

Exercise 1.1 – Introduction to Eclipse

What this exercise is about

This exercise teaches you how to use features of the Eclipse IDE.

What you should be able to do

When you complete this exercise, you should be able to perform the following tasks:

1. Create a workspace, project and documents
2. Save a project
3. Open, switch and customize perspectives
4. Explore perspectives
5. Show and close a view
6. Explore views

Introduction

This exercise will set up the training environment and workspace for later exercises. This exercise is divided into three parts:

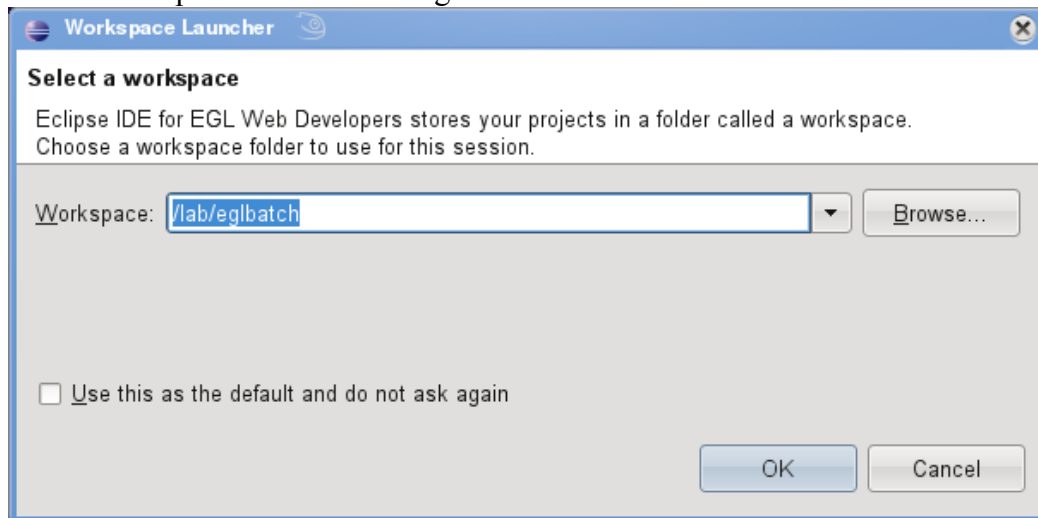
1. Part 1 - Workspace
2. Part 2 - Perspective
3. Part 3 - View

Part 1 – Workspace

This part introduces you to the Eclipse workspace. Preferences and projects are organized by workspace. You might have one or more workspaces on your computer.

1. From your desktop, double-click the shortcut for EGL Development Tools.
Result: The Workspace Launcher dialog box is displayed.

2. Fill in the Workspace Launcher dialog box.



(a) Type a directory name, such as “/lab/eglbatch” in the Workspace field.

Caution: Do not put your workspace on a network drive.


(b) Press the **OK** button.

Result: The Welcome page is displayed.

3. Work with icons.

(a) Press the restore () icon.


Result: The Welcome page returns to its normal size.

(b) Press the minimize () icon.

Result: The Welcome page is minimized.

(c) Press the restore icon, again.

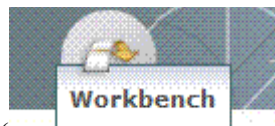
Result: The Welcome page returns to its normal size.

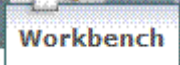
(d) Press the maximize () icon.


Result: The Welcome page is the only view displayed.

4. Double-click on a view tab to maximize or restore.

5. Close the Welcome view.



(a) Find and click the Workbench () icon,
or

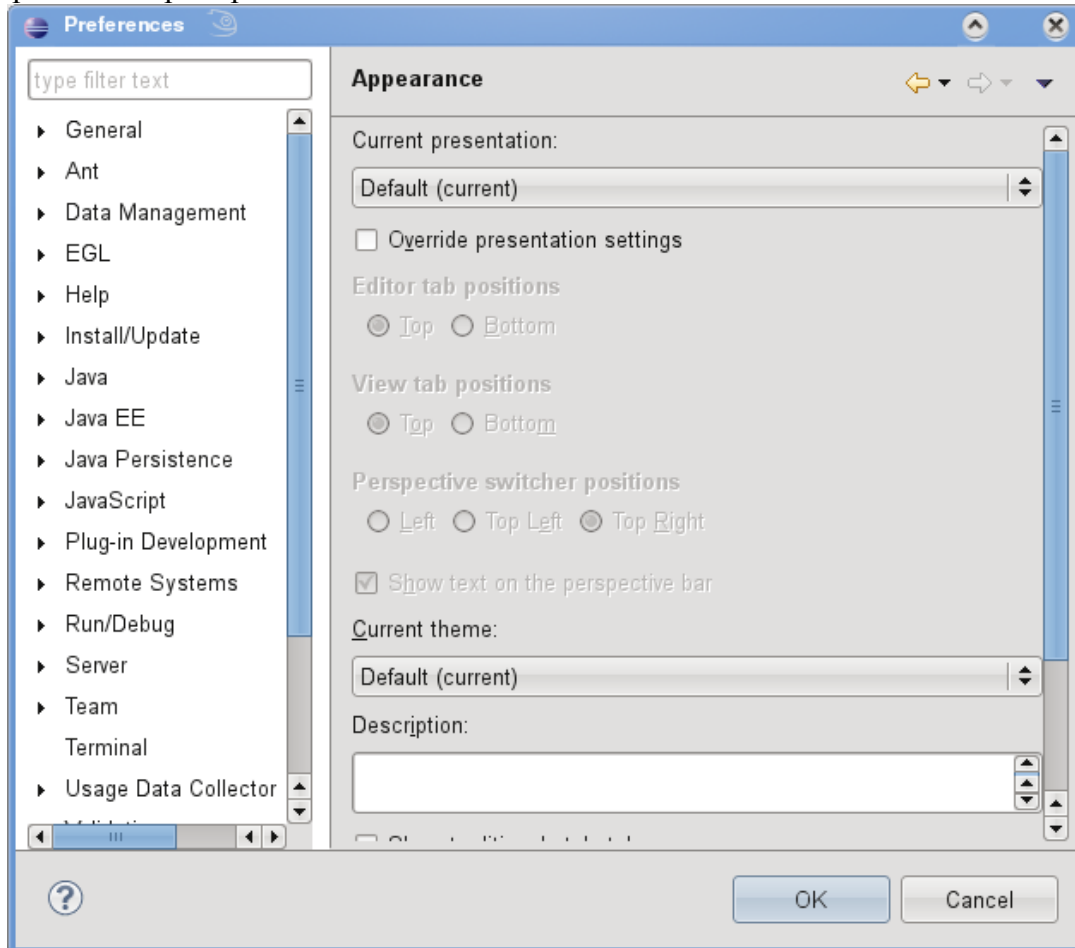
(b) Press the Close () icon on the Welcome view.

Note: To reopen the Welcome view, pull down the Help menu and select the Welcome option.

Preferences

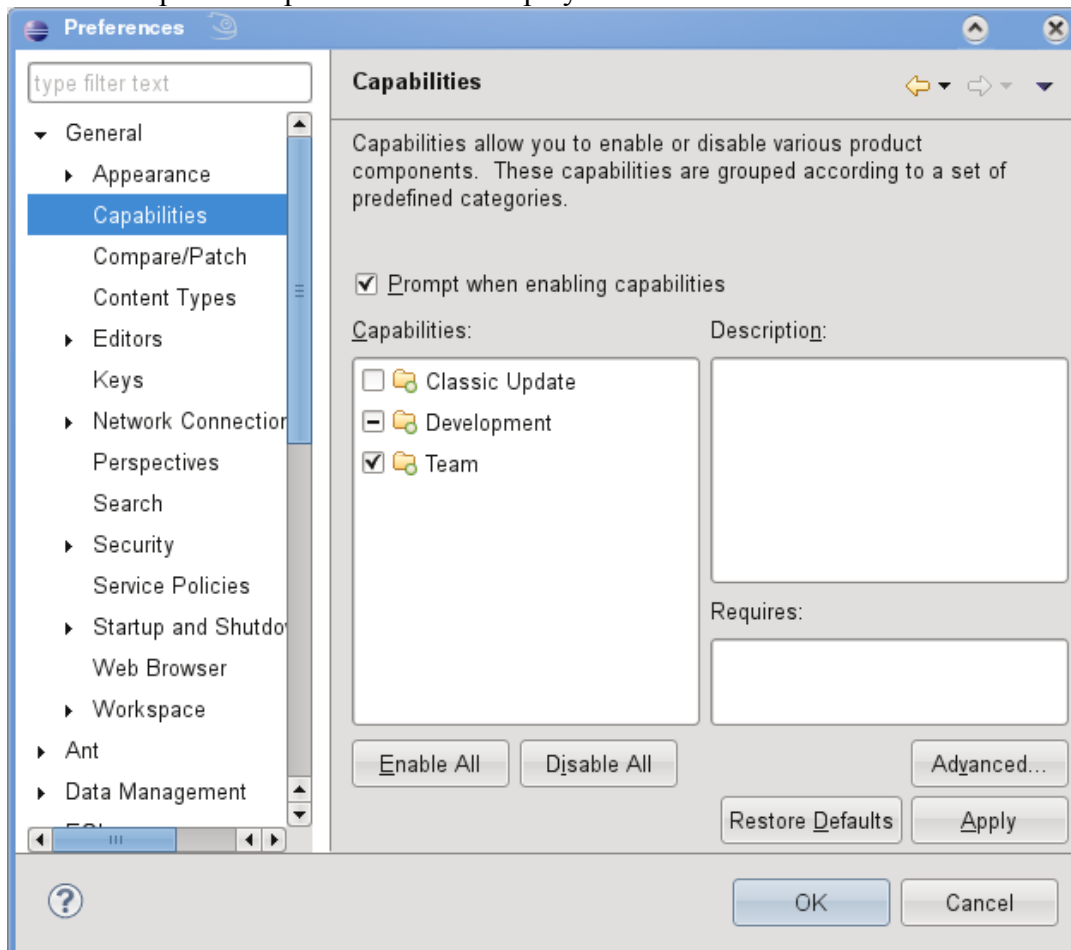
Preferences are part of a workspace.

1. View workspace preferences.
 - (a) Pull down the Window menu and select the Preferences option.
Result: The Preferences window is displayed.
2. Explore workspace preferences.



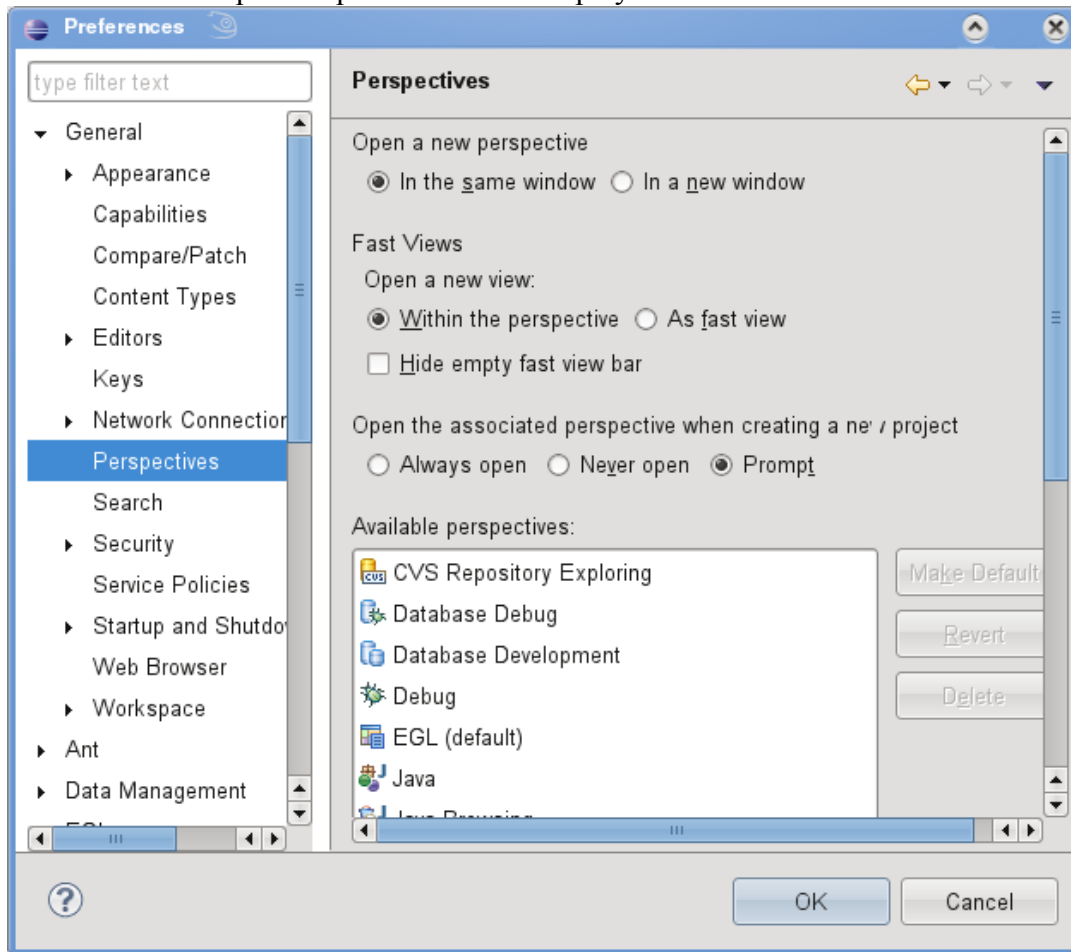
3. A capability is a set of features for a role, such as C/C++ Developer, COBOL Developer, RPG Developer, Java Developer and EGL Developer.
 - (a) Expand the General folder.
 - (b) Select Capabilities.

Result: Capabilities preferences are displayed.



4. A perspective is a set of views and their visual arrangement.
 - (a) Expand the General folder.
 - (b) Select Perspectives.

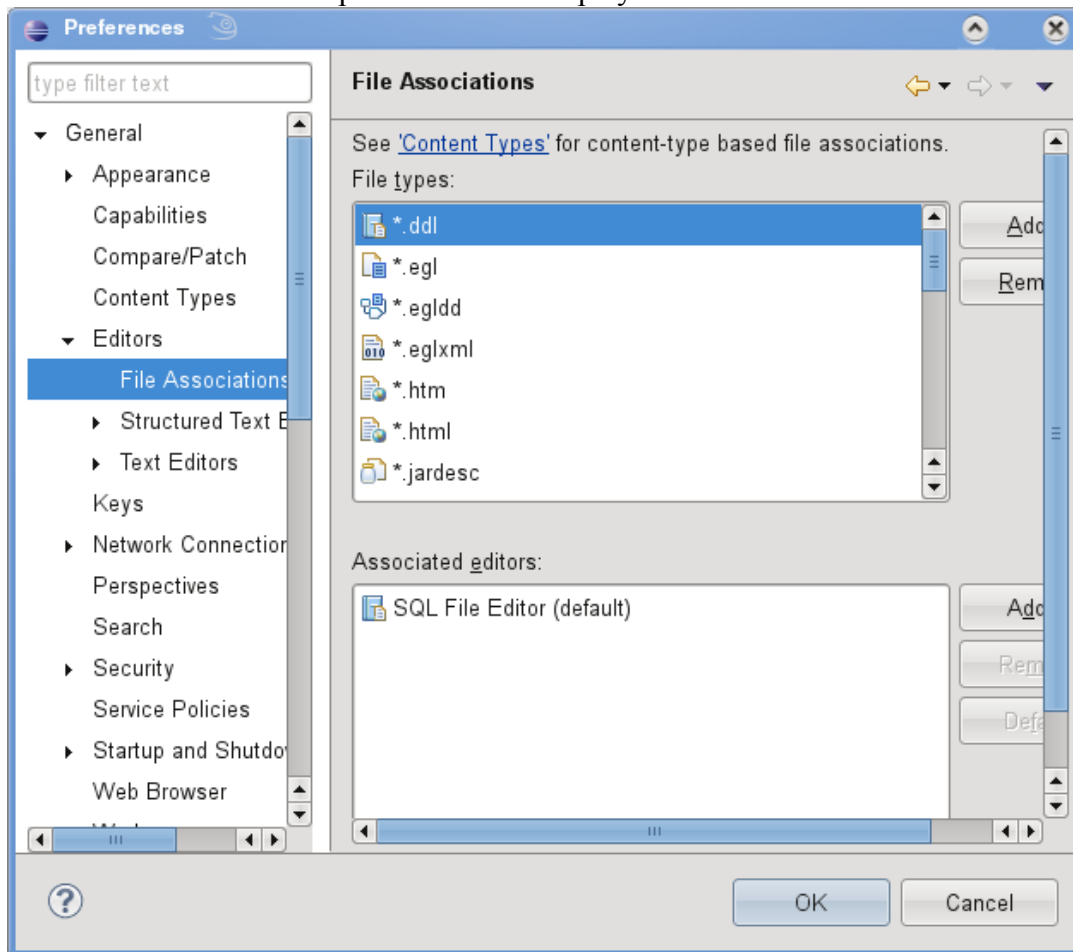
Result: The Perspective preferences are displayed.



5. File Associations.

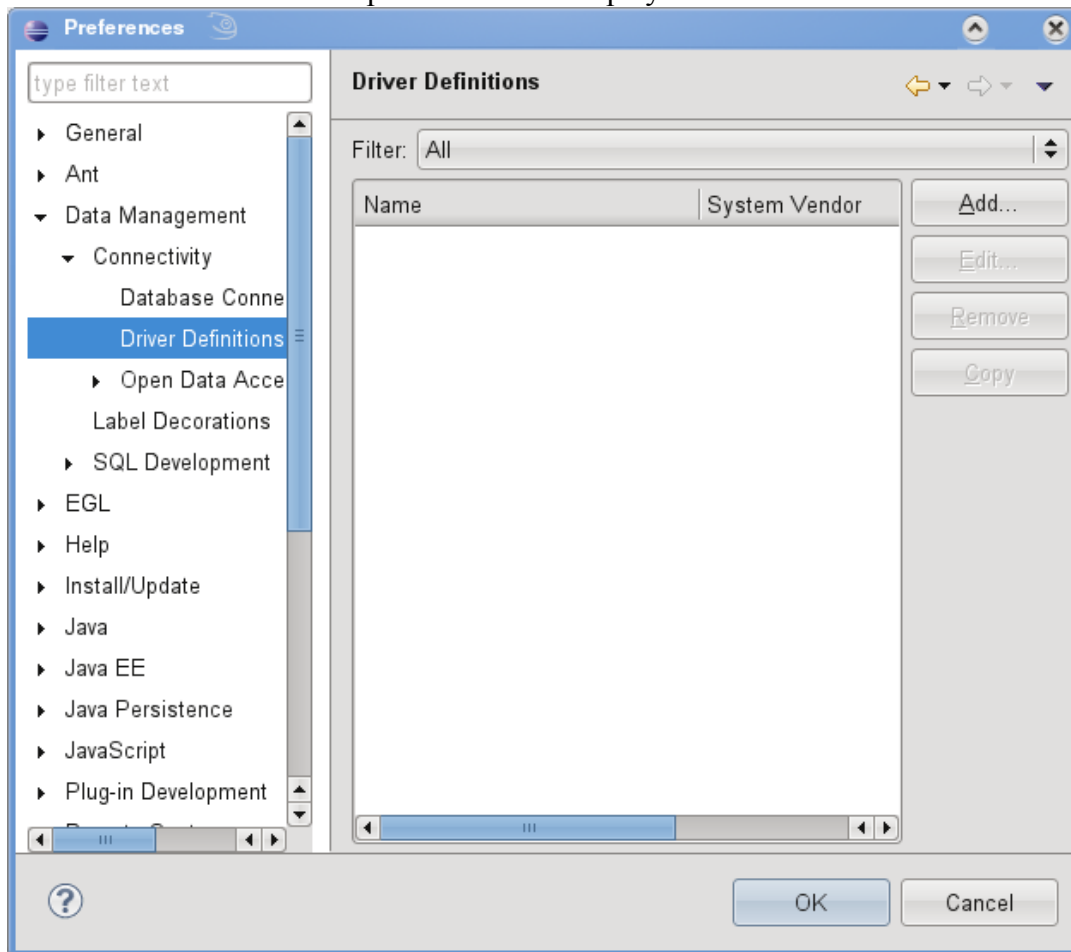
- (a) Expand the General folder.
- (b) Expand the Editors folder.
- (c) Select File Associations.

Result: File Association preferences are displayed.



6. Driver Definitions.
 - (a) Expand the Data Management folder.
 - (b) Expand the Connectivity folder.
 - (c) Select Driver Definitions.

Result: Driver Definitions preferences are displayed.



7. Close preferences.
 - (a) Press the Cancel button.

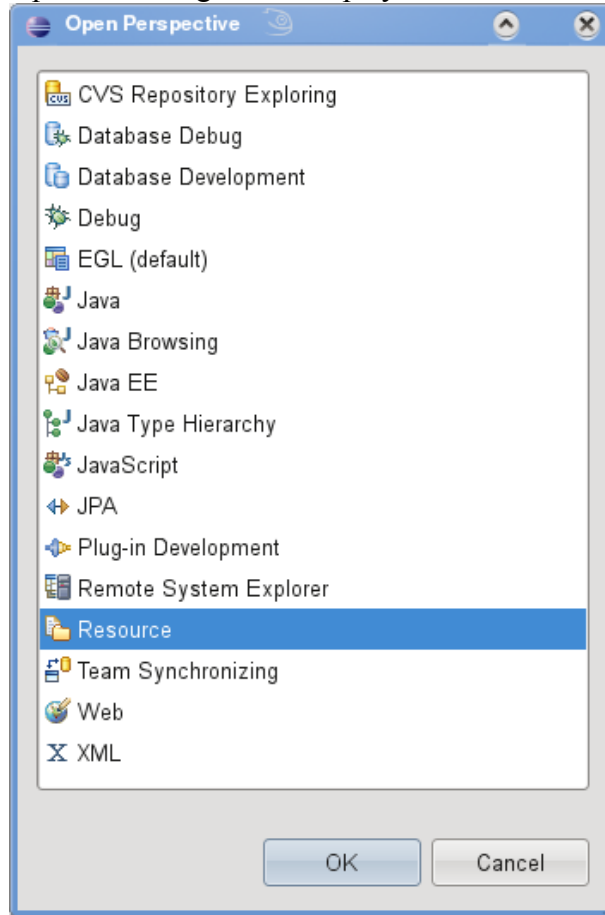
Part 2 – Perspectives

This part takes a tour of perspectives within your IDE.

Create a Project

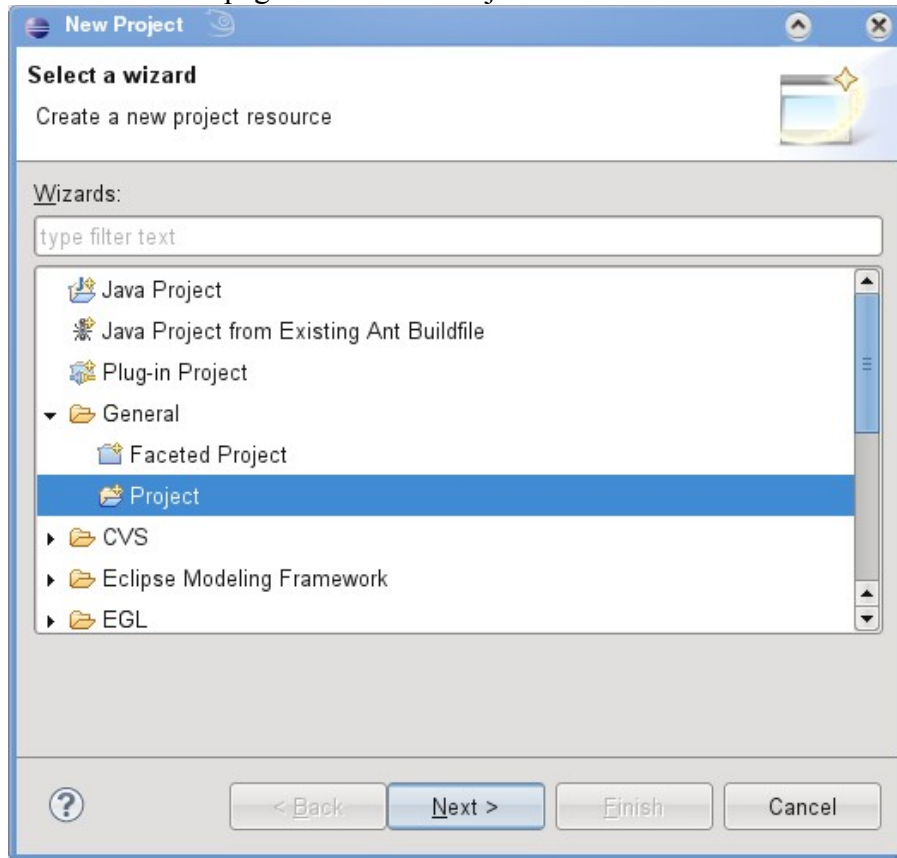
The following procedure illustrates how to create a simple Eclipse project, using “sandbox” as an example.

1. Pull down the Window menu and select the Open Perspective | Other option.
Result: The Open Perspective dialog box is displayed.



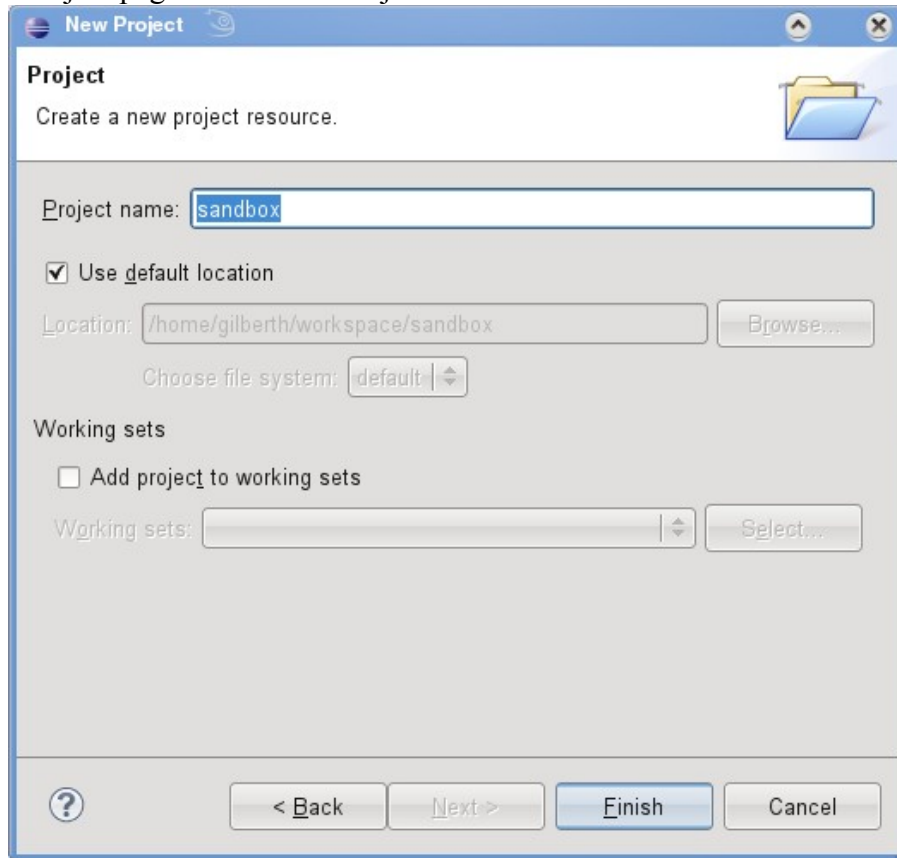
2. Fill in the Open Perspective dialog box.
 - (a) Select the Resource perspective.
 - (b) Press the OK button.
Result: The Resource perspective is displayed.
3. Pull down the File menu and select the New | Project option.
Result: The New Project wizard is displayed.

4. Fill in the Select a wizard page of the New Project wizard.



- (a) Expand the General folder.
- (b) Select Project.
- (c) Press the Next button.
Result: The Project page is displayed.

5. Fill in the Project page of the New Project wizard.



- (a) Type “sandbox” in the Name field.
- (b) Confirm Use default location option is checked.
- (c) Confirm Add project to working sets is unchecked.
- (d) Press the Finish button.

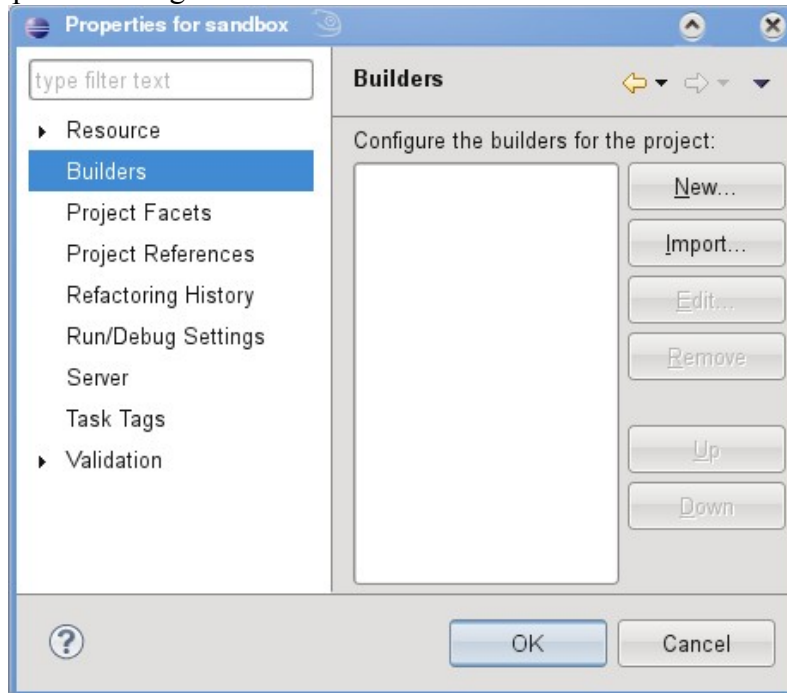
Result: A project called “sandbox” is created in your workspace.

6. Explore properties of your project.

- (a) Right-click on the sandbox folder and select the Properties option.

Result: The Properties dialog box is displayed.

7. Fill in the Properties dialog box.

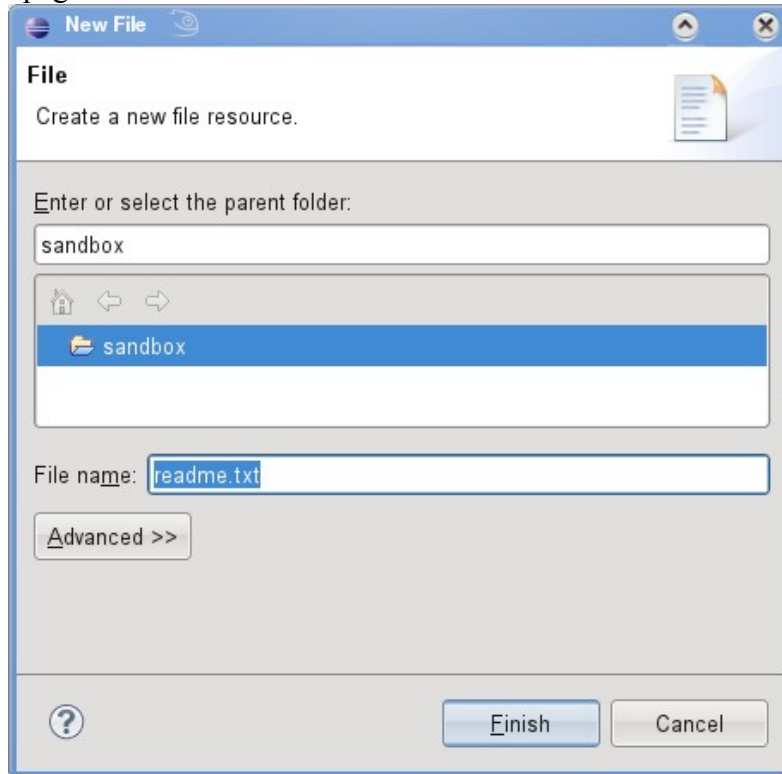



(a) Press the Cancel button.

Create Documents

The following procedure illustrates how to create documents with different file extensions, using “readme.txt” as an example.

1. Right-click on the sandbox folder and select the New | File option.
Result: The New File wizard is displayed.
2. Fill in the File page of the New File wizard.



- (a) Confirm “sandbox” in the Enter or select the parent folder field.
 - (b) Type “readme.txt” in the Name field.
 - (c) Press the Finish button.
Result: A document called “readme.txt” is created and opened in a text editor.
3. Type some text into the editor.
 4. Explore editor features, such as cut, copy and paste.
 5. Save the file.
 - (a) Pull down the File menu and select the Save option,
or
 - (b) Press the Save () icon.
 6. Experiment with other types of files. When you create the following files, notice that an editor is opened based upon the file extension.
 - (a) “data.csv”
 - (b) “main.c”
 - (c) “main.java”
 - (d) “notes.html”

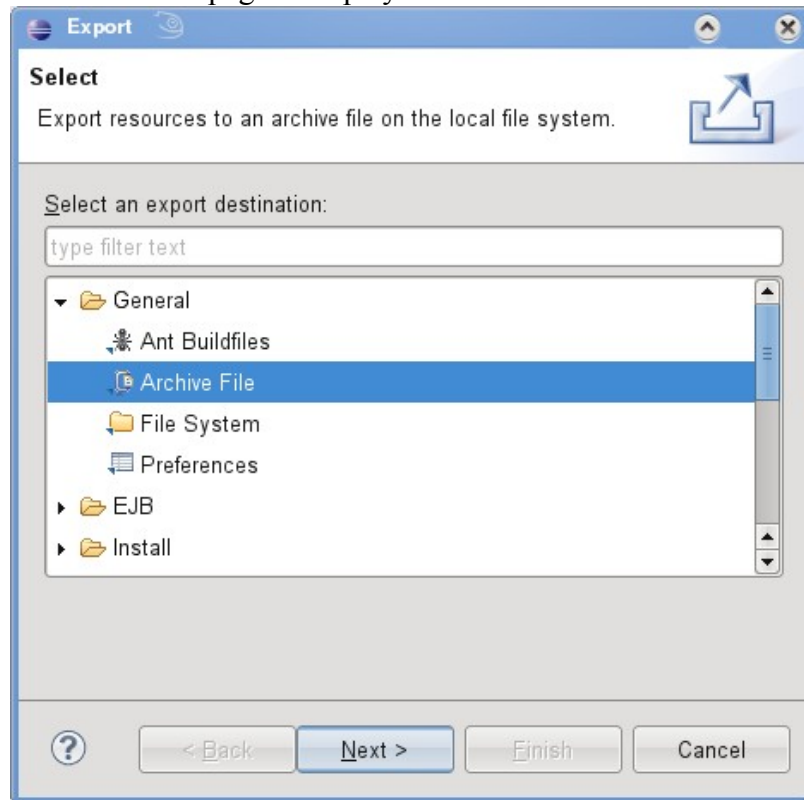
- (e) “sample.xml”
- (f) “style.css”

Save a Project

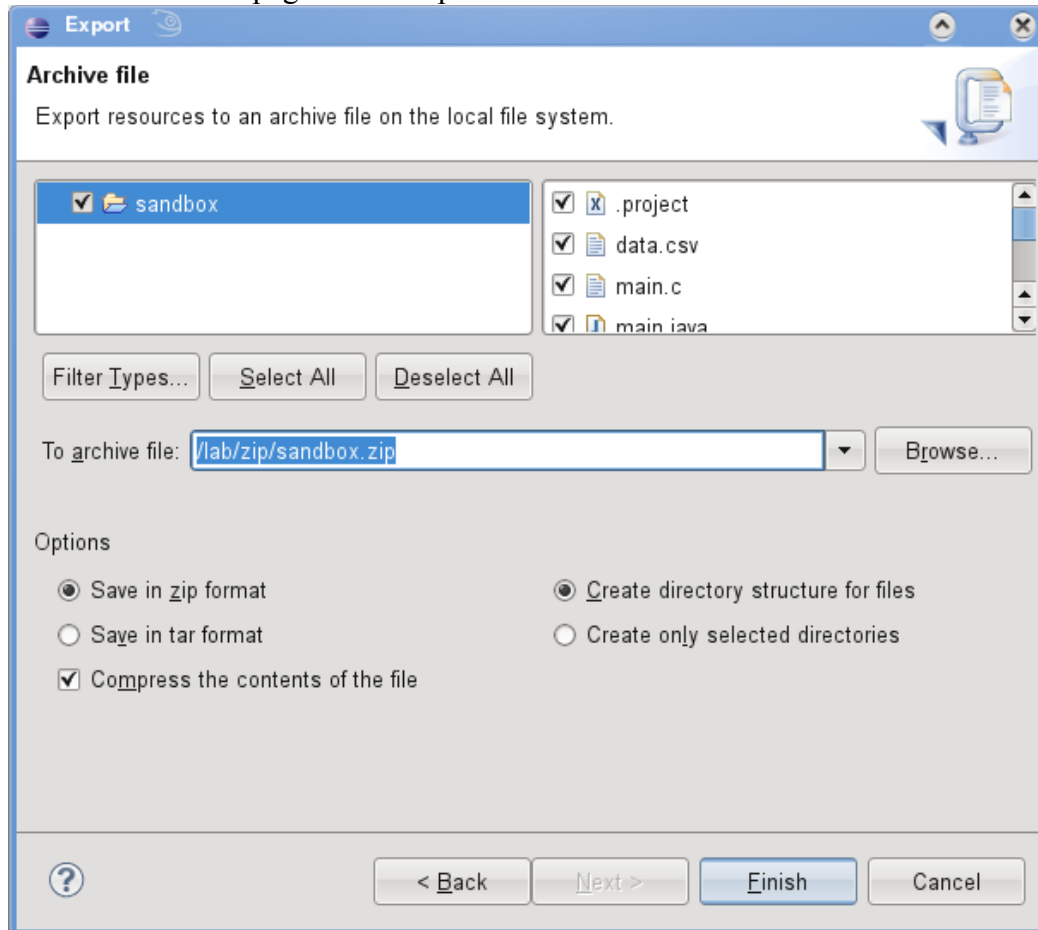
The following procedure illustrates how to save an Eclipse project, using “sandbox” as an example.

1. Right-click on the sandbox folder and select the Export option.
Result: The Export wizard is displayed.
2. Fill in the Select page of the Export wizard.
 - (a) Expand the General folder.
 - (b) Select the Archive File option.
 - (c) Press the Next button.

Result: The Archive file page is displayed.



3. Fill in the Archive file page of the Export wizard.



(a) Type “/lab/zip/sandbox.zip” in the **To zip file** field.

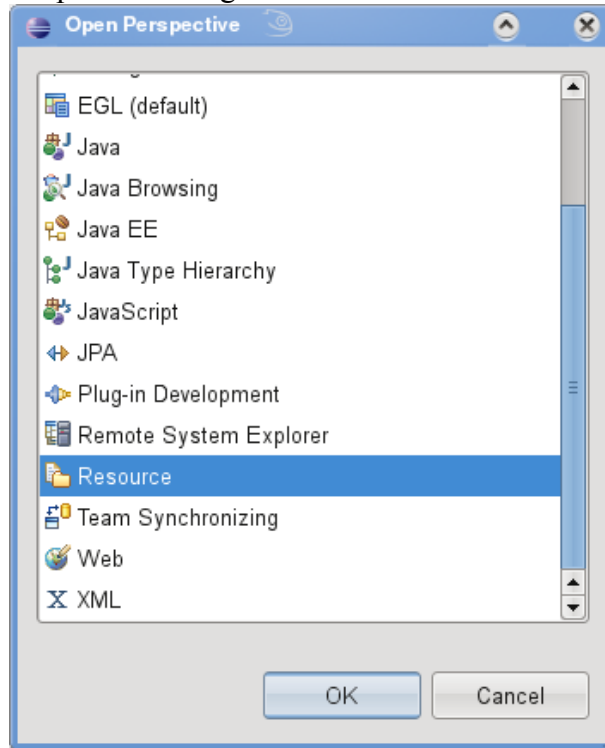
(b) Press the Finish button.

Result: The sandbox project is saved to a ZIP-compatible archive.

Part 2 – Perspectives

In this part, you will explore perspectives.

1. Open the Resource perspective.
 - (a) Pull down the Window menu and select the Open Perspective | Other option.
Result: The Open Perspective dialog box is displayed.
 - (b) Fill in the Open Perspective dialog box.

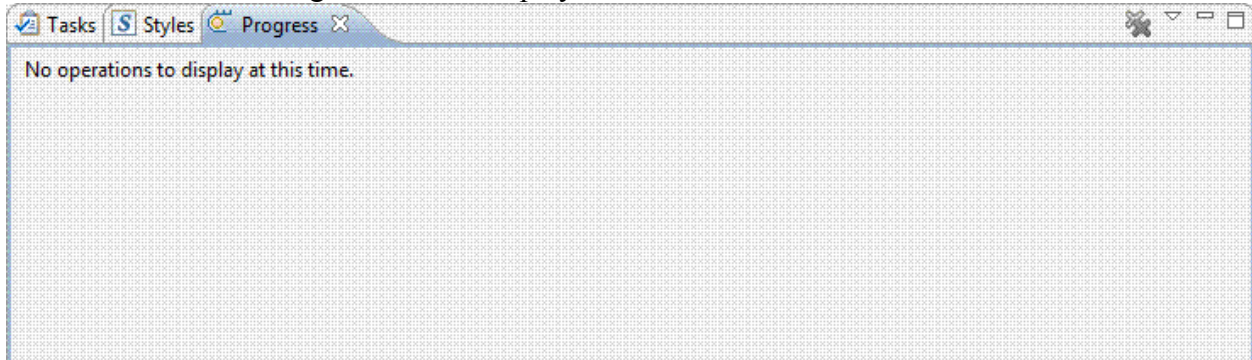


- i. Select the Resource perspective.
- ii. Press the OK button.

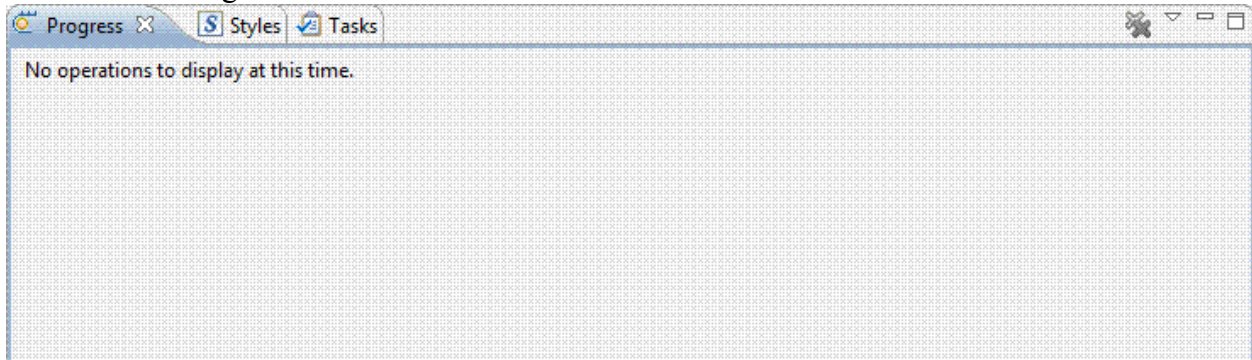
2. The Progress view shows the status and progress bar for a command task. Add the Progress view to this perspective.

(a) Pull down the Windows menu and select the Show View | Progress option.

Result: The Progress view is displayed.



3. Now rearrange the views.



(a) Rearrange the views so that Style is the first view.

i. Drag the view tab for the Style view.

ii. Drop on the view tab for the Tasks view.

(b) Rearrange the views so that Progress is the first view.

i. Drag the view tab for the Progress view.

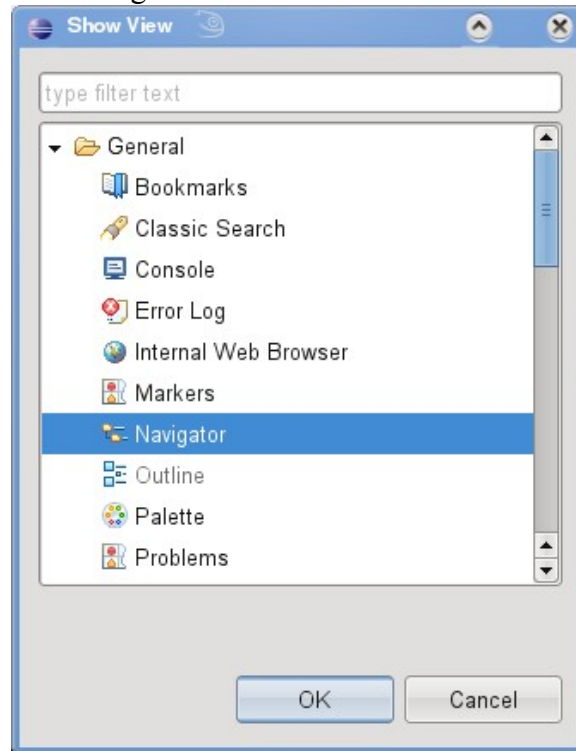
ii. Drop on the view tab for the Style view.

4. The Navigator view is a basic view of the workspace. Add the Navigator view to this perspective.

(a) Pull down the Windows menu and select the Show View | Other option.

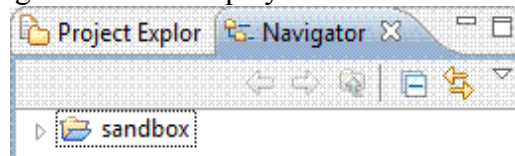
Result: The Show View dialog box is displayed.

(b) Fill in the Show View dialog box.

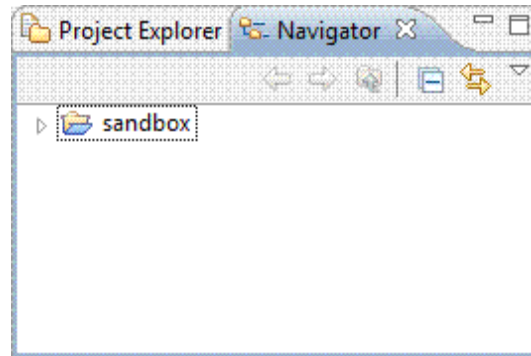


- i. Expand the General folder.
- ii. Select the Navigator view.
- iii. Press the OK button.

Result: The Navigator view is displayed.



5. Resize the Navigator view.

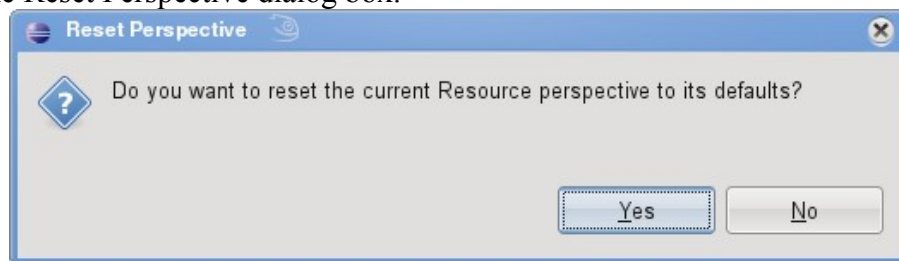


- (a) Drag the vertical divider to narrow/widen.
- (b) Drag the horizontal divider to shorten/lengthen.

Reset Perspective



The Reset Perspective option restores the default views and visual arrangement.

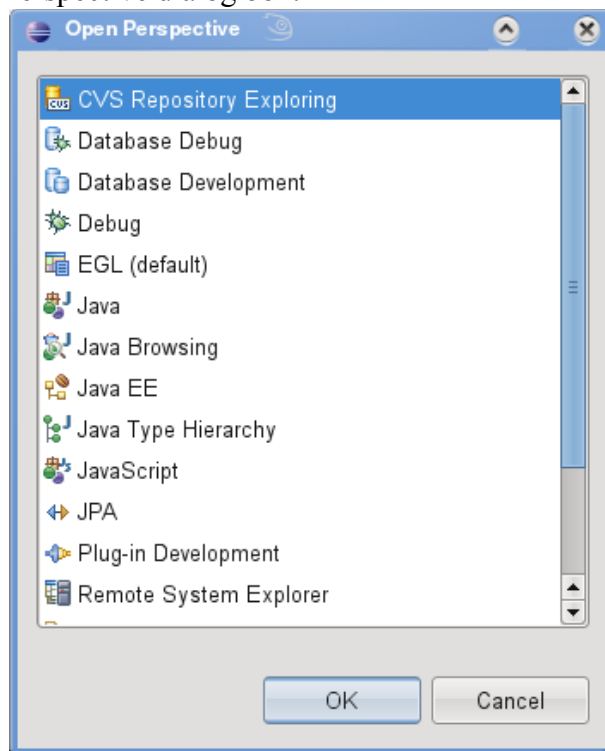
1. Pull down the Window menu and select the Reset Perspective option.
Result: The Reset Perspective dialog box is displayed.
2. Fill in the Reset Perspective dialog box.



- (a) Press the Yes button.
Result 1: The Progress and Navigator views are dropped.
Result 2: The size of the views are reset to their default.

Explore Perspectives

1. Switch to the EGL. The Switch Perspectives () icon only includes open perspectives.
 - (a) Press the Switch Perspective icon.
 - (b) Select the EGL option.
Result: The EGL perspective is displayed.
2. Switch to the Java perspective. The Open Perspective () icon opens a perspective.
 - (a) Press the Open Perspective icon.
 - (b) Select the Java option.
Result: The Java perspective is displayed.
3. To explore a perspective:
 - (a) Press the Open Perspective icon.
 - (b) Select the Other option.
Result: The Open Perspective dialog box is displayed.
 - (c) Fill in the Open Perspective dialog box.



- i. Select a perspective.
- ii. Press the OK button.
Result: A perspective is displayed.

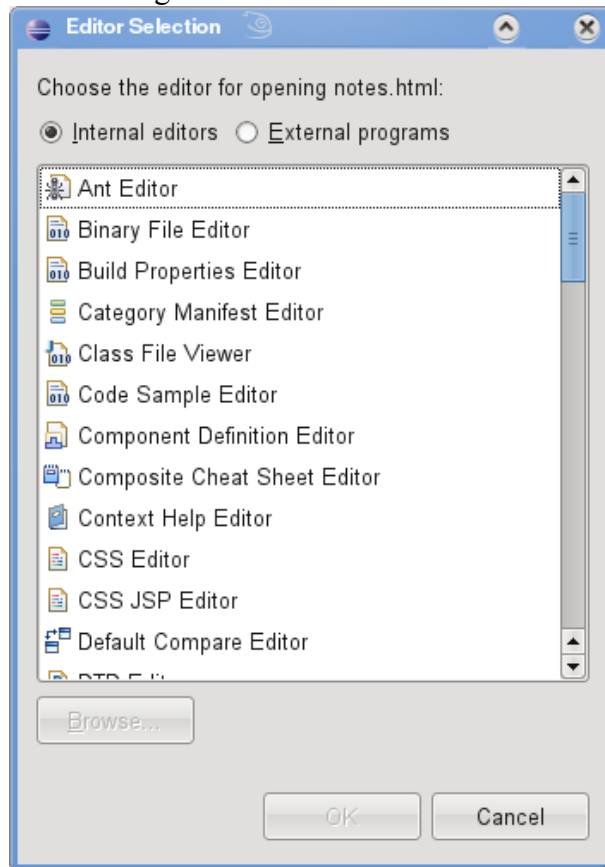
Explore each of the following perspectives.

- CVS Repository Exploring
- Database Debug
- Database Development
- Debug

- EGL
- Java
- Java (Browsing)
- Java EE
- Java Type Hierarchy
- JavaScript
- JPA
- Plug-in Development
- Remote Systems Explorer
- Resource
- Team Synchronizing
- Web
- XML

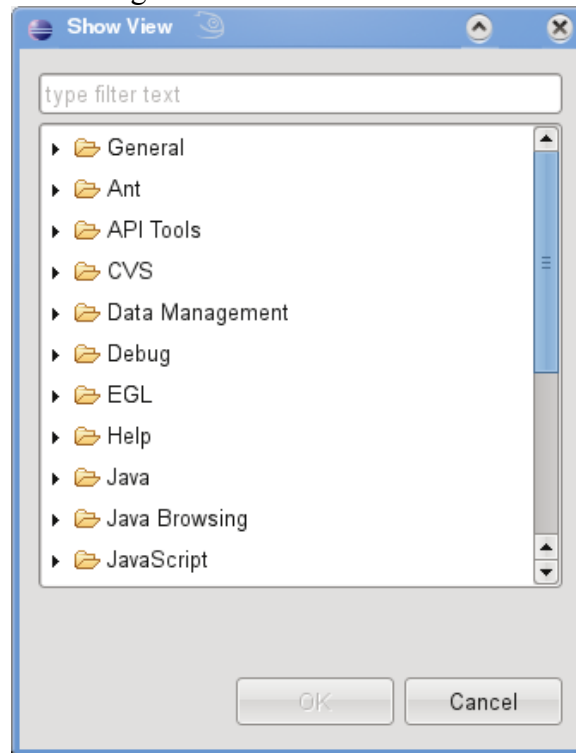
Part 3 – Views

1. Open the notes.html file with a web browser.
 - (a) In the Project Explorer view, expand the sandbox folder.
 - (b) Right-click on the notes.html file and select the Open With | Web Browser option.
Result: notes.html is displayed in a web browser.
2. Open the notes.html file with a selected editor.
 - (a) In the Project Explorer view, expand the sandbox folder.
 - (b) Right-click on the notes.html file and select the Open With | Other option.
Result: The Editor Selection dialog box is displayed.
3. Fill in the Editor Selection dialog box.





- (a) Select an editor.
- (b) Press the OK button.
Result: The notes.html file is opened in the selected editor.

4. Show a view.
 - (a) Pull down the Window menu and select the Show View | Other option.
Result: The Show View dialog box is displayed.
 - (b) Fill in the Show View dialog box.



- i. Expand a folder.
- ii. Select a view.
- iii. Press the OK button.
Result: The selected view is displayed.

Close a view

1. To close an editor:
 - (a) Press the Close () icon in the editor tab.
or
 - (b) Pull down the File menu and select the Close option.
2. To close a view:
 - (a) Press the Close () icon in the view tab.
or
 - (b) Right-click on the view tab and select the Close option.

Explore the following views

- Breakpoints
- Console
- Data Source Explorer
- Debug
- History
- Internal Web Browser
- Outline
- Problems
- Progress
- Properties
- Remote Search
- Remote Systems
- Search
- Servers
- SQL Results
- Tasks
- TCP/IP Monitor
- Team
- Terminal
- Variables

Summary

In this exercise, you have

- Created your training workspace
- Explored workspace preferences
- Explored perspectives and views.