

Editing Java Easily

Roland Küstermann

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Abstract

This documentation refers to the application Editing Java Easily™, also know as EJE™, with product version 7.0

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Part I. How to Work with Editing Java Easily

Chapter 1. Creating, Opening, Changing and Saving Documents

Abstract

This part describes the common process how to work with documents in EJE™. Creating, opening, changing and saving will be discussed here.

How to create a document

There are three ways to create a document. All actions open a new editor where you can compile and run your programs.

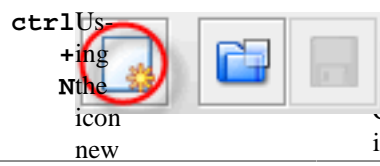


Table 1.1.

tool-
bar.
A
new
ed-
i-
tor
will
be
opened.



Us-
ing
the
me-
nu-
item
new
in
the
file
menu.
A
new
ed-
i-
tor
will
be
opened.

Us-
ing
a
tem-
plate
in
the
tem-
plate
sub-
menu
in
the
file
menu.
For
more
in-
for-
ma-
tion
see
tem-
plates
.

How to open and modify a dokument

You can open and modify documents in two ways. All actions open a new editor window where can compile and run your programs.

Table 1.2.

	Description	Shortcut
	Using the icon open in the toolbar. An open dialog is shown starting from the last directory as current directory, where you can choose your desired directory and file-name.	<code>ctrl + O</code>
	Using the menuitem open in the file menu. An open dialog is shown starting from the last directory as current directory, where you can choose your desired directory and filename.	






Important

Once you have modified the program the tabulator title is blue, indicating that you have modified the source. You are only able to save the document if you have modified it.

How to save a document

There are several ways how can save the current document. The focus of the current editor frame descides which document will be saved. You have four ways how to save a document.

Table 1.3.

	Description	Shortcut
	Using the icon save in the toolbar. Saves the current document to a file. If the file has not been saved before a save dialog will be opened, so that you can choose the directory and the filename.	ctrl + s
	Using the menuitem save in the file menu: Save the current document to a file. If the file has not been saved before a save dialog will be opened, so that you can choose the directory and the filename.	
	Using the menuitem save as in the file menu: Save the current document to a file. The save dialog will be opened, so that you can choose the directory and the filename.	
	Using the menuitem save all in the file menu: Saves all open and modified documents using the save method for editor frames.	
	Using the compile functionality .	

If you are saving the document for the first time, the current file name is `new.java` , EJE™ tries to find a suitable filename for it. EJE™ analyses the content of the current editor and looks for a public class containing a `main`- method. If there is no suitable classname EJE™ will complain about this. In each case a dialog will be opened where you can choose the location and filename you want use.

Important

If EJE™ is complaining about the classname, have a look at the class again. Sometimes this message is produced by a misspelling of the `main` -Method. Keep in mind that Java is case-sensitive.

Chapter 2. How to compile and work with error messages

Abstract

This chapter describes, how to compile documents and how to prevent, handle and resolve error messages.

How to compile a program

Once you have finished your implementation and *you have saved* your program, you are able to compile it. There are two ways to compile a program.

Table 2.1.

gram
will
be
com-
piled.
This
icon
is
en-
abled
if
the
pro-
gram
has
been
saved
be-
fore.



Us-
ing
the
me-
nu-
item
com-
pile
in
the
ja-
va
menu:
Com-
pile
the
cur-
rent
doc-
u-
ment
to
a
class
file.
If
the
file
has
not
been
saved
be-
fore
it
will
be
au-
to-
mat-
i-
cal-
ly
saved.

How to handle compiler error messages

Usually, if you compile a program error messages occur more or less often, depending on your knowledge in coding. We support three phases regarding error messages. We start with the error prevention, error message handling and error message resolving.

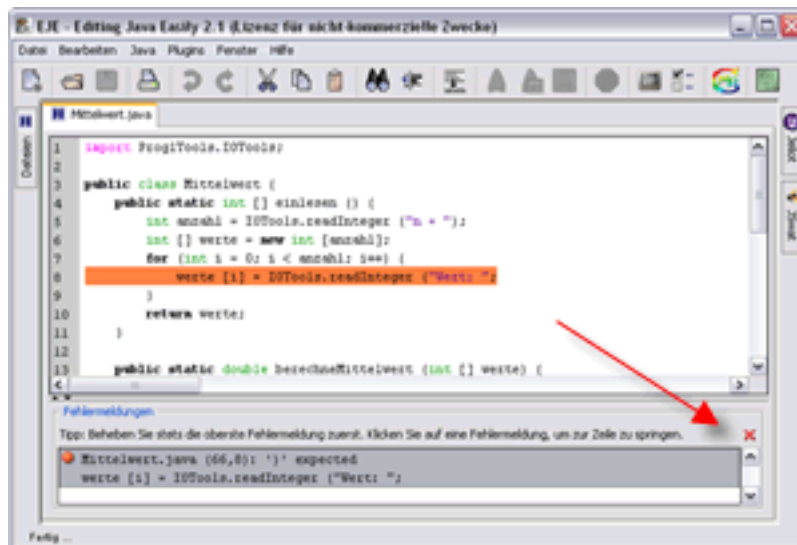
Error Message Prevention

Since we are offering a comfortable editing environment, we suggest to use all the power it has.

- *Syntax Highlighting* : Use the syntax highlighting to recognise typos in literals, reserved names and given data types.
- *Auto Bracing* : Missing braces can cause very strange error messages. Since we always add closing braces and support brace matching we can reduce the number of confusing error messages.
- *Auto Indenting* : Together with *Auto Bracing* you can see if your variables and control structure are in the scope you intended them to be.

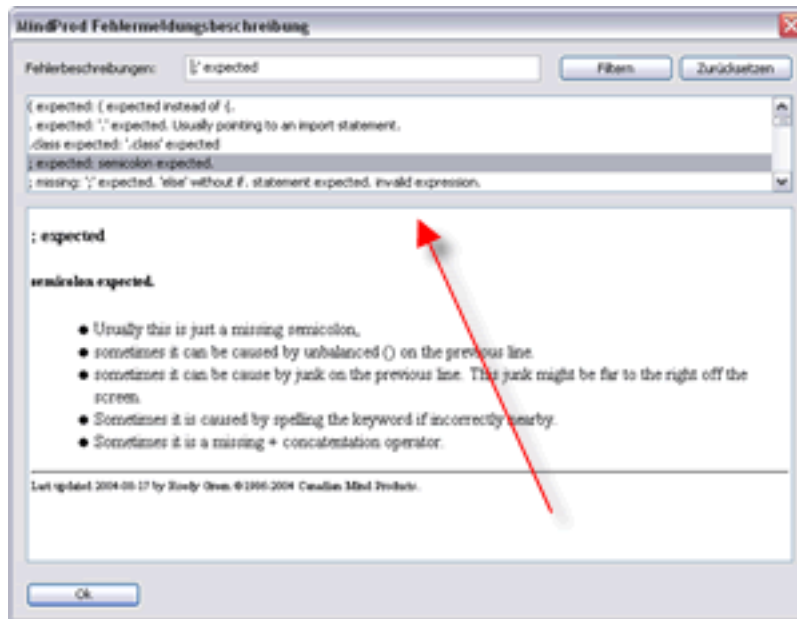
Error Message Handling

Syntax Error Visualization : Syntax errors can be shown in both traditional error message view and dressed error message view. Clicking on an error message leads you the appropriate line.



Error Message Resolution

We suggest to start always with the first error message shown in the list. By double clicking in the dressed error message view you may receive MindProd error message explanations which allows to identify the reasons for an error.



You can disable this feature in the preferences .

Chapter 3. How to execute applications and applets

Abstract

This chapter describes, how to execute applications and applets.

Once you have resolved the error message and *you have compiled* your program, you are able to execute it. We have to decide between applications and applets. Applications are usually run directly on the client, applets, on the other hand, are embedded into a sandbox, usually the appletviewer or the web browser. Regarding applications, there are two ways to execute a program, with and without start arguments. Applets have to be started by a html file.

Table 3.1.

run
ap-
plet
in
the
menu

ja-
va
menu :

A
di-
a-
log
will
open
al-
low-
ing
to
pass
ap-
plet
pa-
ram-
e-
ters.

The
ap-
plet
will
be
ex-
e-
cut-
ed.
This
icon
is
en-
abled
if
the
pro-
gram
is
com-
piled
and
un-
changed
since
the
last
com-
pi-
la-
tion.

Part II. Menus of Editing Java Easily

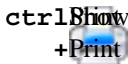
Chapter 1. The file menu

Abstract

This part describes the file menu of EJE™ .

The file menu contains all actions regarding the document management of EJE™ .

Table 1.1.



List of files recently used files.

Quit the application

Chapter 2. The edit menu

Abstract

This part describes the edit menu of EJE™.

The edit menu contains all actions regarding the current editor.

Go-
to
to
a
spe-
cif-
ic
line.

Chapter 3. The java menu

Abstract

This part describes the java menu of EJE™ .

The java menu contains all actions regarding java.

Table 3.1.

Can-
cel
Ex-
ecut-
ion
cu-
tion.
On-
ly
avail-
able
if
pro-
cess
is
run-
ning.

Open
pletview-
pletview-
er
di-
a-
log
to
start
cur-
rent
pro-
gram
as
an
ap-
plet.

ctrl+Shift
+Shift
Ksole

ctrl+Shift
+cmd
Mprod
di-
a-
log
to
search
for
an
er-
ror
ex-
pla-
na-
tion.

Chapter 4. The tools menu

Abstract


This part describes the tools menu of EJE™ .

The tools menu contains all actions regarding external tools and their configuration.

Table 4.1.

Short-Name
cutscrip-
tion

ctrl**Exol**
+am-
1ple
Ex-
ter-
nal
Tool


Con-
fig-
ra-
tion
tion
di-
a-
log
to
add
ex-
ter-
nal
tools.

Chapter 5. The plugins menu

Abstract


This part describes the plugins menu of EJE™ .

The plugins menu contains all actions regarding external plugins and their configuration. Have look at EJE™ s website [<http://www.eje-home.de>] to see, what plugins exist.

Table 5.1.

Short-Name
cutscrip-
tion

Ek-
gm-
ple
Plu-
g-
ins

Down-
load

Plu-
g-
ins
de-
scrip-
tion
from
the
in-
ter-
net
and
look
for
new
plu-
g-
ins
oder
plu-
g-
in
up-
dates.

Chapter 6. The windows menu

Abstract

This part describes the windows menu of EJE™ .

The windows menu contains all actions regarding MDI.

Table 6.1.

**Short-Name
cutscrip-
tion**

Cas-
dade
win-
dows.
On-
ly
avail-
able
in
MDI
mode.

Tile
win-
dows.
On-
ly
avail-
able
in
MDI
mode.

Chapter 7. The help menu

Abstract




This part describes the help menu of EJE™ .





The help menu contains all actions regarding help, updates and the homepage.



Table 7.1.


**Short-Name
cutscrip-
tion**


F1  Show
help

ctrl  **Open**
+H  **Home**
I  **Page-**
page

W  **Web-**
site
E  **Edit-**
ing
J  **Ja-**
va
W  **Web-**
site

R  **Re-**
place
C  **Lir-**
ense
li-
cense
with
new
one.

C  **Check**
dates ...
ap-
pli-
ca-
tion
up-
dates.

S  **Show**
ver-
sion
in-
for-
ma-
tion
about
the
ap-
pli-
ca-
tion.

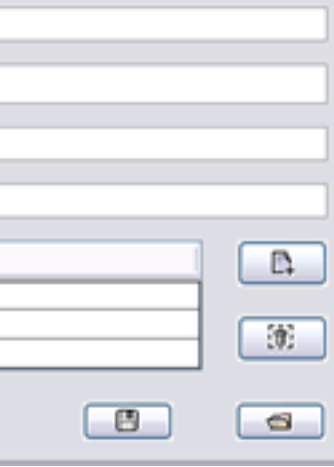
Part III. Dialogs of Editing Java Easily

Chapter 1. The Appletviewer Dialog

Abstract

This part describes the appletviewer dialog of EJE™ .

Java Applets usually are started within a web browser and, therefore, require a specific HTML file using the applet tag. The applet tag contains information about the applet itself and the arguments to be passed.



pletview-
er
Di-
a-
log
sim-
ple 1.1.
ifies
the
start
pro-
cess
for
ap-
plets
since
you
don't
have
to
write
the
HTML
file
your-
self.
We
ex-
tract
the
in-
for-
ma-
tion
from
the
pro-
gram
in
the
cur-
rent
ed-
i-
tor
and
show
them
with-
in
a
di-
a-
log.
You
may
change
these
set-
tings,
save
and
load
them.

The Appletviewer Dialog

Table 1.2. Properties: Appletviewer Dialog

Property
Description

Code
Code attribute
Code
Class
tend
java.applet.Applet

Codebase
Codebase attribute
base
find
the
class-
es

Width
Width attribute
plet
Width
plet

Height
Height attribute
plet
Height
plet

Appletviewer
Appletviewer tag (name, value) combination
plet
Das
app-
plet
ars
ram-
e-
ters
can
be
added
us-
ing
the
ta-
ble.

Chapter 2. The Search Dialog

Abstract

This part describes the search dialog of EJE™ .

Table 2.1.

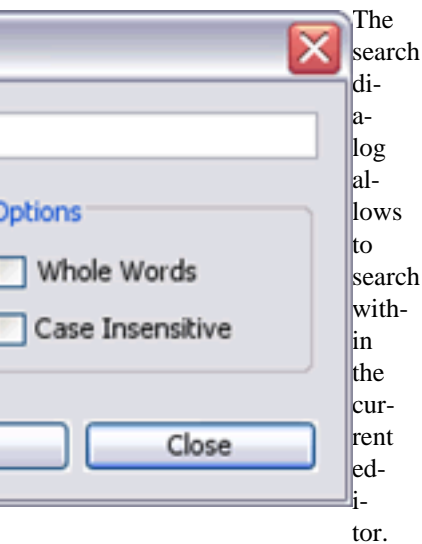


Table 2.2. Properties: Replace Dialog

**Drop-
scrip-
tion**

**Search
Words**
whole
words
on-
ly.

Case
more
sase
sen-
sive
tiv-
i-
ty
when
search
for
a
term.

Start
search-
ing
from
cur-
rent
cur-
sor
po-
si-
tion.

Start
search-
ingnt
Start
the
top
of
the
doc-
u-
ment.

Chapter 3. The Replace Dialog

Abstract





This part describes the replace dialog of EJE™.

Table 3.1.

to search.

If a search term is found with-in the text, the ac-cord-ing text will be se-lect-ed and you will be asked to con-firm wether you want to re-place the text or not. Press-ing F3 in-vokes the last search from the cur-rent caret po-si-tion.

Table 3.2. Properties: Replace Dialog

Description	
Search complete the document.	
Search the selected text.	
Case sensitive when searching for a term.	
Search whole words only	

Chapter 4. The External Tools Configuration Dialog

Abstract

This part describes the external tools dialog of EJE™ .

job
as
a
de-
bug-
ger.

Table 4.1.

ex-
am-
ples
)

To
add
a
tool
press
the
add
but-
ton.
Se-
lect
a
tool
and
press
ed-
it
or
delete
to
change
or
re-
move
a
tool.
Press
Save
Set-
tings
to
save
your
changes
or
can-
cel
to
abort.
Please
re-
fer
to
the
prop-
er-
ties
for
ex-
plic-
it
help.

pli-
ca-
tion,
e.g.:
c:

The External Tools
Configuration Dialog

\win-

Table 4.2. Properties: External Tools Configuration Dialog

Mark
Ap-
pli-
ca-
tion
is
shell-
based

Ar-
gum-
ents
ters
be
passed
to
the
ap-
pli-
ca-
tions,
see
vari-
ables
for
more
in-
for-
ma-
tion

Work-
ing-
Di-
rec-
tory
where
to
start
the
ap-
pli-
ca-
tion,
see
vari-
ables
for
more
in-
for-
ma-
tion

Variables

Important

Note: all variables refer to the current file opened within the currently selected editor.

Table 4.3. Properties: Variables for Parameters and Working Directory
(example file in editor: c:\java\beginners\HelloWorld.java)

ex-
ten-
sion

Exa-
mple
file
ex-
ten-
sion
in-
clud-
ing
the
dot
"."

Name
of
begin-
ners
par-
ent
di-
rec-
to-
ry
of
the
cur-
rent
file.

Both
to
the
par-
ent
di-
rec-
to-
ry
of
the
cur-
rent
file.

Class-
paths
of
the
set
strings
ling
al-
ways
in-
cludes
%P

Examples

The following example defines the application javadoc to parse the current file and create the javadoc documentation in the subdirectory **docs** . We assume that the JDK is installed in the directory **c:\jdk** and the the application resides in the subdirectory **bin** .

Table 4.4.

**Indp-
ue-
ty**

**Com-
jdk
\bin
\javadoc.exe**

**pa-
am-
docs
ters
class-
path
%cp
%f**

**Work-
ing
Di-
rec-
to-
ry**

Chapter 5. The MindProd Error Messages Dialog

Abstract

This part describes the mindprod dialog of EJE™ .

Table 5.1.

though
the
do
not
al-
ways
if
they
may
give
hints
on
the
re-
al
er-
ror
rea-
son.

You
may
de-
fine
search
terms
based
on
the
orig-
i-
nal
er-
ror
mes-
sage.
If
you
de-
fine
more
than
one
term,
the
search
en-
gine
de-
liv-
ers
all
en-
tries
con-
tain-
ing
at
least
one
the
de-
fined
terms.

Table 5.2. Properties: Mindprod Error Messages Dialog

**De-
scrip-
tion**

Ed-
itor
search
terms

Re-
set
search
en-
gine.

Chapter 6. The Shell Dialog/Shell Frame

Abstract

This part describes the shell of EJE™.

Table 6.1.
that.

All
stan-
dard
Ja-
va
ap-
pli-
ca-
tions
are
avail-
able
in
the
shell
with-
out
set-
ting
any
vari-
ables.

More-
over,
you
can
start
the
shell
in
a
sep-
a-
rate
vir-
tu-
al
ma-
chine.
You
can
ac-
ti-
vate
this
with-
in
the
pref-
er-
ences
di-
a-
log.

Chapter 7. The Preferences Dialog

Abstract

This part describes the Preferences dialog of EJE™.

The preference dialog is divided into five tab panes. We will describe each tab pane within a separate section.

General Preferences

de-
fault
tem-
plate
when
cre-
at-
ing
a
new
pro-
gram.

- Last
files:
Open
files
which
where
opened
when
you
closed
EJE™
the
last
time.
- Splash
Screen:
Show
splash
screen
on
start-
up.
- Check
for
new
Ver-
sion:
dis-
able
this
if
you
do
not
want
to
check
for
a
new
ver-
sion
on
start-
up.

- Print

-

Fit

Page:

Editor Preferences

Ac-

ti-

wrap

this

if

you

want

to

fit

the

page.

- Print

-

Line

Wrap:

Ac-

ti-

vate

this

if

you

want

line

break

while

print-

ing.

- Tab

Width:

Choose

the

ac-

tu-

al

size

of

a

tab.

- Use

Tab

Char:

Check

this

if

you

want

to

use

tabs

in-

stead

of

chars

for

in-

dent-

ing..

Java Preferences

pil-
er
us-
ing
the
Ja-
va
Run
time
En-
vi-
ron-
ment
(JRE)
which
has
been
used
to
start
EJE™
it-
self.

If
you
want
to
use
a
spe-
cial
Ja-
va
De-
vel-
op-
ment
Kit
(JDK),
you
al-
so
can
use
an
ex-
ter-
nal
com-
pil-
er
by
speci-
fiy-
ing
the
Ja-
va
home
di-
rec-
to-
ry.

Advanced Java Preferences

Important

Note: These settings are for experts only.

Table 7.4.

while
com-
ing.
This
has
to
be
checked
if
you
want
to
use
the
class
file
with
a
de-
bug-
ger
(like
jdb
or
JWat).

- Com-
pile
-
verbose: .Show
more
in-
for-
ma-
tion
on
the
com-
pile
pro-
cess
it-
self.
- Run
-
verbose: .Show
more
in-
for-
ma-
tion
on
the
class
load-
ing
pro-
cess.

Template Preferences

plates.
If
you
use
this
vari-
able,
you
will
be
asked
for
a
class-
name
when
us-
ing
this
tem-
plate.

You
can
ac-
ti-
vate
each
tem-
plate
as
de-
fault
tem-
plate.
If
ac-
ti-
vate
in
the
gen-
er-
al
set-
tings
,
this
de-
fault
tem-
plate
will
al-
ways
be
used
to
cre-
ate
a
new
pro-
gram.