

Student Name _____ Section ____ Date _____

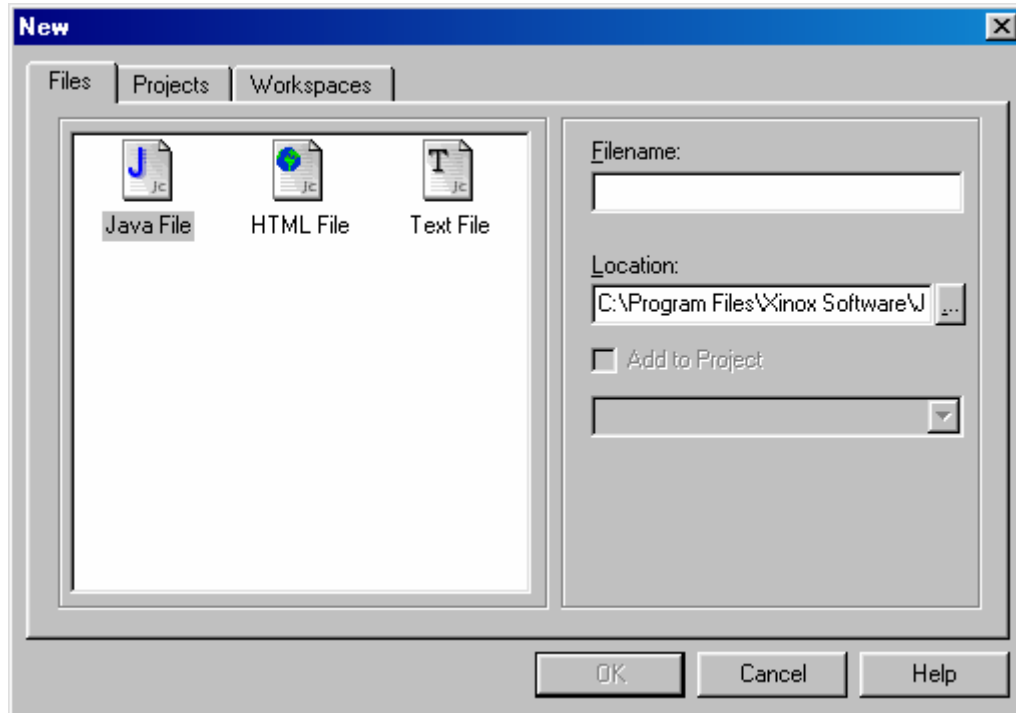
Introduction to Java Programming - Using JCreator

The following steps introduce you to Java programming through the JCreator program.

STEP 1 Open the Windows JCreator Program

To open JCreator, the typical instructions are: on your **Desktop**, click the **Start** Button, navigate to **Programs**, migrate to **JCreator LE** and point to and click on **JCreator LE**. If present, read and close the **Tip of the Day**.

From the JCreator **File** menu, choose **New...**. When the **New** window opens, click the **Files** tab. Refer to the dialog box shown below.



Within the **Files** tab and with the Java File icon selected, click the **Filename** field and enter the appropriate file name (you can also designate the location of your file). In this case, use the file name `Sample` since this is the class name for the sample program included with these instructions. This step is important since to properly compile a Java program, the file name must match exactly the class name.

Click **OK** to close the **New** dialog box.

STEP 2 Type the Required Program Code

Commence typing code within the JCreator text editor. For this exercise, type the sample code for the class `Sample` which is given in **Figure 1**, which follows.

STEP 3 Compile your File

Build and Compile your program code by selecting **Build** from the main menu and choosing **Compile File**.

If your program has compiled correctly, you should see the following message appear within the **Output** window in the lower right corner of the screen.

Process completed.

If you do not have any errors, proceed to the next step, otherwise read the error messages and make any necessary corrections by comparing your screen code to the original code shown within **Figure 1**. Then recompile your program.

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Figure 1 Source Code for the Sample Program

```
/* Program to calculate the total cost      */
/* Programmer: Sammy Student, File Name: Sample.java */

import java.awt.Graphics;
import javax.swing.JOptionPane;
import java.text.DecimalFormat;

public class Sample {
public static void main(String args[])
{
    String firstNum, secondNum;
    int num1,num2;

    double grandtotal, subtotal, tax;

    DecimalFormat twoDecimal = new DecimalFormat("0.00");

    firstNum = JOptionPane.showInputDialog("Enter number of units");
    secondNum = JOptionPane.showInputDialog("Enter unit price");

    num1 = Integer.parseInt(firstNum);
    num2 = Integer.parseInt(secondNum);

    subtotal = num1 * num2;
    tax = 0.06 * subtotal; // tax rate is 6 percent
    grandtotal = subtotal + tax;

    JOptionPane.showMessageDialog(null, " The total due is $"
    + twoDecimal.format(grandtotal), "Result",
    JOptionPane.PLAIN_MESSAGE);

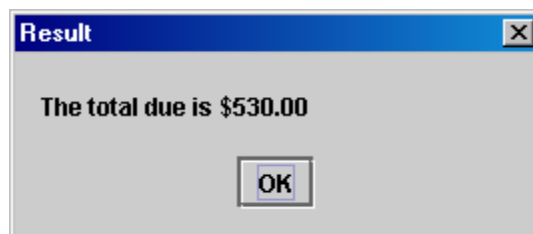
    System.exit(0);
}
}
```

STEP 4 Run your Program

Once you have completed compilation of your program, select **Build** and then click **Execute File**. When prompted by your program, enter 100 for the number of units and press **Enter** and then enter 5 for the unit price and press **Enter** again.

STEP 5 Observe your Output

After you enter the input items, the output is now displayed in a dialog box, namely:

**STEP 6 Close your File**

After you successfully run your program, you can click **File** and then **Close** to run another program.