An Introduction to Eclipse

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Outline

1. The Need for Eclipse?
   - What's Now
     - What will change?

2. Starting Off With Eclipse
   - Let us take off
   - Making your first Program

3. Debugging In Eclipse
   - Basics of Debugging
How do you program NOW?

- Editing
- Compiling
- Re Editing
- Repeat
- Ok running
- Again repeat
- Well success
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Is that it?

In case you get out there are more issues . . .

- Reusability
- Code Maintainance
- Documentation
- Etc Etc
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How will you program in Eclipse?

- Editing . . . with help from Eclipse
- Running
- Debugging
- Running
How will you program in Eclipse?

- Editing... with help from Eclipse
- Running
- Debugging
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How will you program in Eclipse?

- Editing ... with help from Eclipse
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A One Time Setup

- Workspace Understanding
- Perspective Understanding
- Views Understanding
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The Need for Eclipse?

What's Now
What will change?

Starting Off With Eclipse
Let us take off
Making your first Program

Debugging In Eclipse
Basics of Debugging
Specifications  Take a Word as input and print some syntactic details i.e number of letters and number of spaces in the word.

- Content Assist
- Java is not about learning big functions names. Its about using them and using them well. Let eclipse do the learning part and we do the using part
Specifications: Take a Word as input and print some syntactic details i.e. number of letters and number of spaces in the word.

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Writing the First Program

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Is there a?

- Well there should be. How can we make a program without compiling it?
- Eclipse was doing it all the time
- Let's run it now
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Questions
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What we are concerned is the value of variables at breakpoints.
If we see anything wrong we can fix things fast (with practice).
Variables

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- Programmers should spend less time repeating stuff.
- Programmers should spend less time re writing code and debugging.
- And its fun ofcourse :)

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