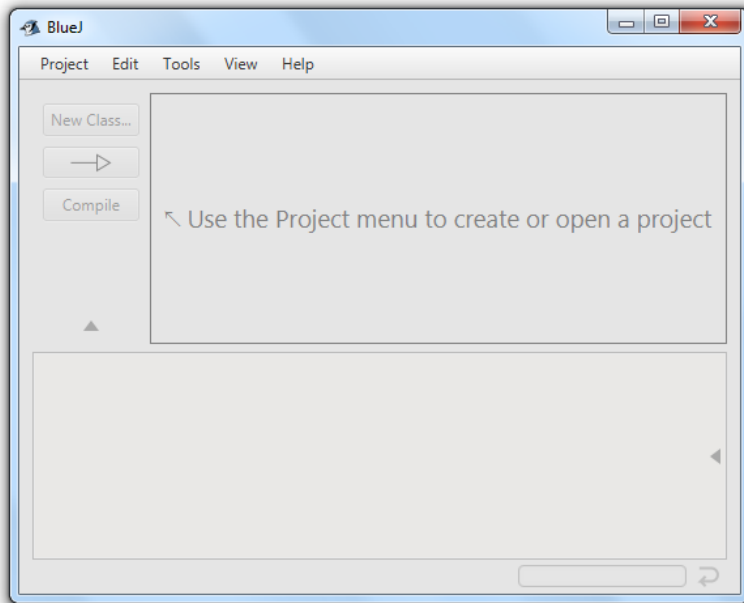


You will first see an **announcement window**:

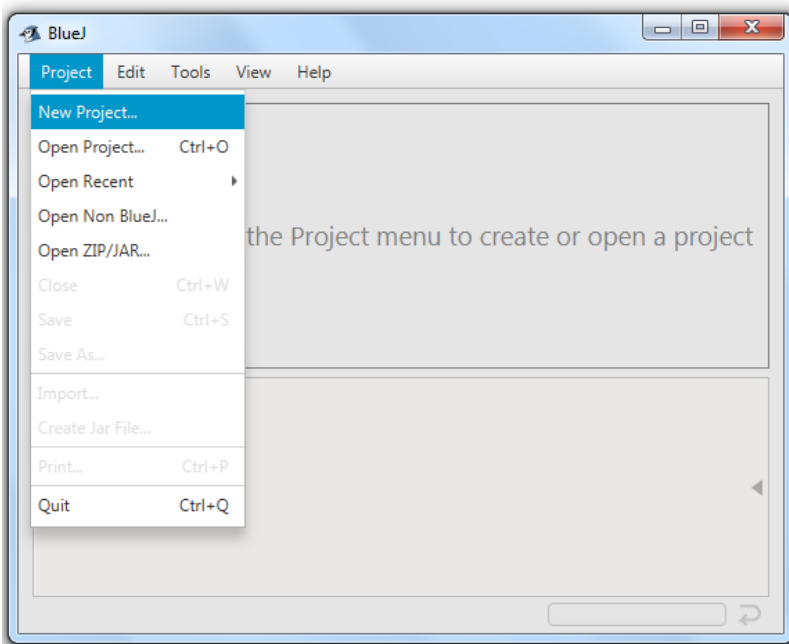


When it's ready, you will see the **main window**:

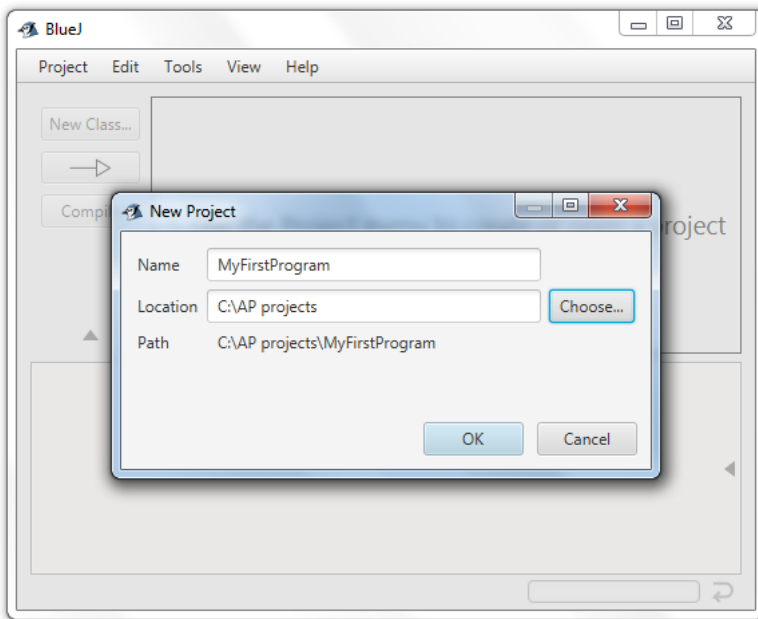


Creating a project

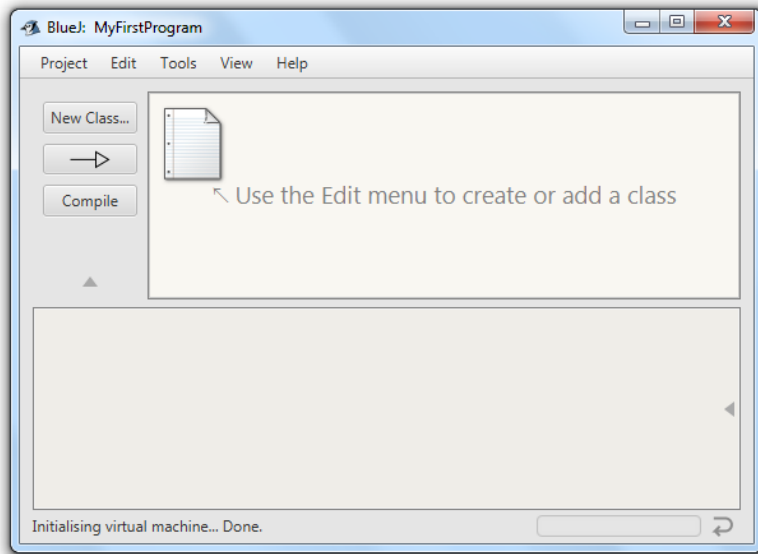
Left click **Project tab** then left click **New Project**



Enter Project Name and Location (directory) and click OK



BlueJ has created a new project and will show the following window.

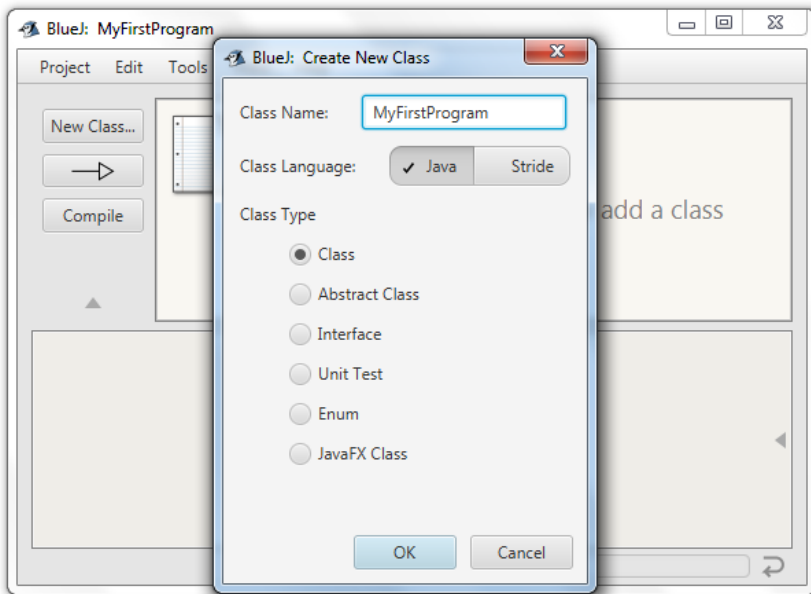


Create a new program

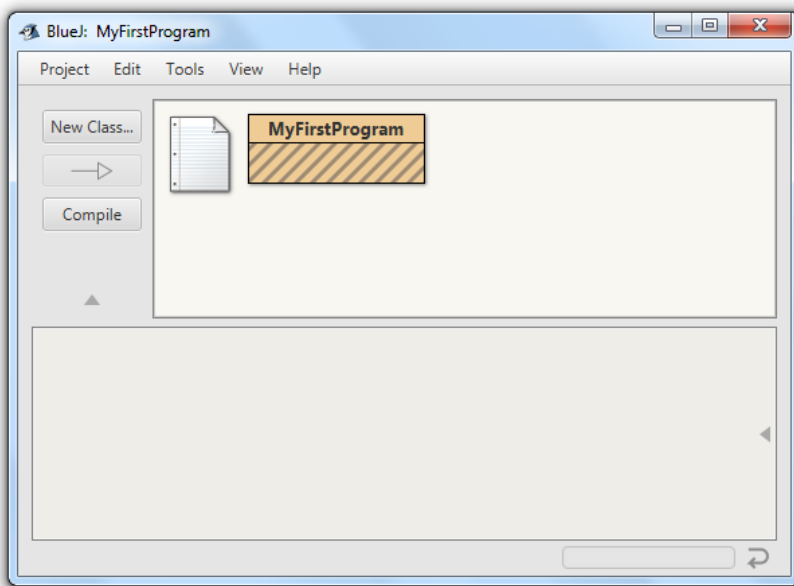
We will create a file containing the following Java program.

```
// This is my first Java program
public class MyFirstProgram
{
    public static void main(String[] args)
    {
        System.out.println("Hello World!");
    }
}
```

Left click on **New Class** tab. In the pop up screen enter Class Name and click OK.

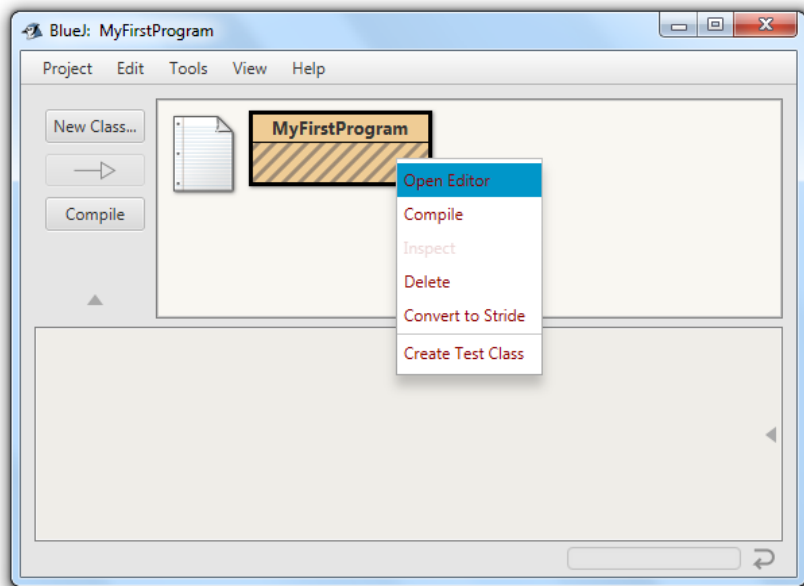


Final result should look like this – the shaded Class icon indicates it has yet to be compiled.

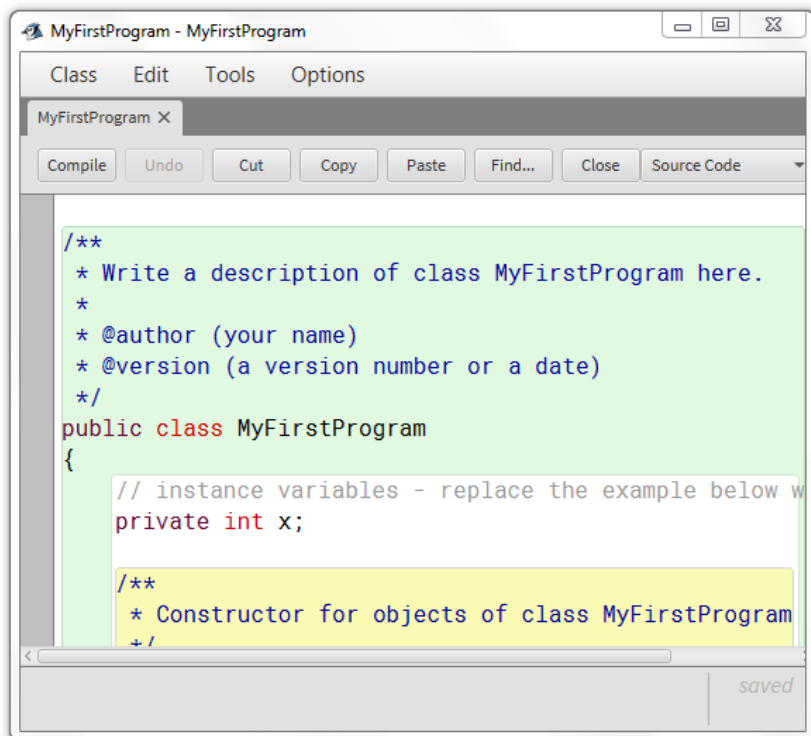


Open the program file for editing

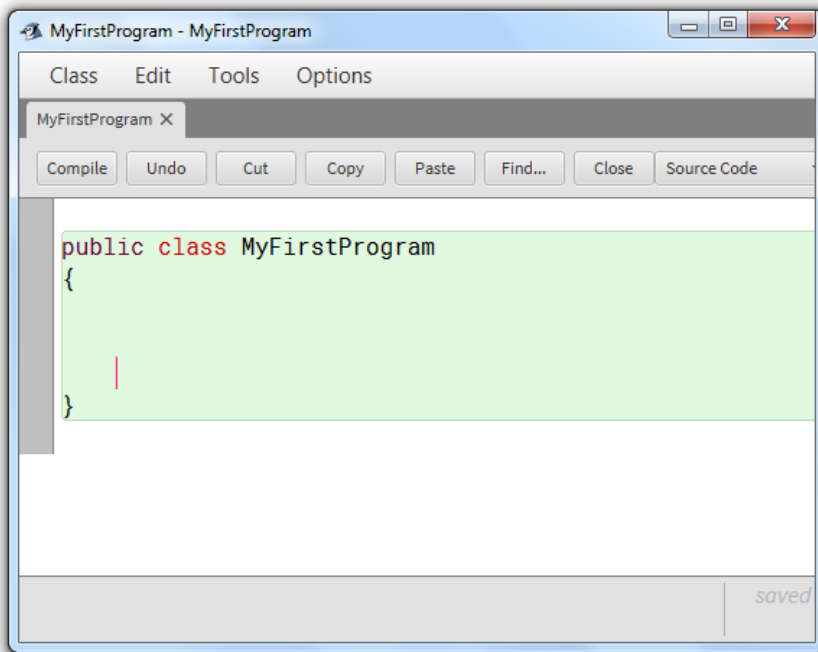
Double-click on the class icon or right-click on the icon then click **Open Editor**



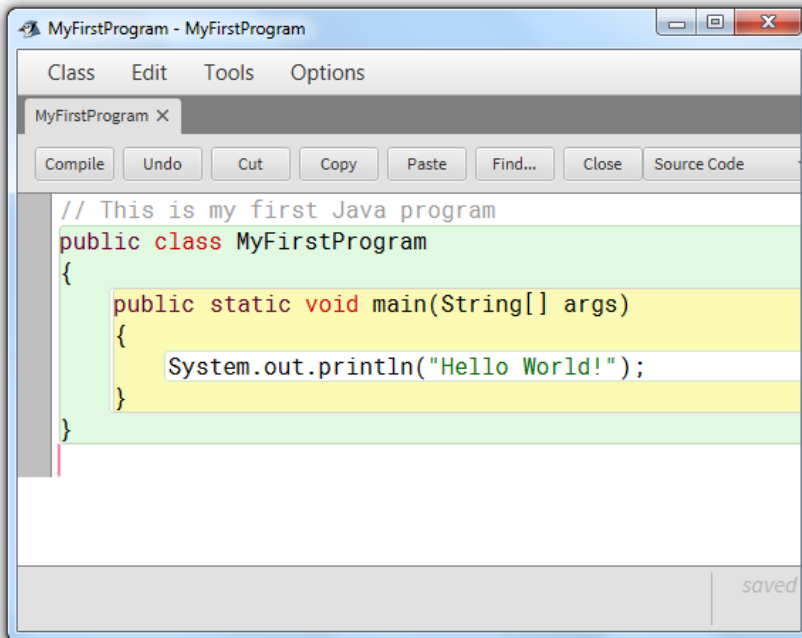
Don't become alarmed when you open the editor. BlueJ has *already* inserted a few things in the file to help you to start writing a Java program. We will delete most of it at this point.



Delete all the code with the exception of what you see below.



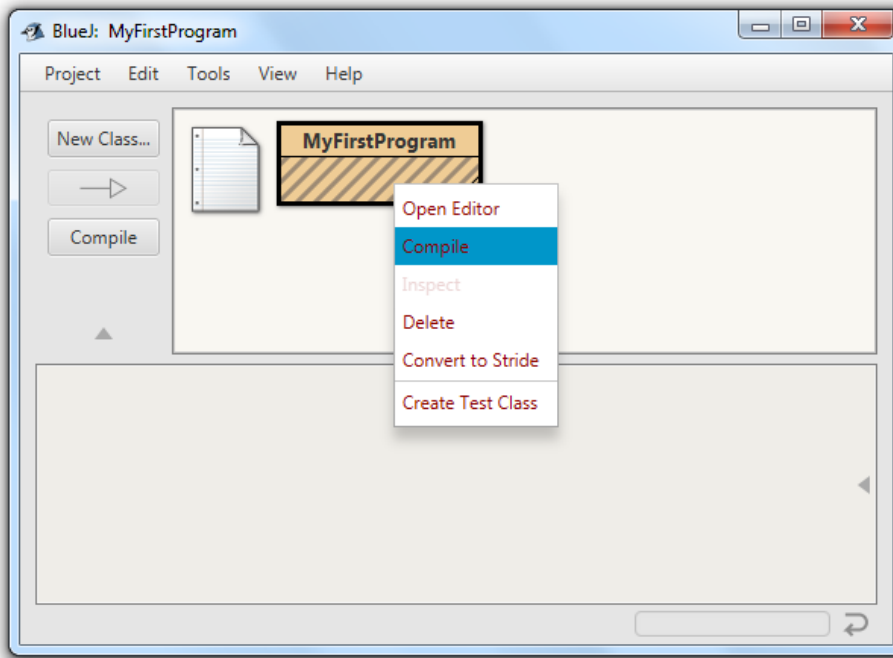
Insert text into the file. Left click at the insertion point and type in code.



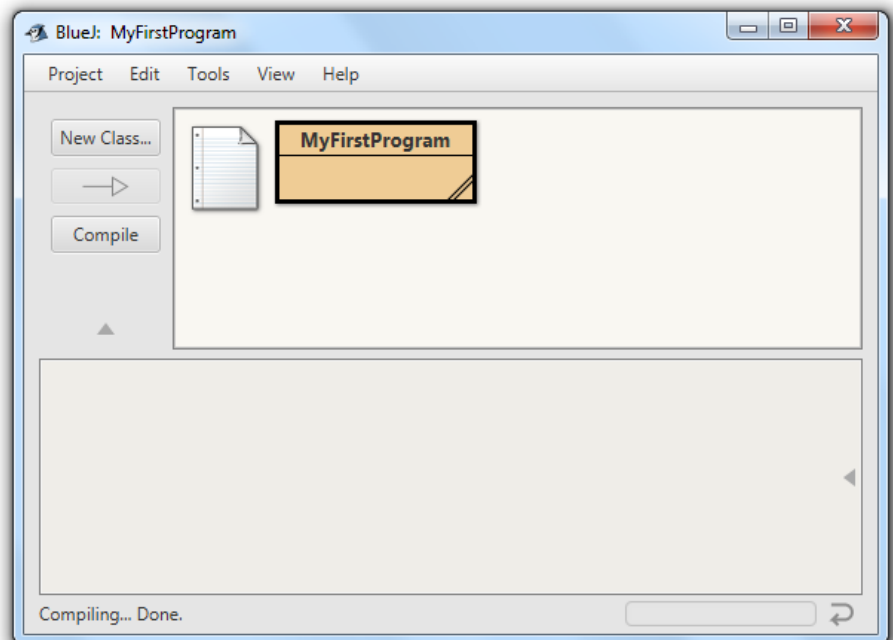
BlueJ has auto saving – when you exit BlueJ, it saves your work automatically

Compiling and Running

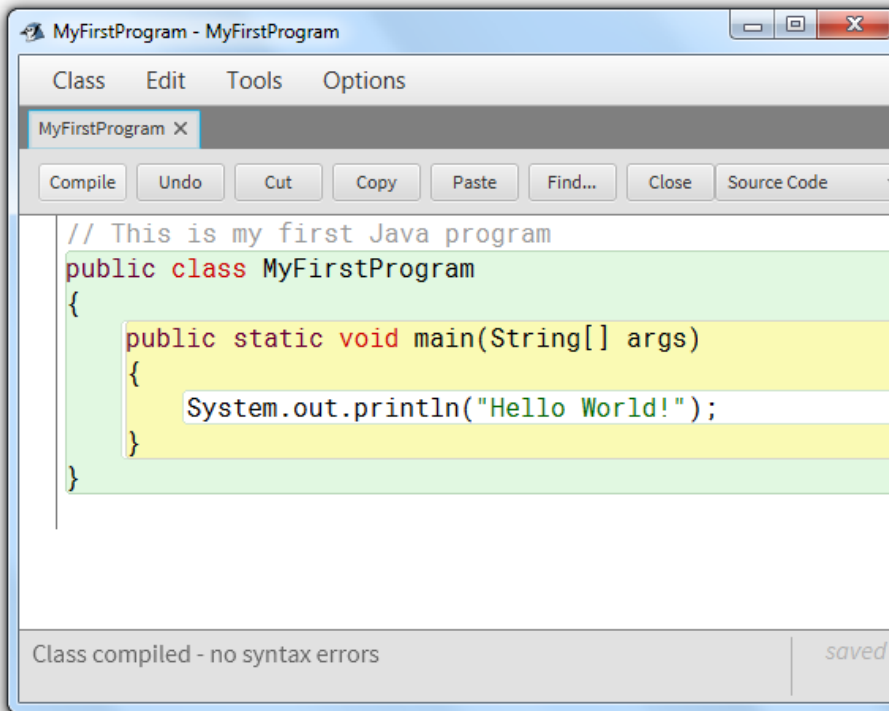
To compile from the Main Screen, right click on class icon and left click **Compile**



Notice the icon is no longer shaded and "Compiling..Done" appears at the bottom once the class has been compiled.

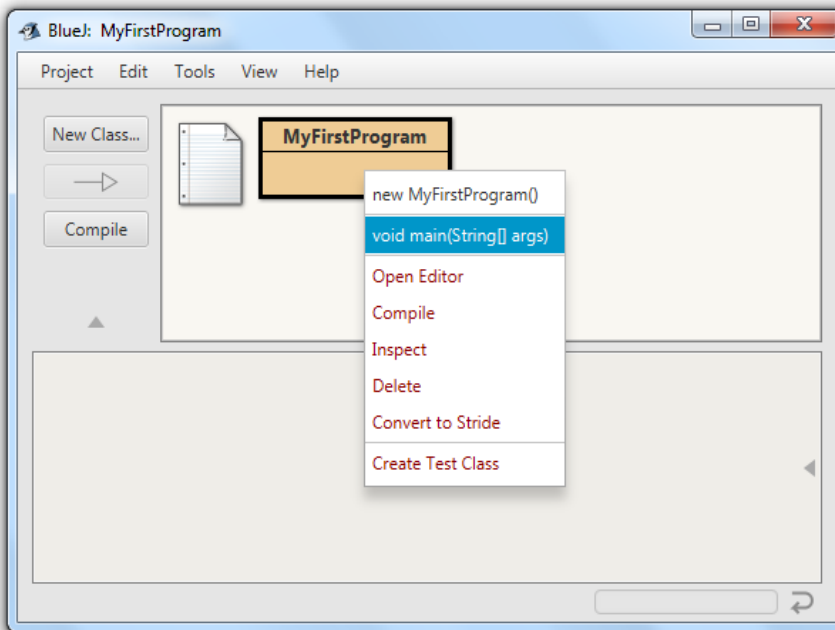


OR you can compile from the editor by left clicking the **Compile** tab. At the bottom of the screen, the message “Class compiled – no syntax errors” appears. If there were errors, it would state otherwise.

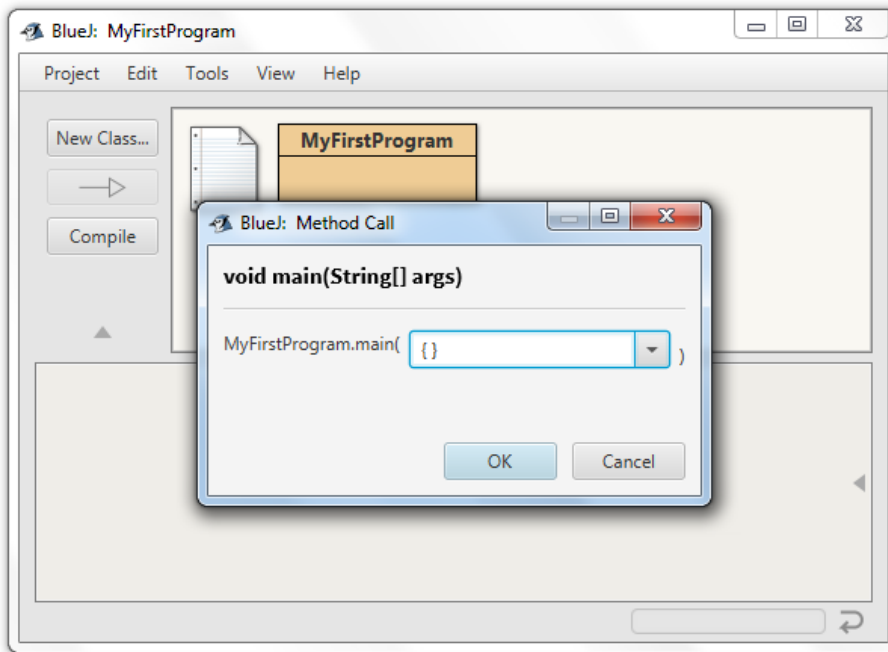


Running a successfully compiled Java program

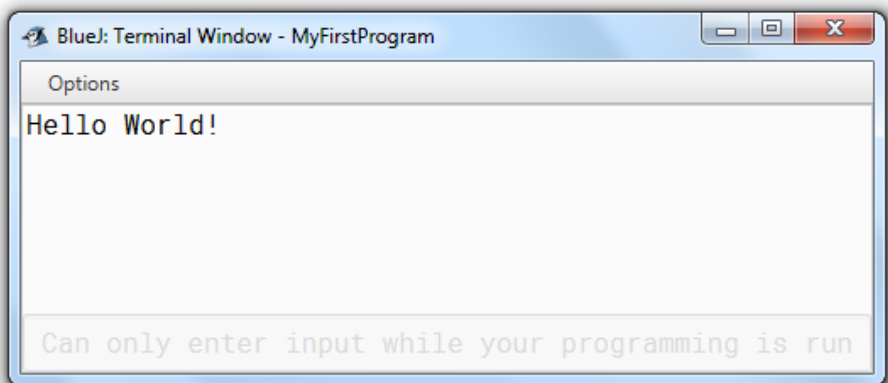
From the Main screen, right click on the class icon, and left click on **void main(String[] args)** tab



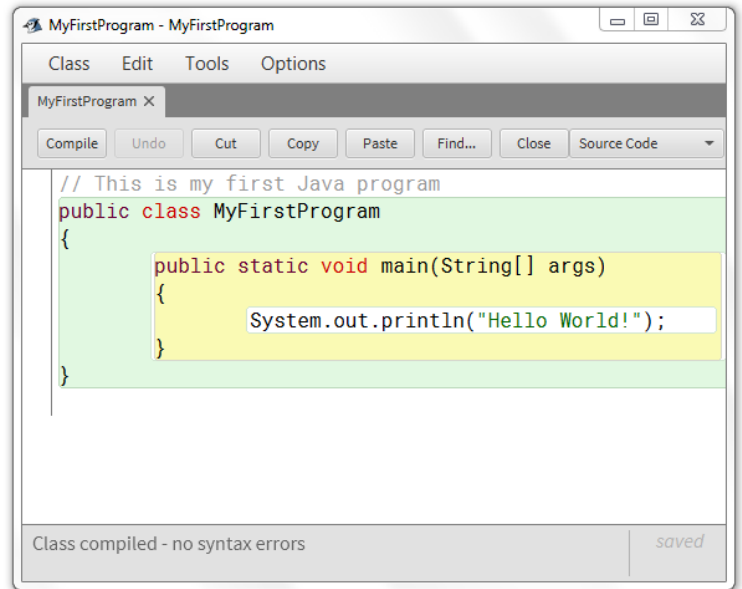
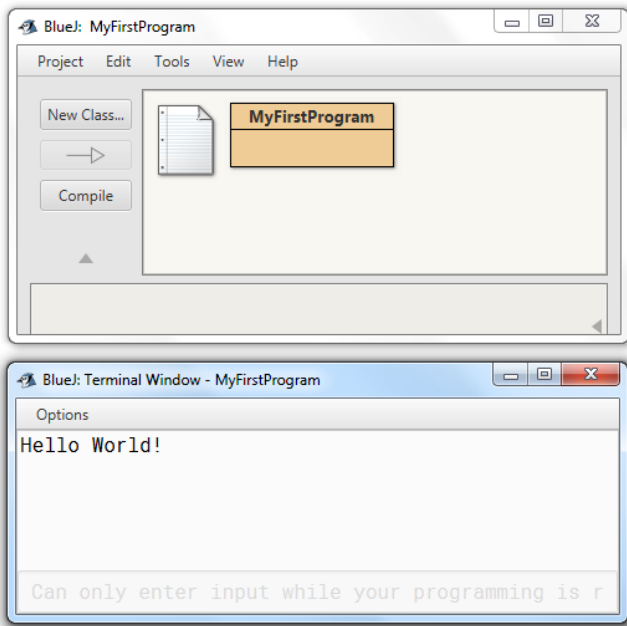
On the pop up screen, left click OK



The output from the program will appear in the terminal window.



The screen shot below shows the three different BlueJ windows – the main window, the editor window and the terminal window.



To Exit BlueJ, return to the Main window, left click on **Project** and **Quit**.

