

## JBuilder 6 Supplements for Rapid Java Application Development Using JBuilder 4/5/6

The screen shots in the book are taken from JBuilder 4 Professional. The differences between JBuilder 4 and JBuilder 5 are highlighted in the JBuilder 5 NOTE boxes. The following notes highlight the differences between JB4 and JB6.

**JBuilder 6 NOTE on Project Wizard:** Every version of JBuilder has a different Project wizard. The Project wizard has been improved in JBuilder 6. It is easier to create a project in JBuilder 6 than in the previous versions. I recommend you to create a project using the following example:

1. Choose File, New Project to display Step 1 of 3 of Project Wizard, as shown in Figure 1.1.

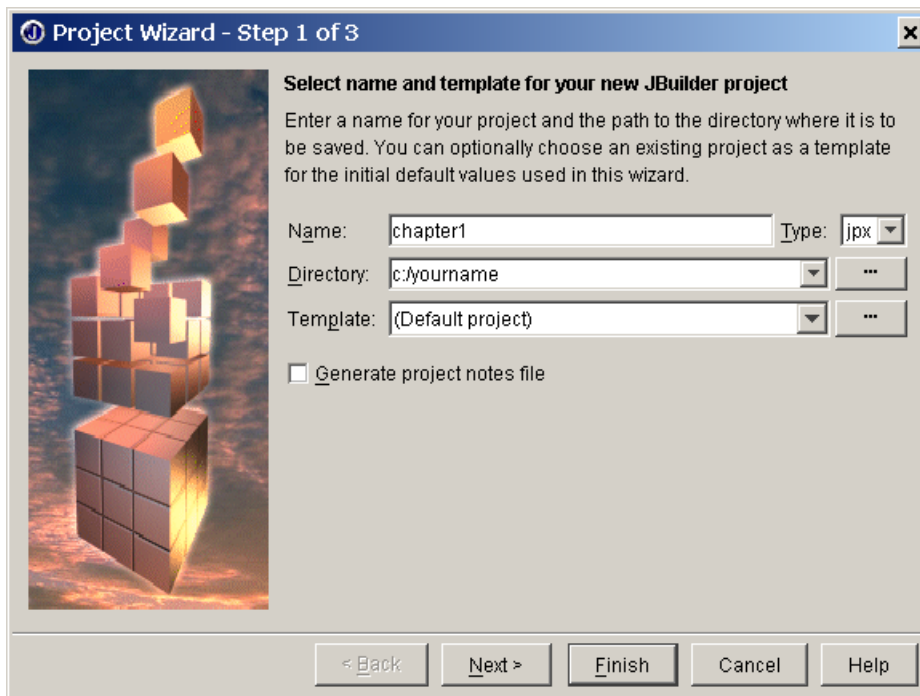


Figure 1.1 You need to specify a project name and directory path for the project in Step 1 of 3 of Project wizard.

2. Enter a project name such as *chapter1* in the Name field and enter a directory name such as *c:/yourname* in the Directory field. Press Finish to create the project. The project *chapter1.jpx* is created as shown in Figure 1.2.

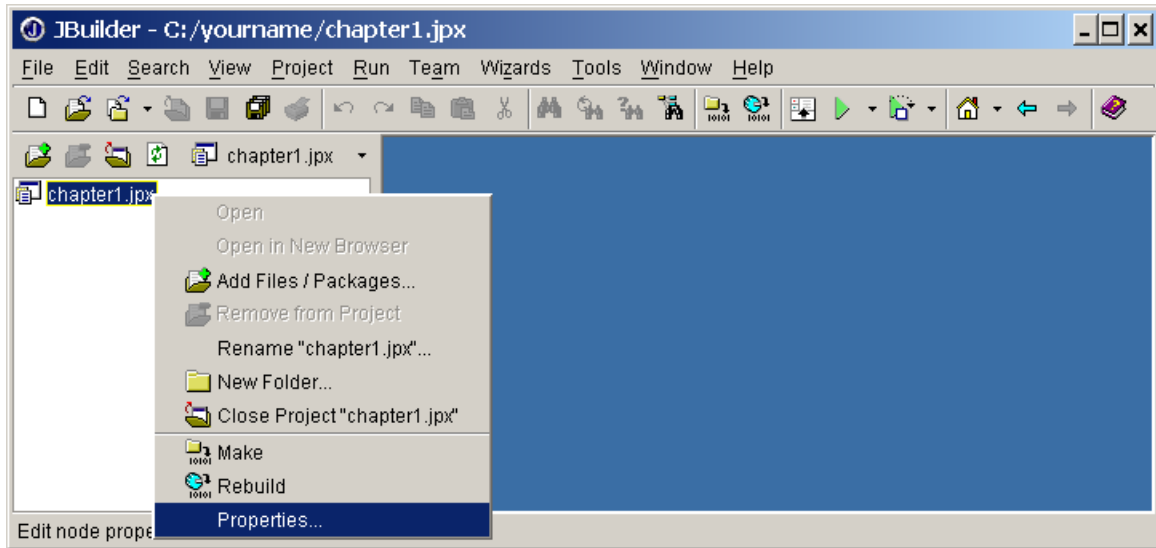


Figure 1.2 The Project wizard created a project named chapter1.jpr in the directory c:/yourname.

Now let us create a program. First you can set the code style to Next line if you wish. To do so, following the steps below:

1. Select chapter.jpx in the project pane and right click the mouse button to display the context menu and choose Properties (Figure 1.2). The Properties dialog box is displayed in Figure 1.3.
2. Choose Next line in the Code Style tab and click OK to set the Next line for the code style.

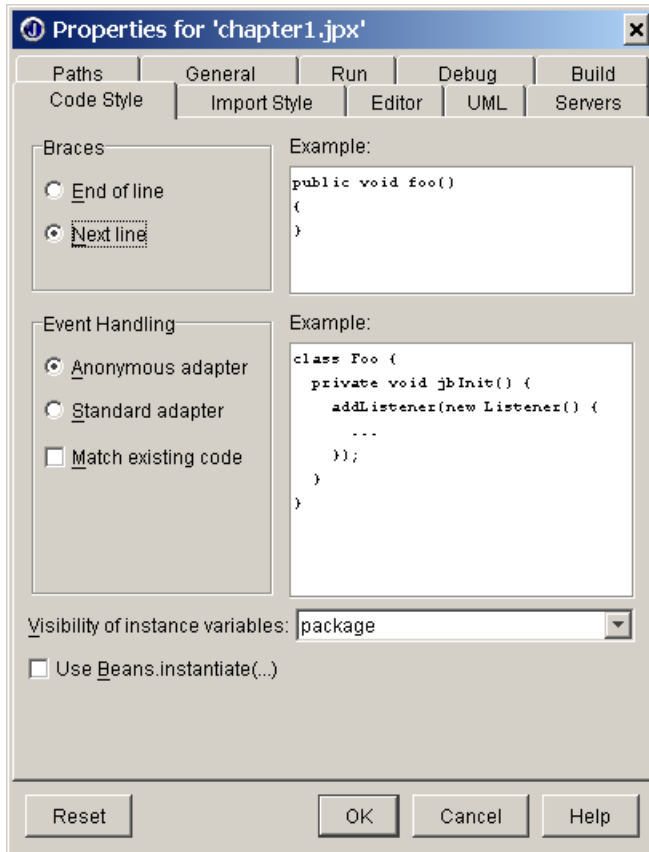


Figure 1.3 You can set the code style for the programs in the project from the Project Properties dialog box.

You can now create a program in the project. Here are the steps:

1. Choose File, New Class to display the Class wizard as shown in Figure 1.4.

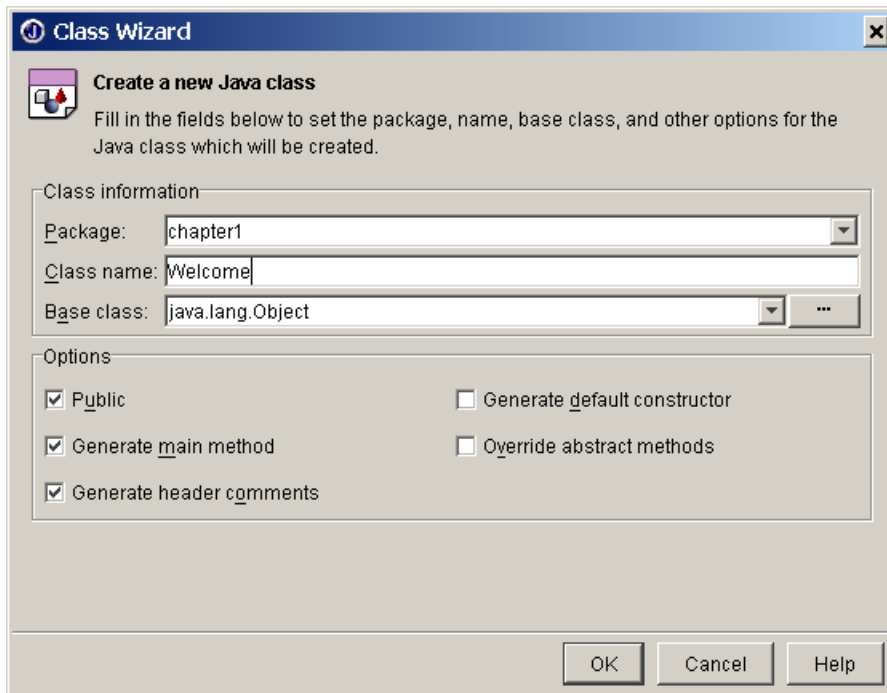


Figure 1.4 The Class wizard enables you to create a template for a class.

2. Enter Welcome in the Class name field and click OK to create the template for the class Welcome as shown in Figure 1.5.

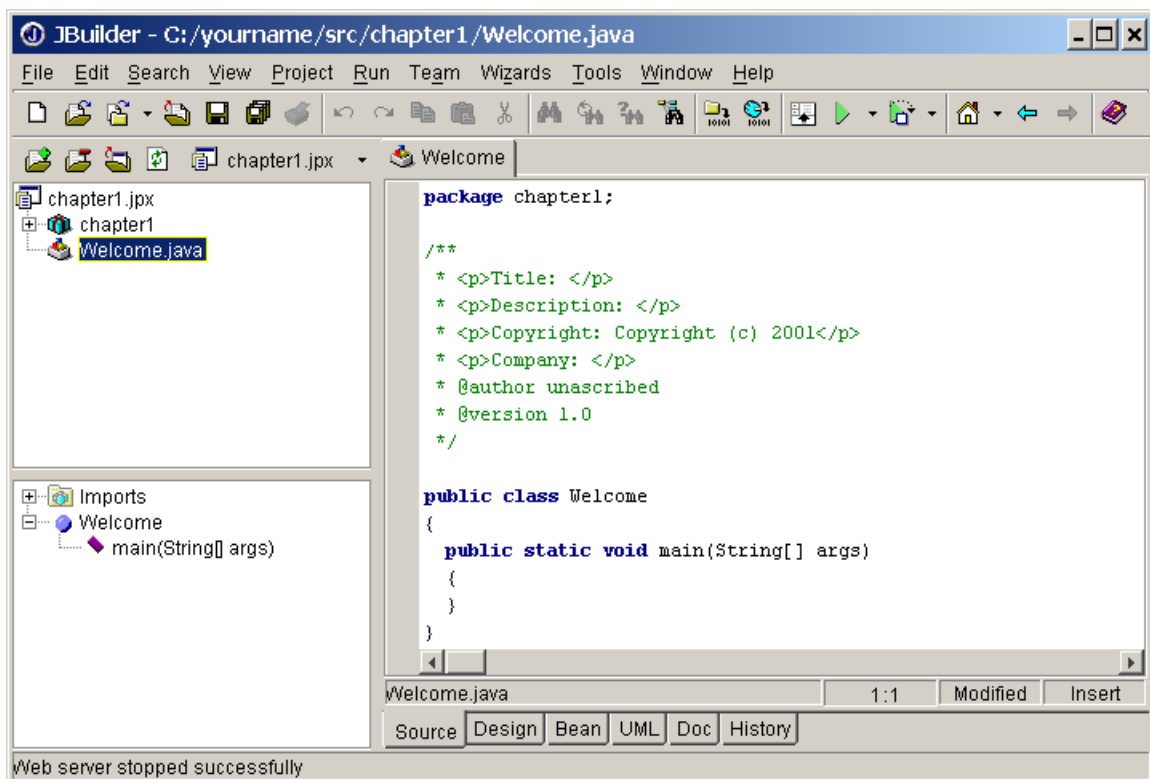


Figure 1.5 Welcome.java created from the Class wizard is in the chapter1 project.

3. Add `System.out.println("Welcome to Java");` in the main method as shown in Example 1.1 on page 21 in the text.

4. Select Welcome.java in the project pane and right click the mouse button to display the context menu. Choose Run from the context menu to run the program. The output is displayed in the message pane, as shown in Figure 1.6.

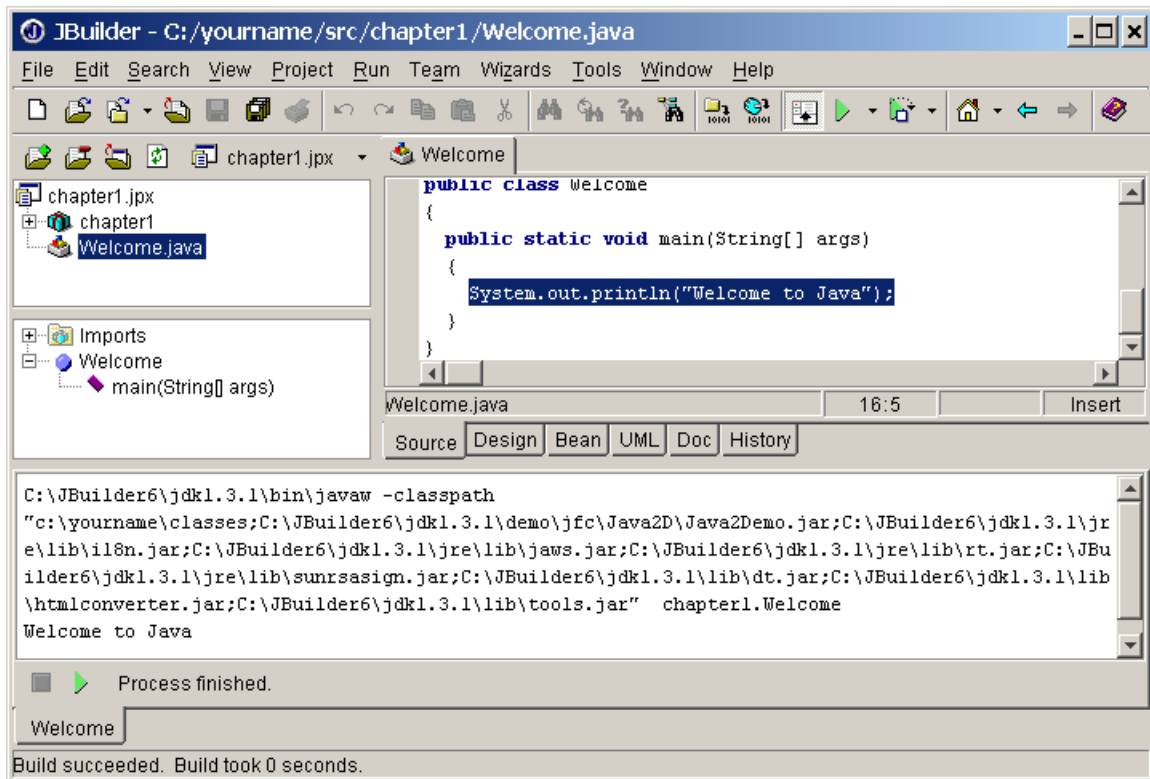


Figure 1.6 The console output of the program is displayed in the message pane.

It is important to note that the source path for .java files is `c:\yourname\src` + package name and the output path for .class file is `c:\yourname\classes` + package name. The file structures for this example are shown in Figure 1.7.

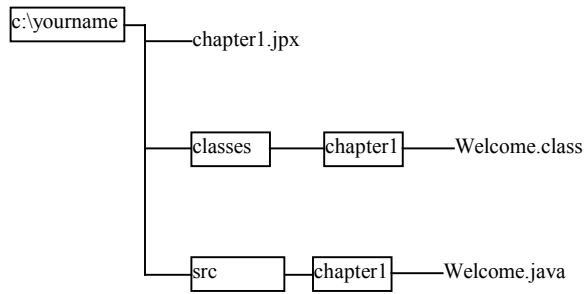


Figure 1.7 Welcome.java is placed in c:\yourname\src\chapter1 and Welcome.class is placed in c:\yourname\classes\chapter1.

**JBuilder 6 NOTE on IDE Options:** JBuilder 6's IDE Options dialog box enables you to set options for XML, Web, and Audio.

**JBuilder 6 NOTE on Object Gallery:** JBuilder 6 regrouped wizards in the Object Gallery. For example, the Applet wizard is located under the Web tab in JBuilder 6.

**JBuilder 6 NOTE on Applet Wizard:** The default Base class in the JBuilder 6's Applet wizard is java.applet.Applet, but it is java.applet.JApplet in JBuilder 4.

**JBuilder 6 NOTE on Servlets that uses the GifEncoder package:** Due to a bug in the environment, the internal classes in the package cannot be located by the servlet at runtime. To fix the problem, unpack the package and store the source files in the proper directories. Compile all the files and make the class files accessible to the servlet.