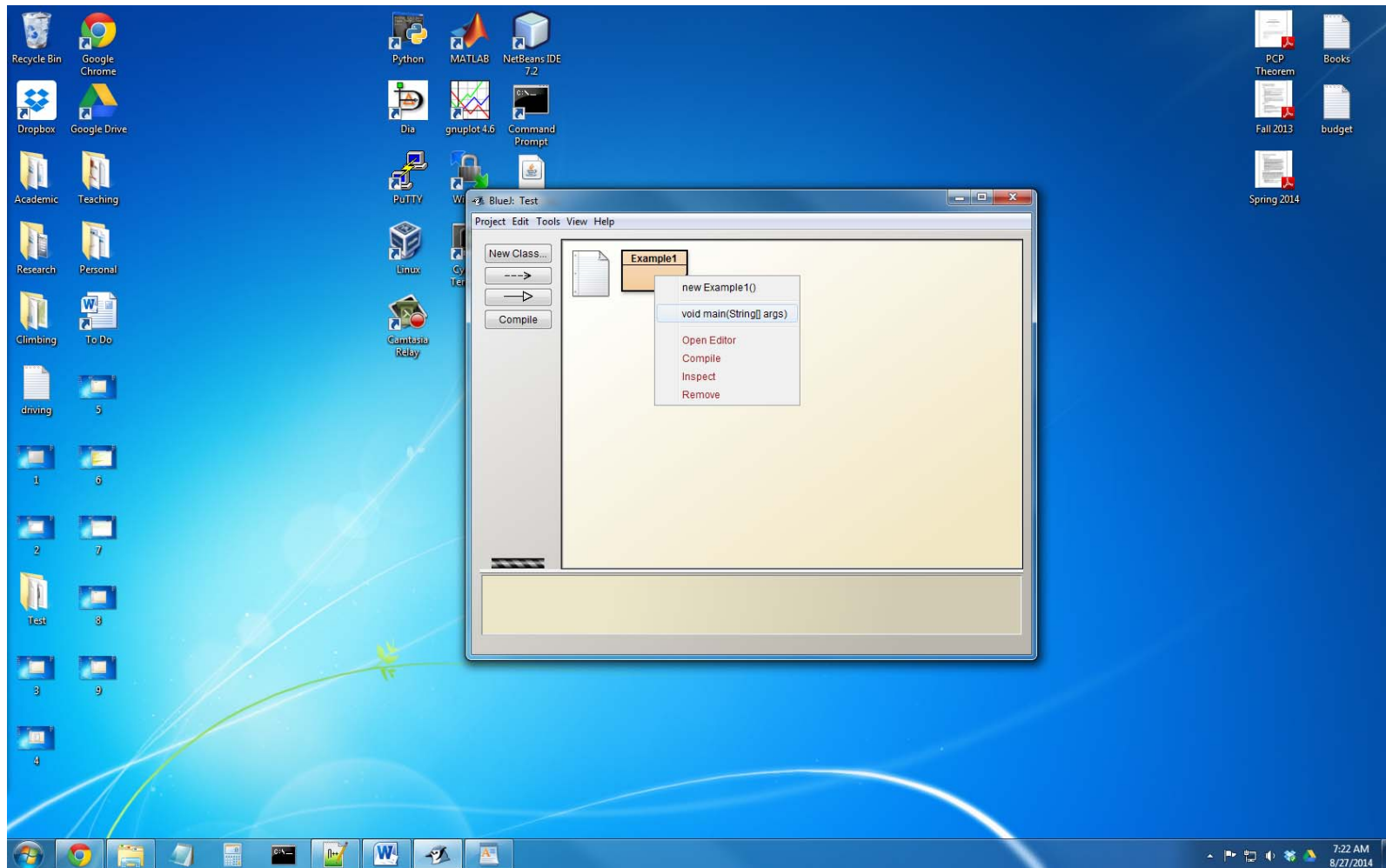
7. Cut and paste the code that was presented in class. Then, close that window.



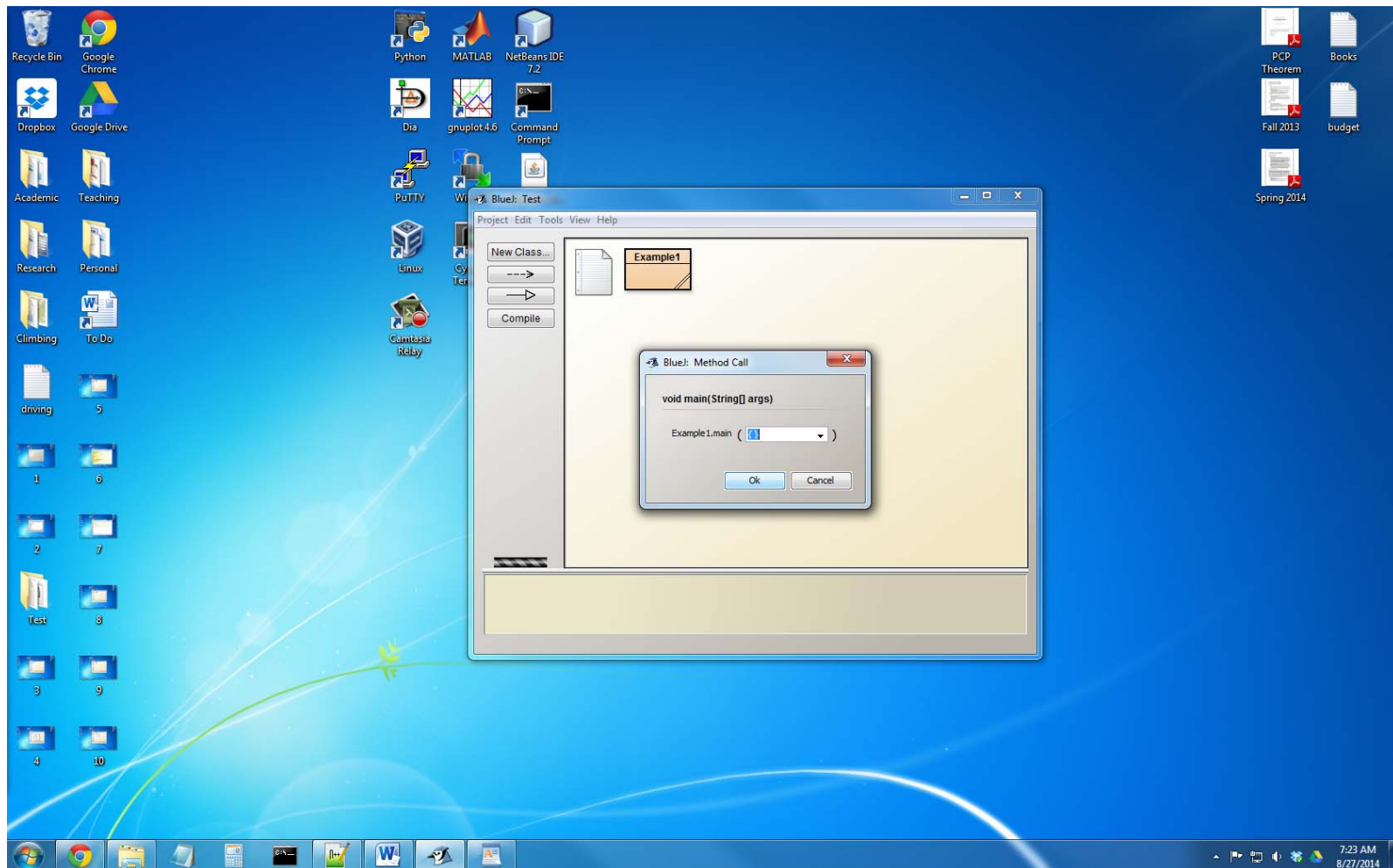
8. From the main BlueJ page, click the *Compile* button on the left hand side. Text on the bottom will report that compiling finished and the class box will change to a solid color.



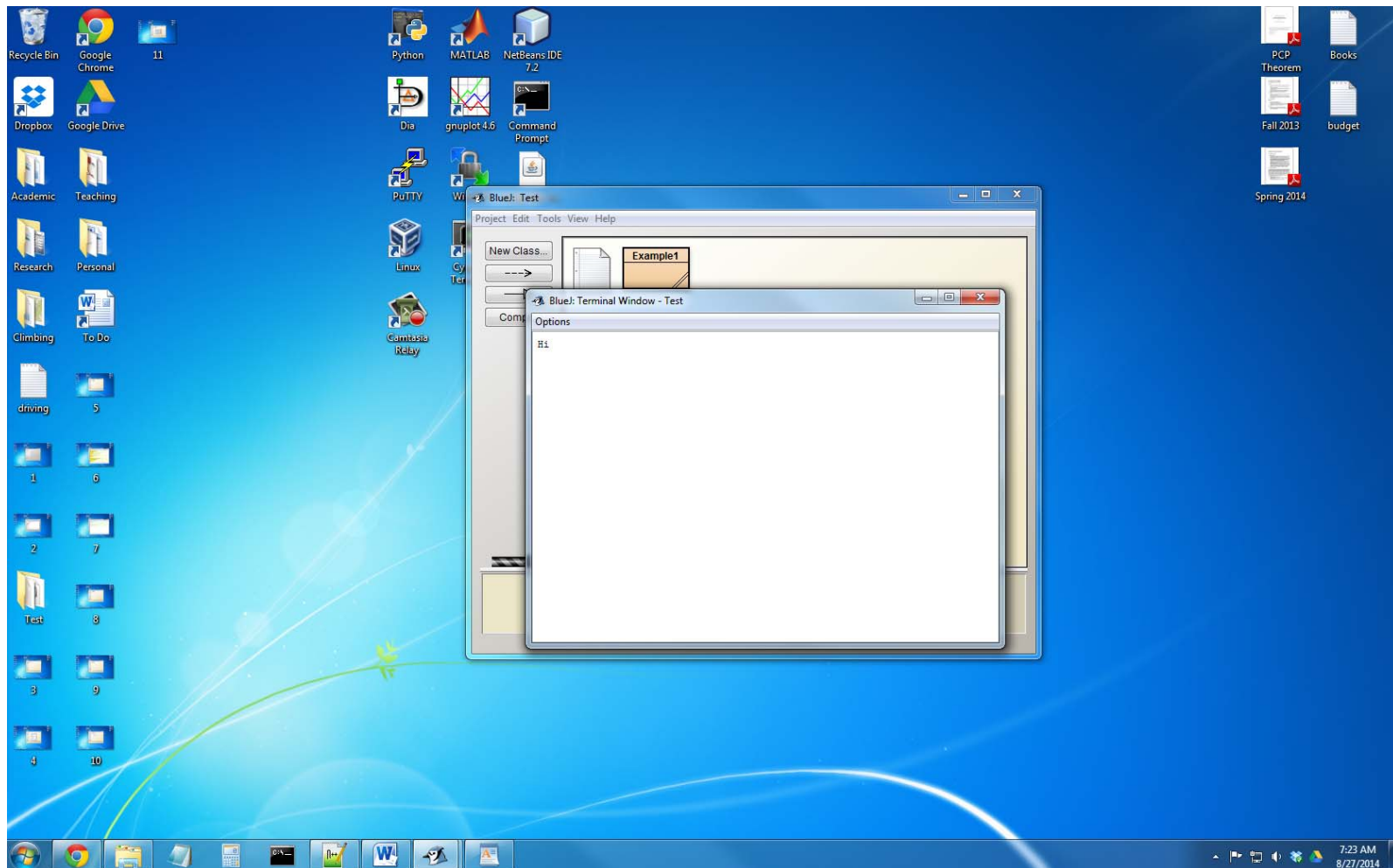
9. You are now ready to execute the program.
Right click the Example1 class box and select
“void main(String[] args)”.



10. A box will pop up indicating you are trying to call a method (the main method in this case). Just select “Ok”.



10. The program has now executed! The “Terminal Window” has opened to show you the output of your program.



11. Feel free to play around with your new program. Print out different things. Try making another `System.out.println()` command right below the original. If you happen to do something that “breaks” it and it will no longer compile, just delete the class (right click the `Example1` box and select “remove”, “remove”) and start at Step 3 again. Remember to select “Clear screen at method call” and “Unlimited buffering” from the “Options” menu of the Terminal Window.