Introduction to BlueJ

Workshop 1
The BlueJ Window

Class diagram

Object workbench
There are 6 classes: including Picture, Person, Triangle

The icon is shaded if the source code has not been compiled

To compile it, press the “Compile” button
Creating Our First Object

Right clicking on the class icon brings up a menu – any line that starts with `new` can be used to construct an object of that class.

Objects in Java are created using the keyword `new`
Creating Several Objects

We have created three objects:

A circle object and two square objects
Inspecting Objects

Right click on an object on the object bench and choose Inspect to inspect the values of its attributes: its state.
Calling Methods

• The same menu also shows us the actions that the object can perform – in Java, these are called *methods*.

• In this case there are many methods available: `changeColor`, `changeSize`, `moveUp` etc.
Your first lab session

1. Make a CIT1001 area in your student windows account
2. Go to Home > Labs and Projects
3. Download the current lab
4. UNZIP it there
5. Double click on the blueJ icon (marked package) to start
Your first lab session (cont)

• For each lab, a bluej project will be provided
• All instructions are in the README file
• Double click to open this and follow the instructions

• At the end of a lab I recommend you make a copy of your project directory on a USB drive or to a dropbox