

# **ECE 462**

# **Object-Oriented Programming**

# **using C++ and Java**

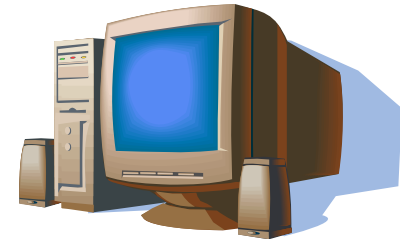
## **Object and Class**

Yung-Hsiang Lu  
yunglu@purdue.edu

# What is an Object?

An object can be a “concrete and tangible” entity that can be separated with **unique properties**:

- you
- your book
- your car
- my computer
- Tom
- Amy’s computer
- your phone
- Sam’s digital camera
- Jennifer’s cat ...



# What is an object?

- An object **can be abstract** and does not have to be tangible:
  - Purdue ECE's student database
  - the email sent by Mark at 9:07AM on 2008/03/22
  - the web page of Purdue ECE 462
  - the song played in WBAA at 7:02PM last night
- An object can **contain** other objects:
  - a car = wheels + engine + door + windshield + ...
  - a house = kitchen + bedrooms + living room + ...
  - a laptop = keyboard + display + processor + ...

# Objects' Three Properties

- Each object is unique and can be **identified** using name, serial number, relationship with another object ...
- Each object has a set of **attributes**, such as location, speed, size, address, phone number, on/off ...
- Each object has unique **behaviors**, such as ring (phone), accelerate and move (car), take picture (camera), send email (computer), display caller (pager)
- Each object has **three** important properties:
  - **unique identity**
  - **attributes**, noun
  - **behavior** (action), verb

# Objects' Interactions

- You (object) press (action) the pedal (object) of your car (object). As a result, your car accelerate (action).
- When your phone (object) rings (action) and alerts (action) you (object) of an incoming call (state), you answer (action) the call (state).
- You submit (action) homework (object) and it is graded (action) with a score (state).

# Object as a Special Case

- A person is an object. A student is also an object. A student is a **special case** of a person
  - ⇒ A student has **all attributes** of a person:  
name, home address, parents ...
  - ⇒ A student has **all behavior** of a person:  
eat, sleep, talk ...
  - ⇒ A student has something that a person may not have:
    - attributes: student ID, list of courses, classmates ...
    - behavior: submit homework, take exam ...

# What is a Class?

- A class **describes the commonalities** of similar objects:
  - Person: you, David, Mary, Tom, Amy ...
  - Car: your Toyota Camry, his Ford Explorer, Jennifer's Mercedes C300 ...
  - Classroom: EE170, EE117, EE129 ...
  - Building: EE, MSEE, Purdue Bell Tower, Hovde Hall...
- A class describes both the attributes and the behavior:
  - Person: name, home ... + sleep, eat, speak ...
  - Car: engine size, year ... + accelerate, brake, turn ...

# Relationship among Classes

- A class can be a **special case** of another class:
    - Student is a special case of Person
    - Sedan is a special case of Car
    - Laptop is a special case of Computer
    - Computer is a special case of ElectronicMachine
- ⇒ This is called a **"is a"** relationship.
- any Student object is a Person object
  - any Sedan object is a Car object
  - any Laptop object is a Computer object
  - any Computer object is an ElectronicMachine object

# Class and Object

- An object is an **instantiation** (i.e. concrete example) of a class:
  - an object is unique
  - a class describes the common properties of many objects
- An object may contain an object. This must be described in the former object's class. We can say that one class **"has a"** class.

# Encapsulation

- An object can hide information (**attributes**) from being manipulated by or even visible to other objects:

A person's name is given once when the object is created. This attribute is visible but cannot be changed.
- An attribute may be modified by only restricted channels to keep consistency.

A person's address and phone number must be change together when this person moves.

# Self Test

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## **Inheritance and Polymorphism**

Yung-Hsiang Lu  
yunglu@purdue.edu

# Inheritance = "Is A"

- Any Student object **is a** Person object. Student class is a **derived class** of Person. Person is the **base class**.
  - ⇒ Person is more general, with fewer attributes and behaviors.
  - ⇒ Student is more specific, with more attributes (school, major) and behaviors (submit homework, take exam).
- Any TabletPC object **is a** Computer object. TabletPC class is a **derived class** of Computer.
  - ⇒ Computer is more general.
  - ⇒ TabletPC is more specific, with more attributes (battery lifetime) and behavior (close or turn the screen)

# Derived Class

- A class may have **multiple** derived classes:
  - Car: Sedan, Truck, Sport Utility Vehicle, Sport Car ...
  - Computer: Laptop, Desktop, Server
  - Person: Student, Teacher, Father, Mother ...
- A derived class may also have derived classes:
  - Vehicle: Car, Bike ...                      Car: Sedan, Truck ...
  - Animal: Bird, Mammal ...                      Mammal: Dog, Cat ...
- Use "base" and "derived" classes. **Do not** use "super" and "sub" classes. A base class or a superclass is "smaller" (fewer attributes and behaviors)  
⇒ too confusing

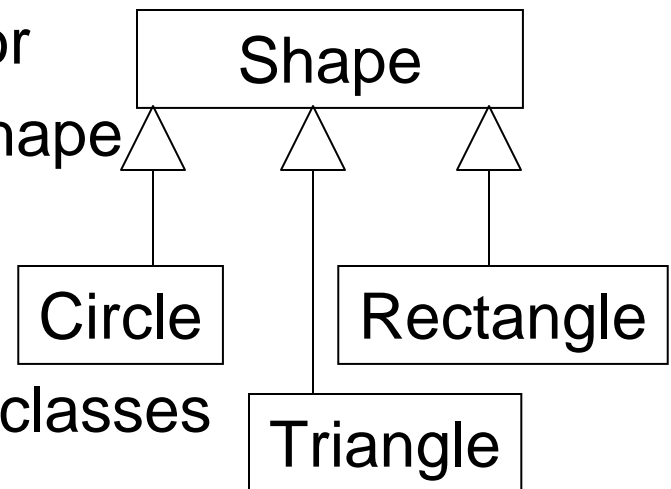
# Why Object-Oriented?

- Object-oriented programming (**OOP**) is more **natural** to describe the interactions between "things" (i.e. objects).
- OOP provides better **code reuse**:
  - commonalities among objects described by a class
  - commonalities among classes described by a base class (inheritance)
- Objects know what to do using their attributes:  
Each object responds differently to "What is your name?"
- OOP provides **encapsulation**: hide data that do not have to be visible to the other objects or protect data from unintentional, inconsistent changes.

# Interface $\neq$ Implementation

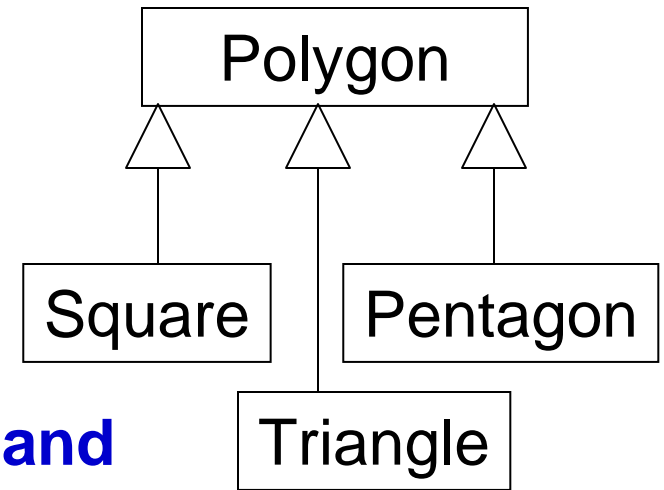
If a behavior is common among classes, the behavior should be **available** in their base class. However, this behavior may need additional information from derived classes and must be **handled** in derived classes.

- Shape: contains color, lineStyle ... attributes
- Shape **supports** getArea behavior
- getArea **cannot** be handled by Shape
- getArea must be handled by individual derived classes
- getArea **implemented** in derived classes



# Override Behavior

- Polygon can support getArea.
  - Derived classes (such as Triangle, Square, and Pentagon) can have better (faster) ways to getArea.
- ⇒ getArea is implemented in Polygon **and** the derived classes.
- A Polygon object calls getArea in Polygon
  - A Square object calls getArea in Square if getArea is implemented in Square.
  - A Pentagon object calls getArea in Polygon if getArea is **not** implemented in Pentagon.



# Overriding

Base	Derived	Object	Execute
Y	Y	Base	Base
Y	Y	Derived	Derived
Y	N	B	B
Y	N	D	B
N	Y	Base	Error
N	Y	Derived	D
N	N	B	Error
N	N	D	Error

The behavior implemented in a sibling class (such as Square-Triangle) has no effect.

# Class and Object

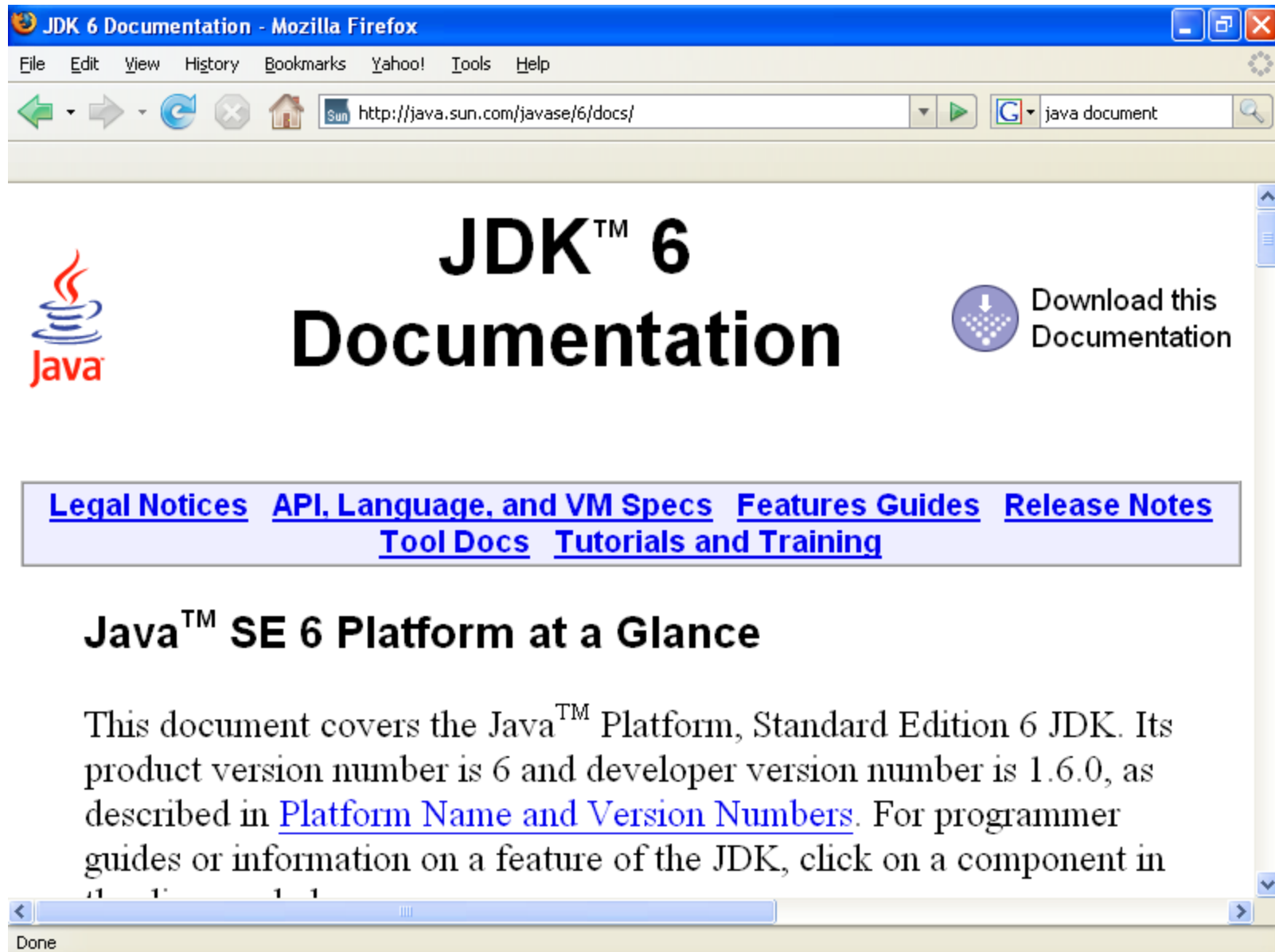
```
Polygon p1; // this is a comment: p1 is a Polygon object
p1.getArea(); // call the implementation in Polygon
Square s2; // s2 is a Square object
p1 = s2; // p1 now behaves like a square
// a Square object is always a Polygon object
p1.getArea(); // implementation in Square (if available)
// polymorphism
s2 = p1; // error
// a Polygon object may not be a Square object
```

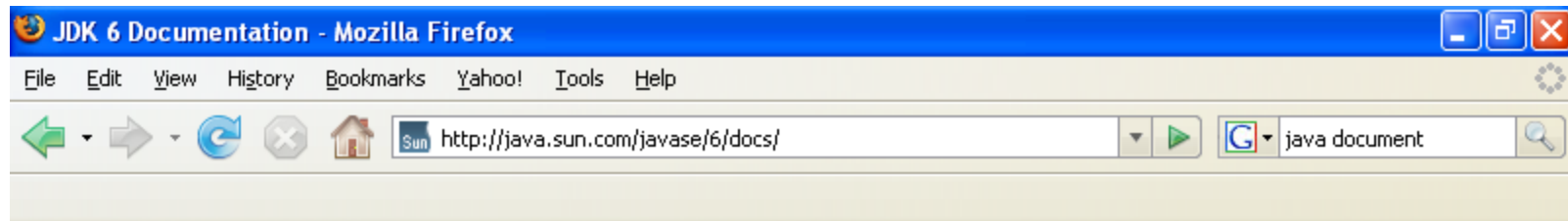
# Fundamental Concepts in OOP

- **object and class**
- **encapsulation**
- **inheritance**
- **polymorphism**

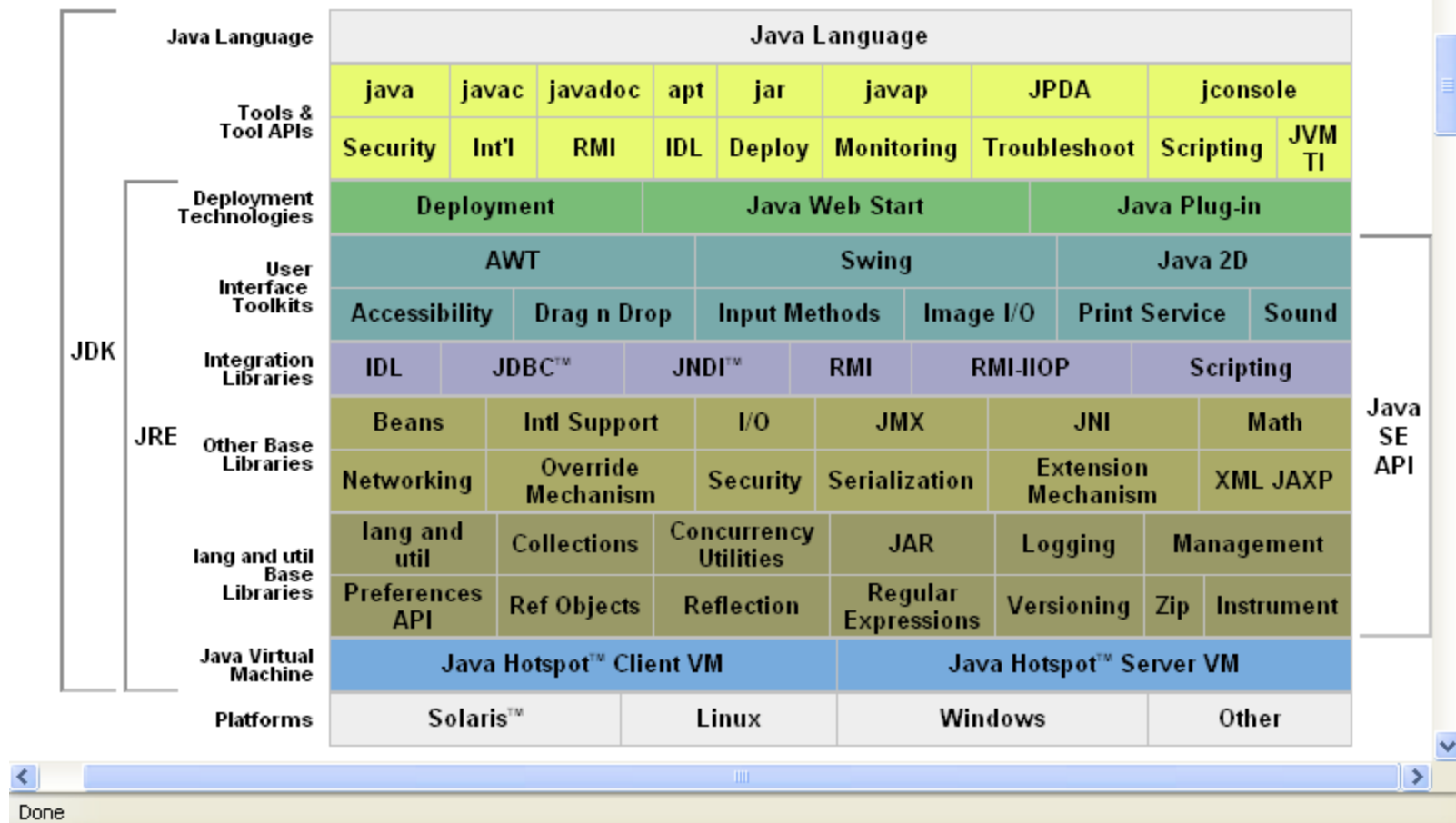
# Self Test

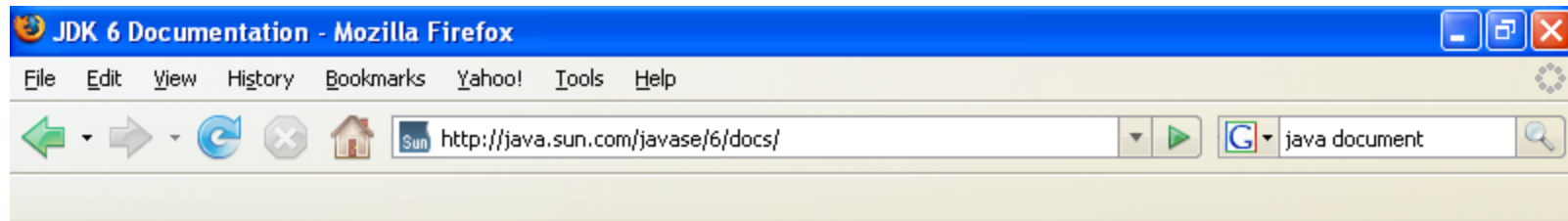
# Java and Qt Documentations



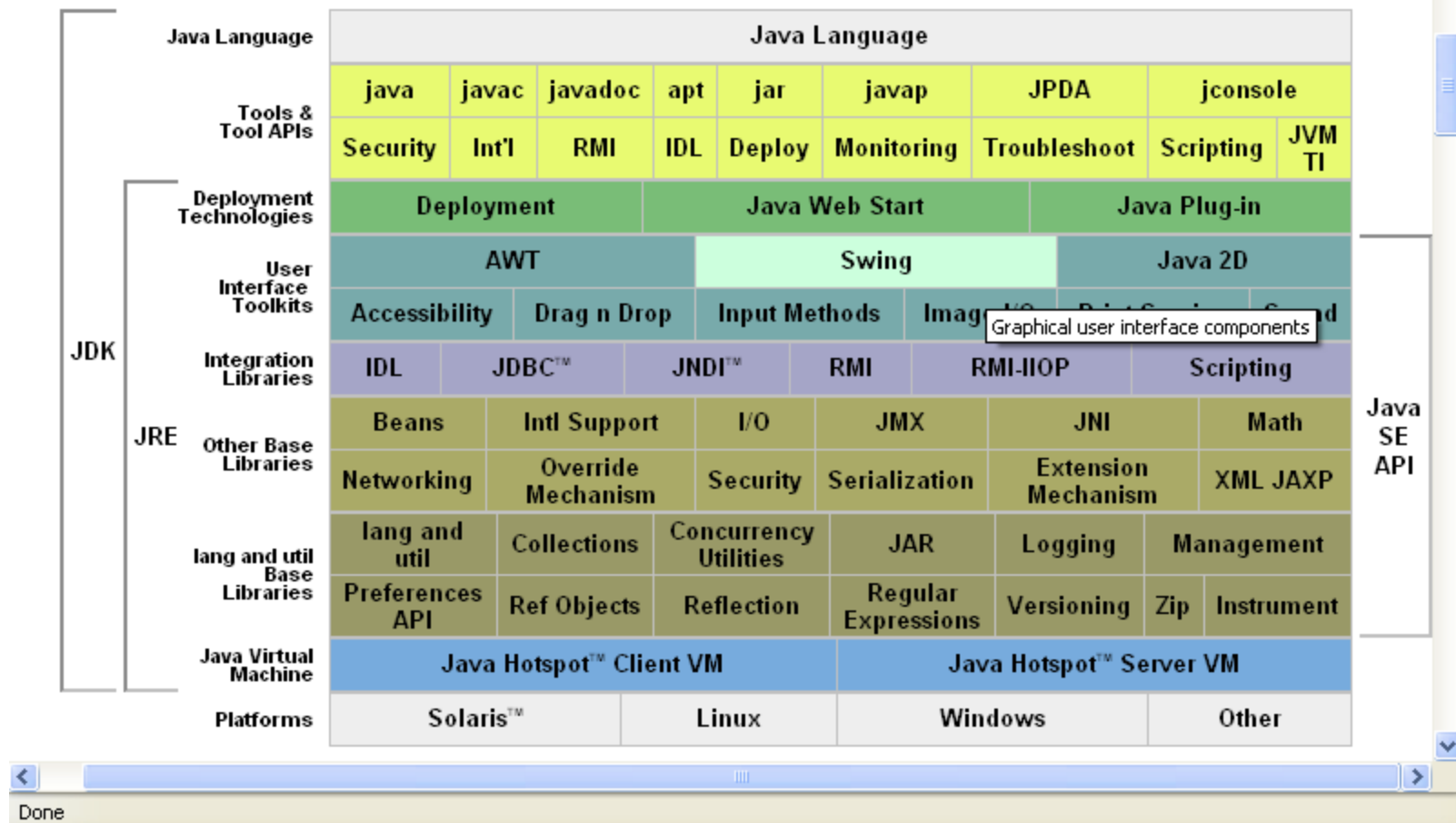


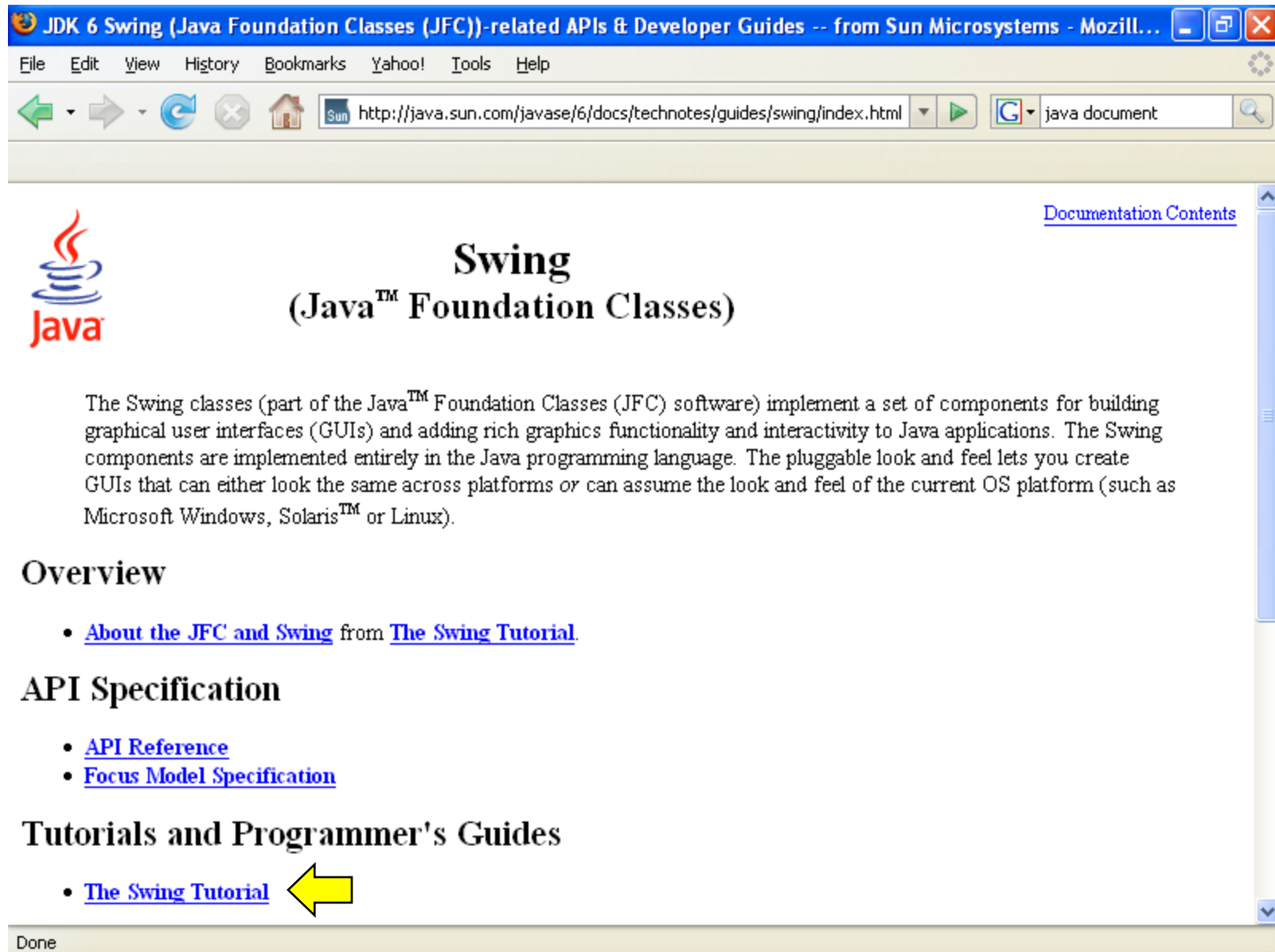
or information on a feature of the JDK, click on a component in the diagram below.





or information on a feature of the JDK, click on a component in the diagram below.






Trail: Creating a GUI with JFC/Swing (The Java™ Tutorials) - Mozilla Firefox

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http://java.sun.com/docs/books/tutorial/uiswing/index.html

java document



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## Trail: Creating a GUI with JFC/Swing


*Also known as [The Swing Tutorial](#)*

This trail tells you how to create graphical user interfaces (GUIs) for applications and applets, using the Swing components.

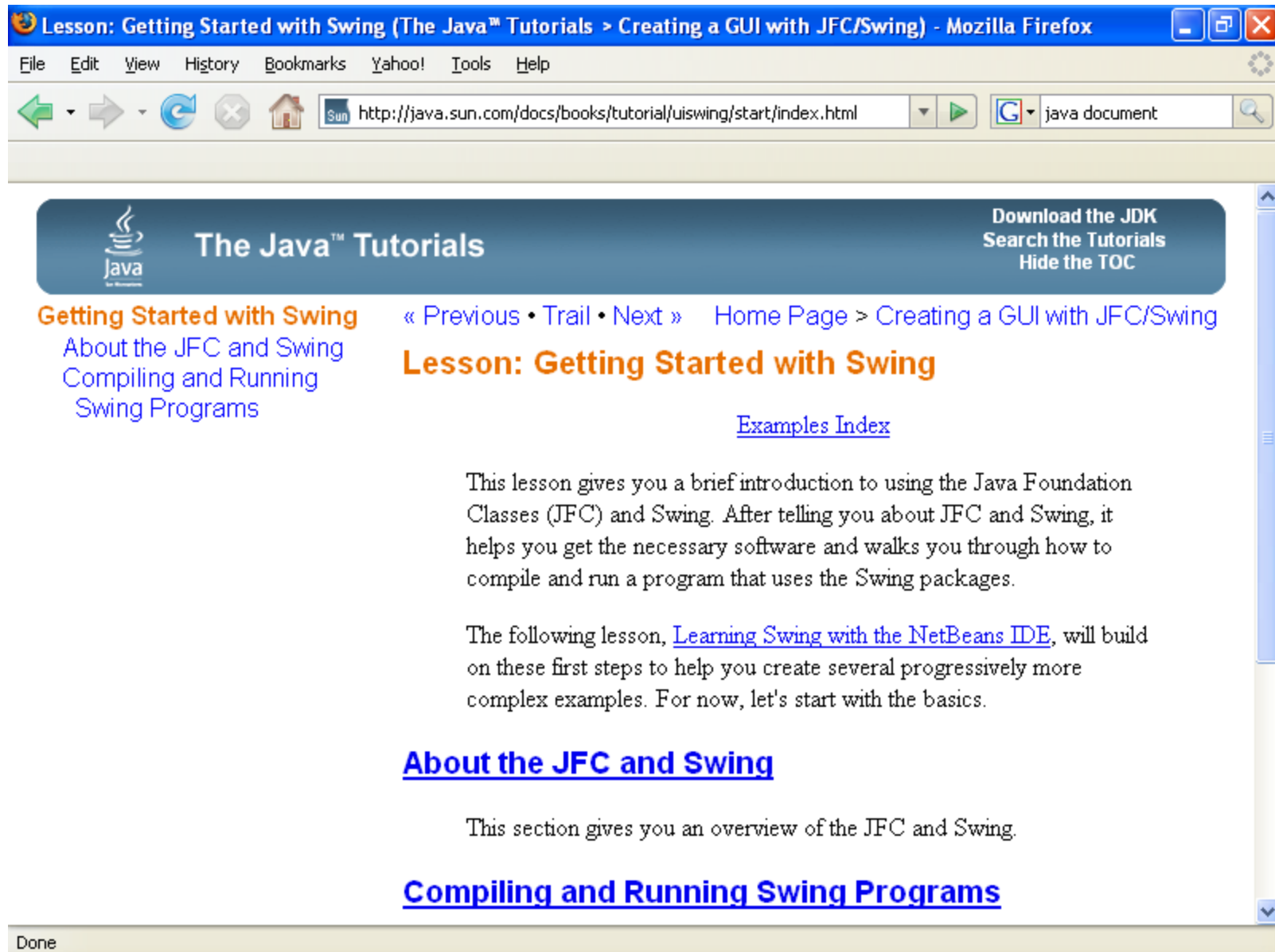
 [Getting Started with Swing](#) is  the start lesson. First it gives you a bit of background about the JFC and Swing. Then it tells you how to compile and run programs that use Swing components.

 [Learning Swing with the NetBeans IDE](#) is the fastest and easiest way to begin working with Swing. This lesson explores the NetBeans IDE's GUI builder, a powerful feature that lets you visually construct your Graphical User Interfaces.

 [Using Swing Components](#) tells you how to use each of the Swing components — buttons, tables, text components, and all the rest. It also tells you how to use borders and icons.

 [Concurrency in Swing](#) discusses concurrency as it applies to Swing programming. Information on the event dispatch thread and the `SwingWorker` class are included.


Done



Trail: Creating a GUI with JFC/Swing (The Java™ Tutorials) - Mozilla Firefox

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http://java.sun.com/docs/books/tutorial/uiswing/index.html java document


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Done

Lesson: Using Swing Components (The Java™ Tutorials > Creating a GUI with JFC/Swing) - Mozilla Firefox


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http://java.sun.com/docs/books/tutorial/uiswing/components/index.htm java document

 The Java™ Tutorials [Download the JDK](#) [Search the Tutorials](#) [Hide the TOC](#)

**Using Swing Components** [« Previous](#) • [Trail](#) • [Next »](#) [Home Page](#) > [Creating a GUI with JFC/Swing](#)

**Lesson: Using Swing Components**

[Examples Index](#) 

This lesson gives you the background information you need to use the Swing components, and then describes every Swing component. It assumes that you have successfully compiled and run a program that uses Swing components, and that you are familiar with basic Swing concepts. These prerequisites are covered in [Getting Started with Swing](#) and [Learning Swing with the NetBeans IDE](#).

**[A Visual Index to the Swing Components \(Java Look and Feel\)](#)**

**[A Visual Index to the Swing Components \(Windows Look and Feel\)](#)**

Before you get started, you may want to check out these pages (from the [Graphical User Interfaces](#) lesson in the Core trail) which have

- Using Top-Level Containers
- The JComponent Class
- Using Text Components
  - Text Component
  - Features
  - The Text Component API
- How to Use Various Components
  - How to Make Applets
  - How to Use Buttons, Check Boxes, and Radio Buttons
  - How to Use the ButtonGroup Component
  - How to Use Color Choosers
  - How to Use Combo Boxes

Done

The screenshot shows a web browser window with the title "Using Swing Components: Examples (The Java™ Tutorials > Creating a GUI with JFC/Swing > Using Swing Compo...". The address bar shows the URL "http://java.sun.com/docs/books/tutorial/uiswing/examples/components". The page header includes "The Java™ Tutorials" logo and a link to "Download the JDK Search the Tutorials". The main content area has a navigation bar with links: « Previous • Trail • Next » and "Home Page > Creating a GUI with JFC/Swing > Using Swing Components". The section title is "Using Swing Components: Examples". The text explains that a table follows, listing examples with links to required files and where each is discussed. A note states: "NOTE: Release 6.0 is required to run all applets and Java Web Start examples. Most examples will run on an earlier release but you must compile and run them locally." Another paragraph explains that to run an example using Java Web Start, one should click the [Launch] link in the first column of the table. The section title "Compiling and Running the Examples Locally" is shown. The text explains that the second column in the table below has links to zip files for each demo that you can open and run in the NetBeans IDE. The browser status bar shows "Done".

Using Swing Components: Examples (The Java™ Tutorials > Creating a GUI with JFC/Swing > Using Swing Compo...

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http://java.sun.com/docs/books/tutorial/uiswing/examples/components

java document

The Java™ Tutorials

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« Previous • Trail • Next » Home Page > Creating a GUI with JFC/Swing > Using Swing Components

## Using Swing Components: Examples

The [table](#) that follows lists every example in the Using Swing Components lesson, with links to required files and to where each example is discussed. The first column of the table has links to JNLP files that let you run the examples using Java™ Web Start.

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**NOTE:** Release 6.0 is required to run all applets and Java Web Start examples. Most examples will run on an earlier release but you must compile and run them locally.

---

To run an example using Java Web Start, click the *[Launch]* link in the first column of the [table](#). The first time you run an example, there will be a delay while Java Web Start downloads the JAR file containing the class files for this lesson's examples. Afterward, the examples should execute more quickly.

## Compiling and Running the Examples Locally

The second column in the table below has links to zip files for each demo that you can open and run in the NetBeans IDE. Refer to [Running Tutorial Examples in NetBeans IDE](#) for more information.

Done

Using Swing Components: Examples (The Java™ Tutorials > Creating a GUI with JFC/Swing > Using Swing Compo...

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http://java.sun.com/docs/books/tutorial/uiswing/examples/components java document

### Table of Examples

[sunw01.jpg](#), [sunw02.jpg](#), [sunw03.jpg](#), [sunw04.jpg](#), [sunw05.jpg](#)

Example	Zip File (contains all files necessary for the example plus NetBeans IDE project metadata)	Source Files (first file has the main method, except for examples that run only as applets)	Image and Other Files	Where Described
BorderDemo <a href="#">[Launch]</a>	<a href="#">Border Demo Project</a>	<a href="#">BorderDemo.java</a>	<a href="#">wavy.gif</a>	<a href="#">How to Use Borders</a>
ButtonDemo <a href="#">[Launch]</a>	<a href="#">Button Demo Project</a>	<a href="#">ButtonDemo.java</a>	<a href="#">right.gif</a> , <a href="#">middle.gif</a> , <a href="#">left.gif</a>	<a href="#">How to Use Buttons, ...</a>
ButtonHtmlDemo <a href="#">[Launch]</a>	<a href="#">Button Html Demo Project</a>	<a href="#">ButtonHtmlDemo.java</a>	<a href="#">right.gif</a> , <a href="#">middle.gif</a> , <a href="#">left.gif</a>	<a href="#">How to Use Buttons, ...</a>
CheckBoxDemo <a href="#">[Launch]</a>	<a href="#">Check Box</a>	<a href="#">CheckBoxDemo.java</a>	All of the images in the	<a href="#">How to Use Buttons, ...</a>

Done

Qt 4.3: Qt Reference Documentation (Open Source Edition) - Mozilla Firefox

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http://doc.trolltech.com/4.3/index.html

Home · All Classes · Main Classes · Grouped Classes · Modules · Functions

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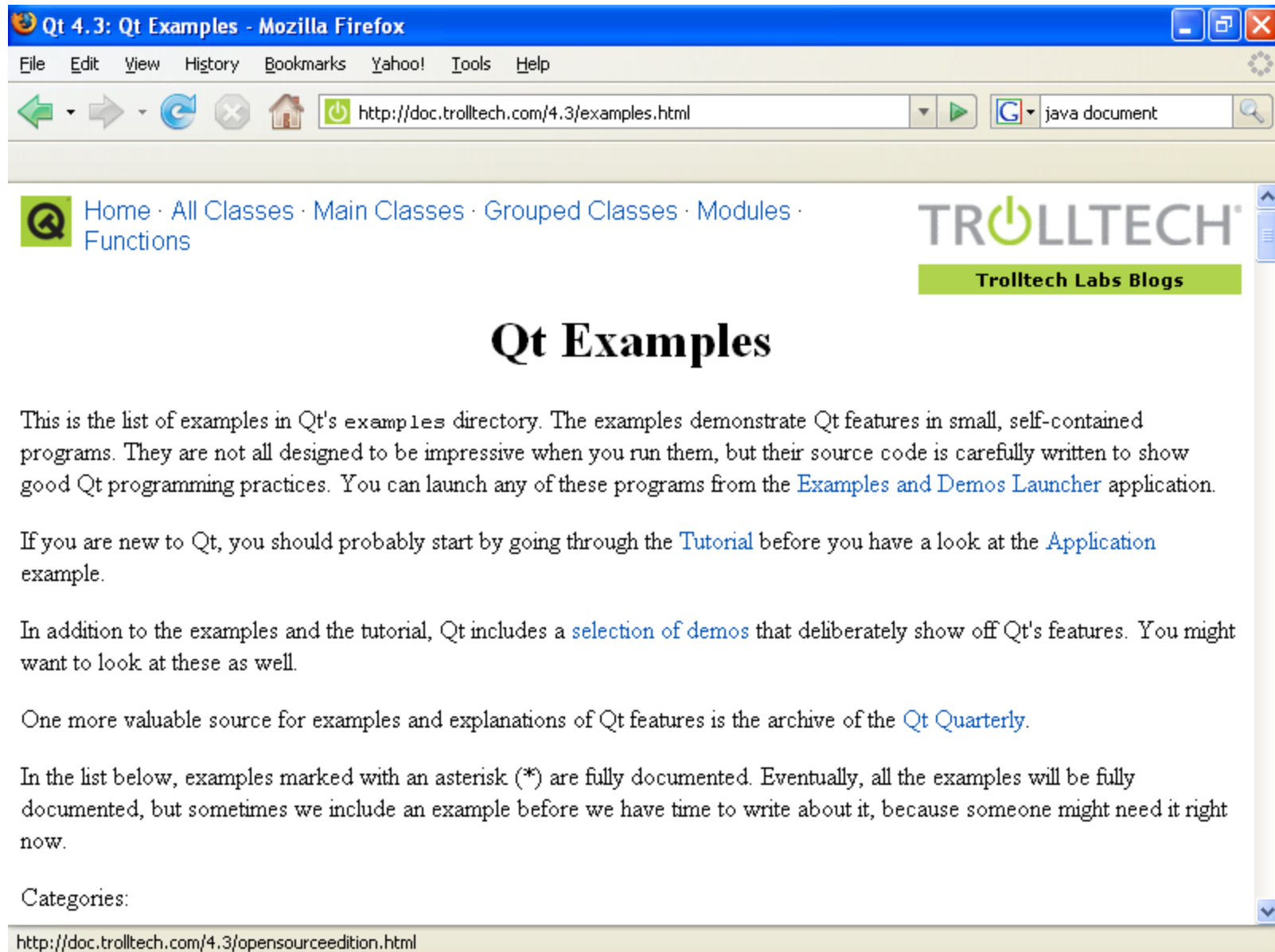
Trolltech Labs Blogs

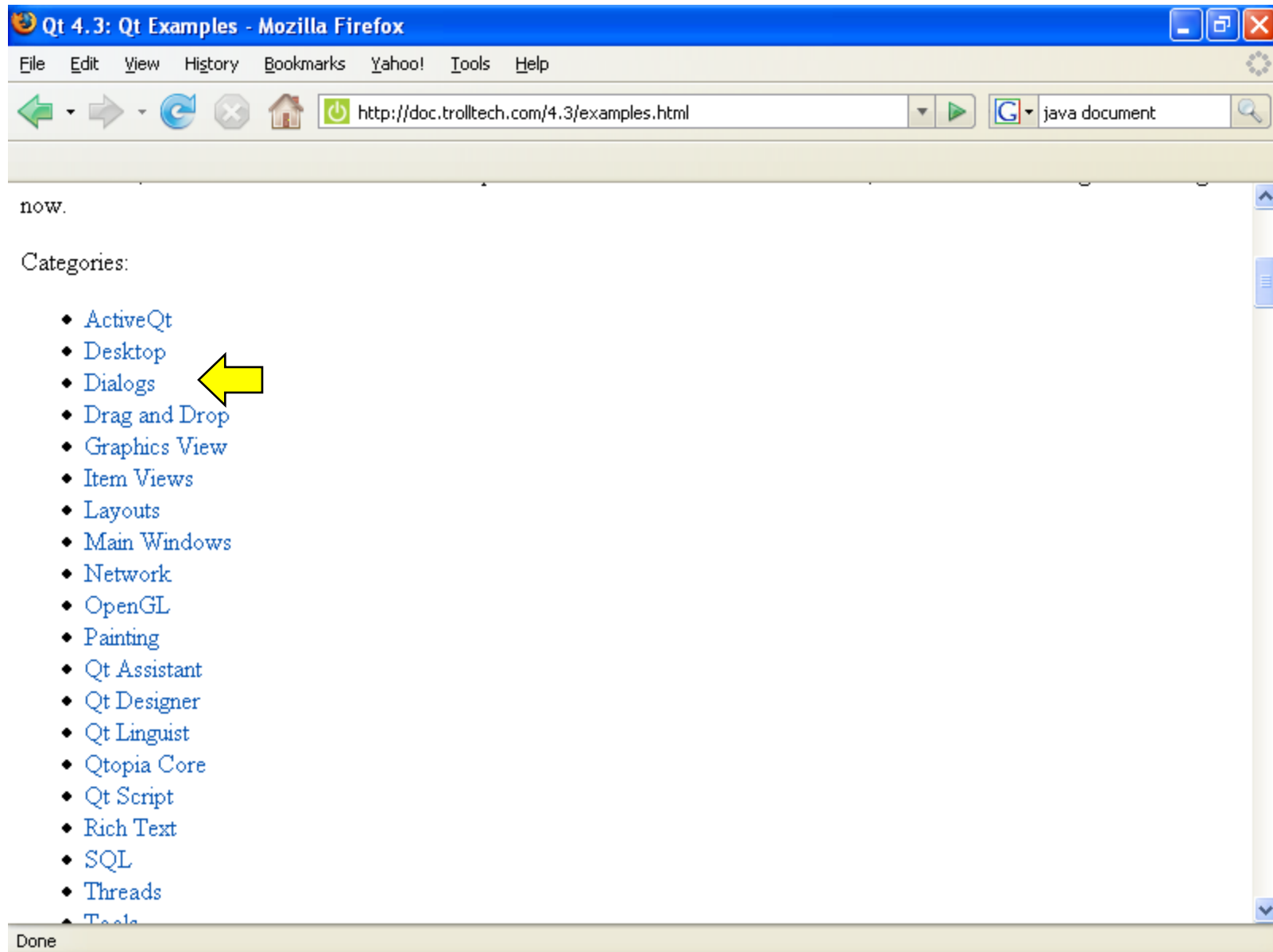
# Qt Reference Documentation (Open Source Edition)

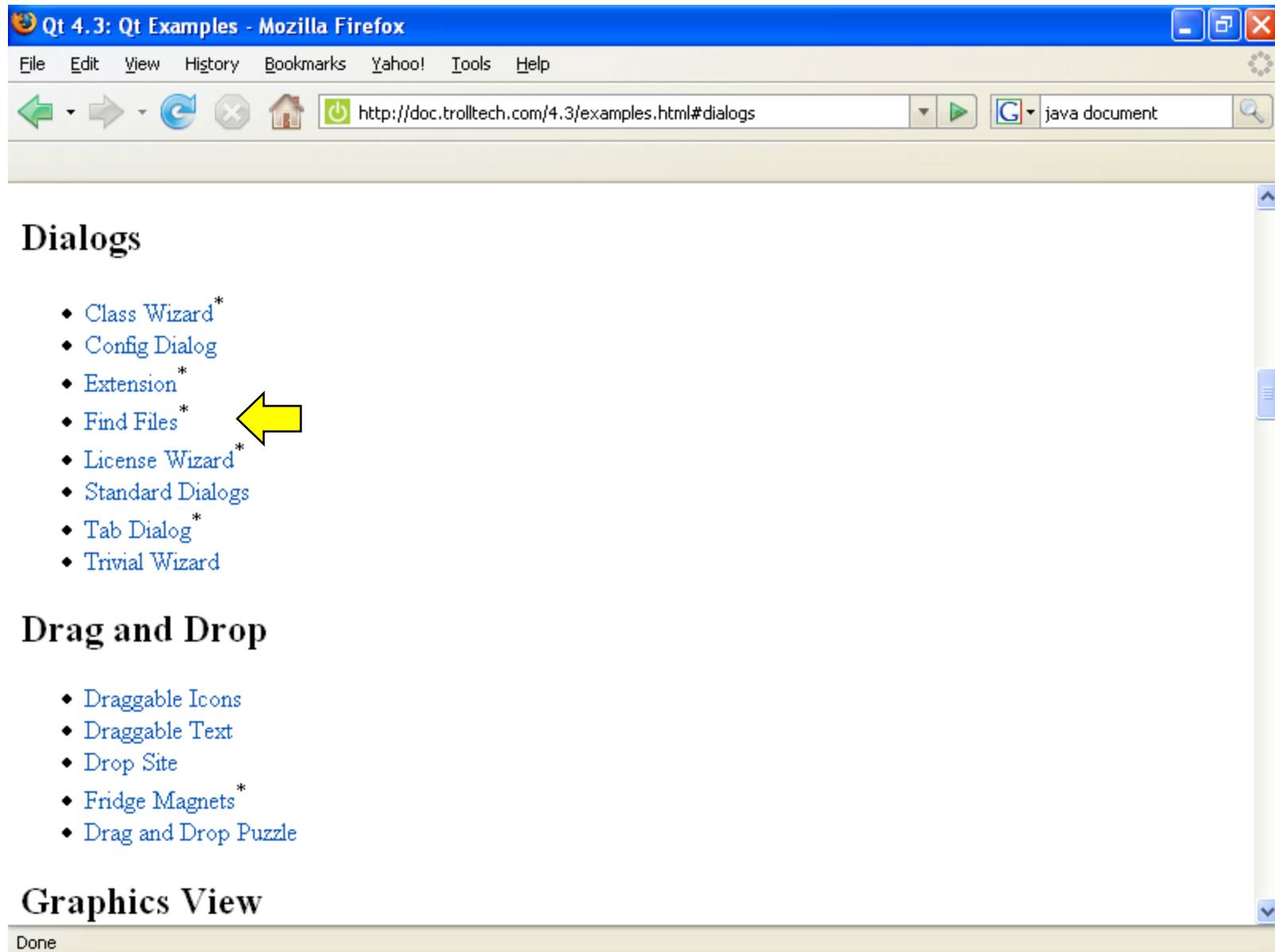
**Note:** This edition is for the development of [Free and Open Source](#) software only; see [Qt Commercial Editions](#).

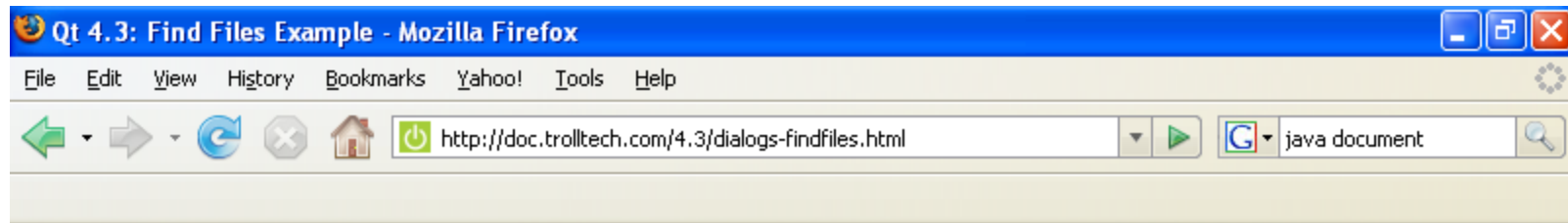
Getting Started	General	Developer Resources
<ul style="list-style-type: none"> <li>What's New in Qt 4.3</li> <li>How to Learn Qt</li> <li>Installation</li> <li>Tutorial and Examples</li> <li>Porting from Qt 3 to Qt 4</li> </ul>	<ul style="list-style-type: none"> <li>About Qt</li> <li>About Trolltech</li> <li>Commercial Edition</li> <li>Open Source Edition</li> <li>Frequently Asked Questions</li> </ul>	<ul style="list-style-type: none"> <li>Mailing Lists</li> <li>Qt Community Web Sites</li> <li>Qt Quarterly</li> <li>How to Report a Bug</li> <li>Other Online Resources</li> </ul>
API Reference	Core Features	Key Technologies
<ul style="list-style-type: none"> <li>All Classes</li> <li>Main Classes</li> <li>Grouped Classes</li> <li>Annotated Classes</li> </ul>	<ul style="list-style-type: none"> <li>Signals and Slots</li> <li>Object Model</li> <li>Layout Management</li> <li>Paint System</li> </ul>	<ul style="list-style-type: none"> <li>Multithreaded Programming</li> <li>Main Window Architecture</li> <li>Rich Text Processing</li> <li>Model/View Programming</li> </ul>

Done







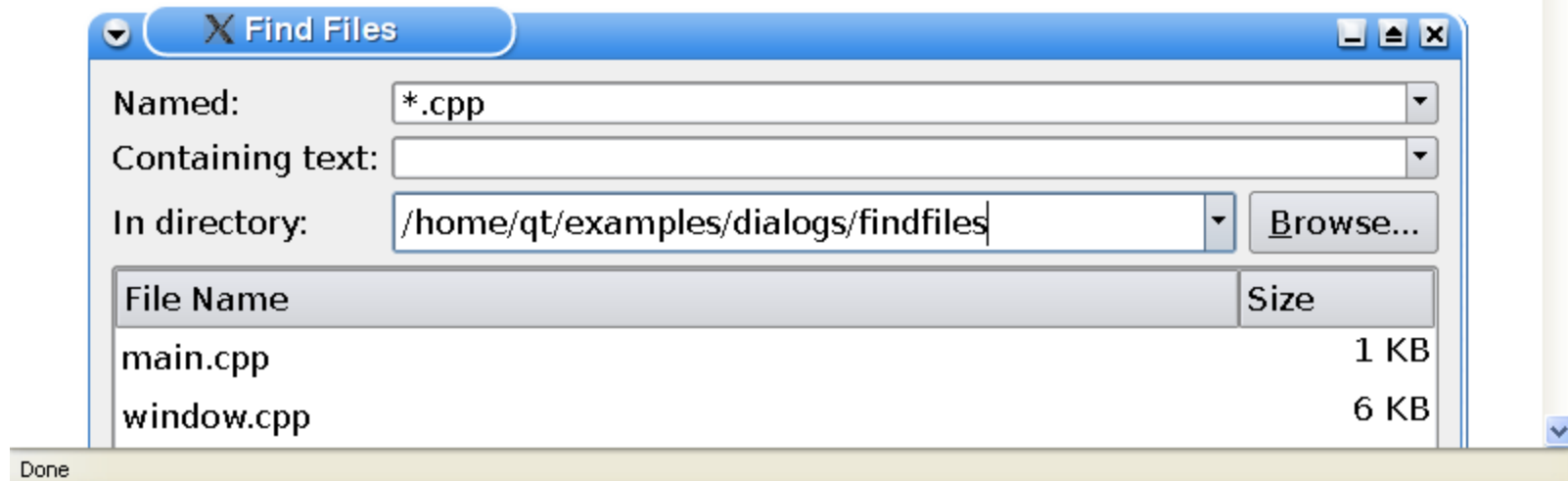


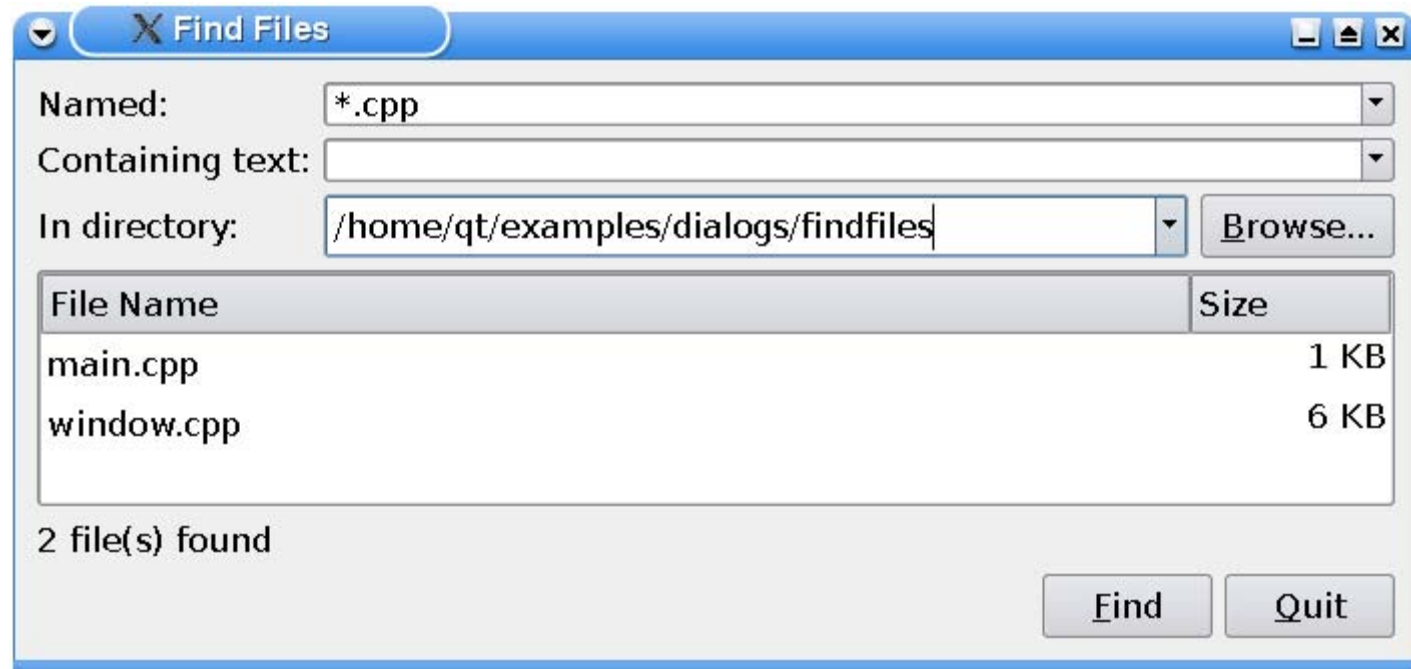
## Find Files Example

Files:

- [dialogs/findfiles/window.cpp](#)
- [dialogs/findfiles/window.h](#)
- [dialogs/findfiles/main.cpp](#)

The Find Files example shows how to use [QProgressDialog](#) to provide feedback on the progress of a slow operation. The example also shows how to use [QFileDialog](#) to facilitate browsing, how to use [QTextStream](#)'s streaming operators to read a file, and how to use [QTableWidget](#) to provide standard table display facilities for applications.





# **ECE 462**

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# **using C++ and Java**

## **Development Environment**

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yunglu@purdue.edu

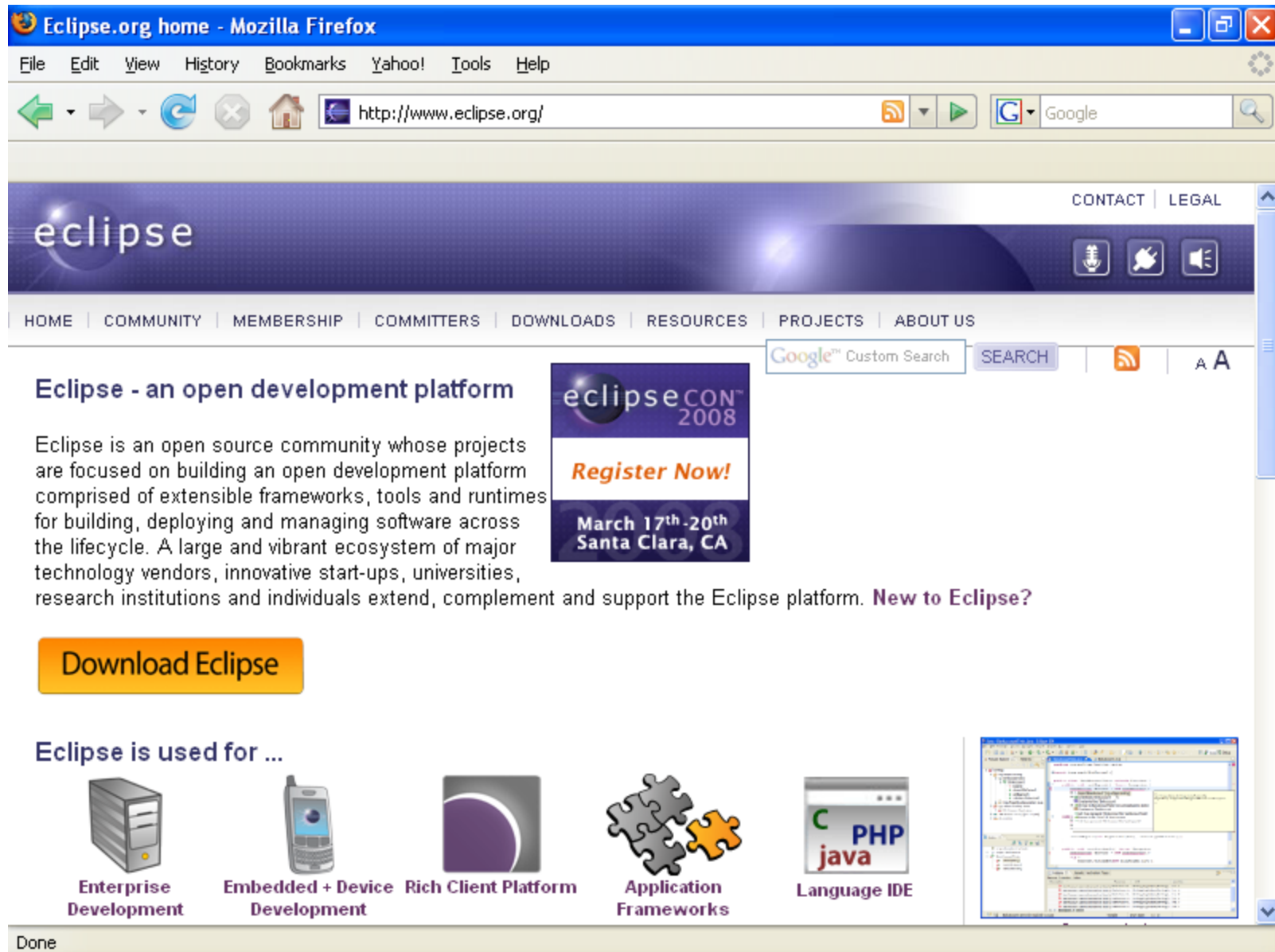
# Demonstrations

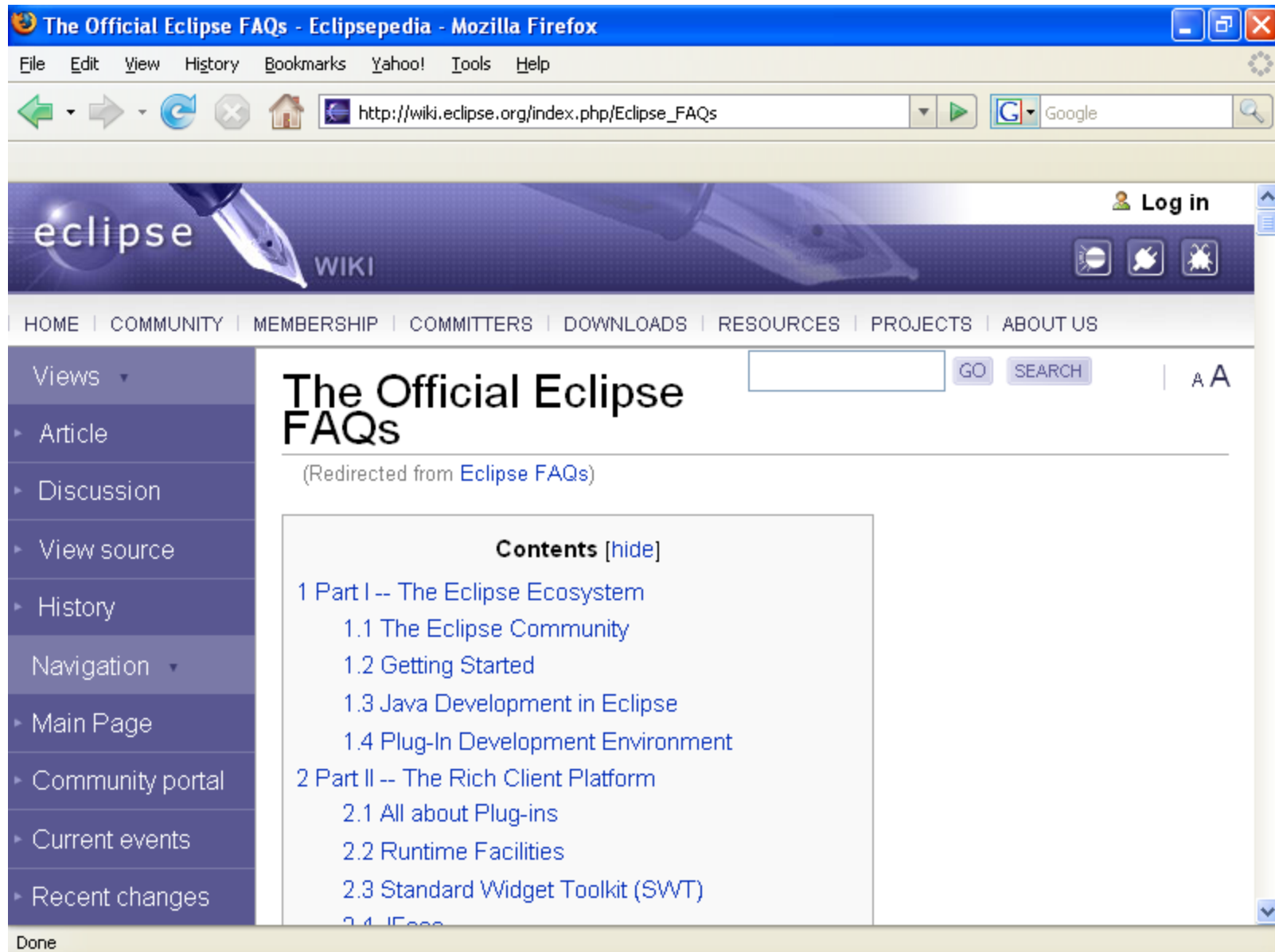
- develop C++ project in Eclipse
- develop Java project in Eclipse
- develop Java project in Netbeans (in handout)
- compile / execute C++ program in Linux shell
- compile / execute Java program in Linux shell
  
- Program: Person and Student classes.

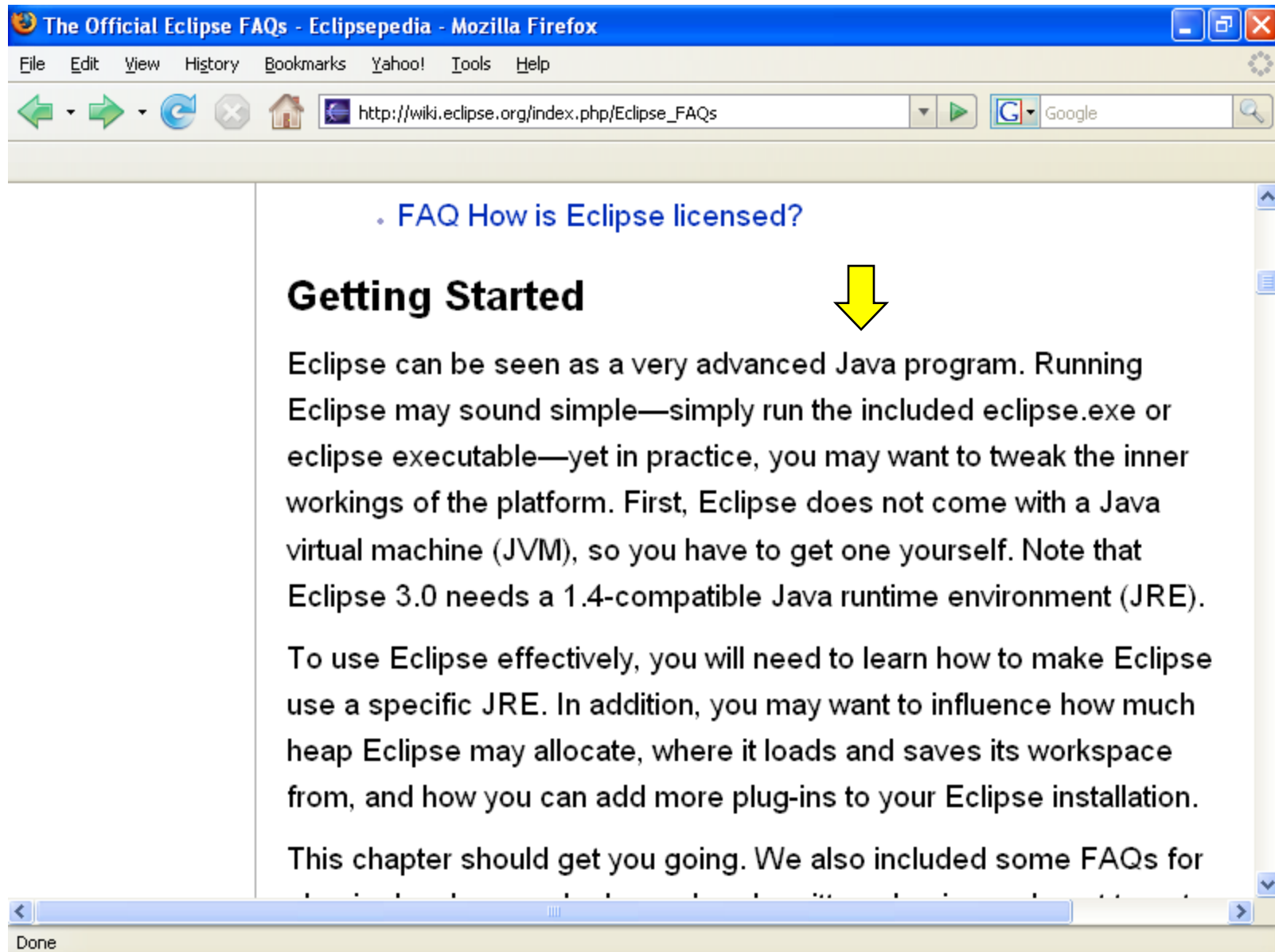
# Set up Execution Environment

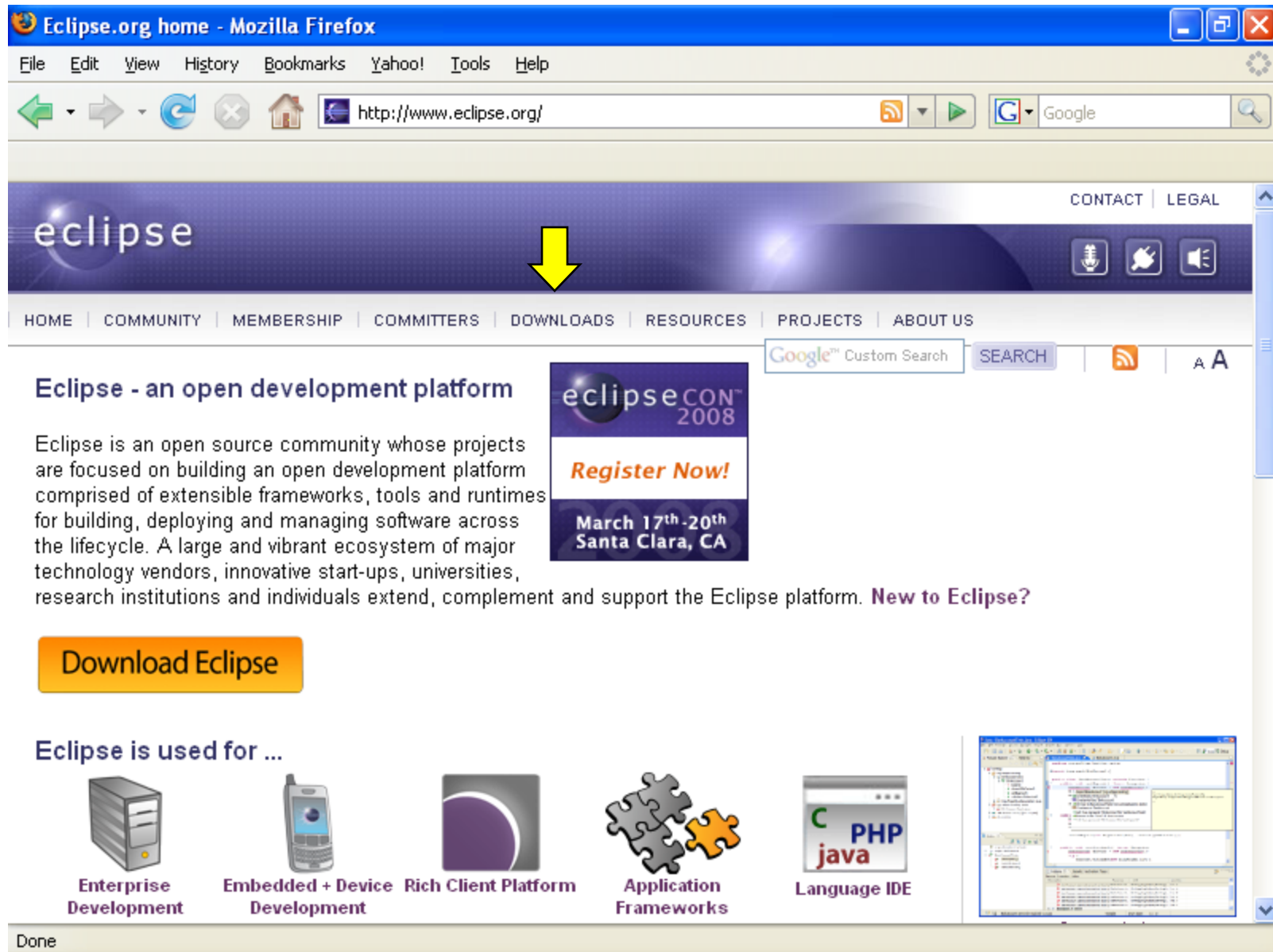
- You can use Netbeans or Eclipse for developing Java or C++ projects.
- Please remember to use your ee462xxx account in MSEE190. Your personal Purdue account will not work.
- Do not use the ee462xxx account for any other purpose.
- After the final exam, **the account will be erased and the password will be reset.**

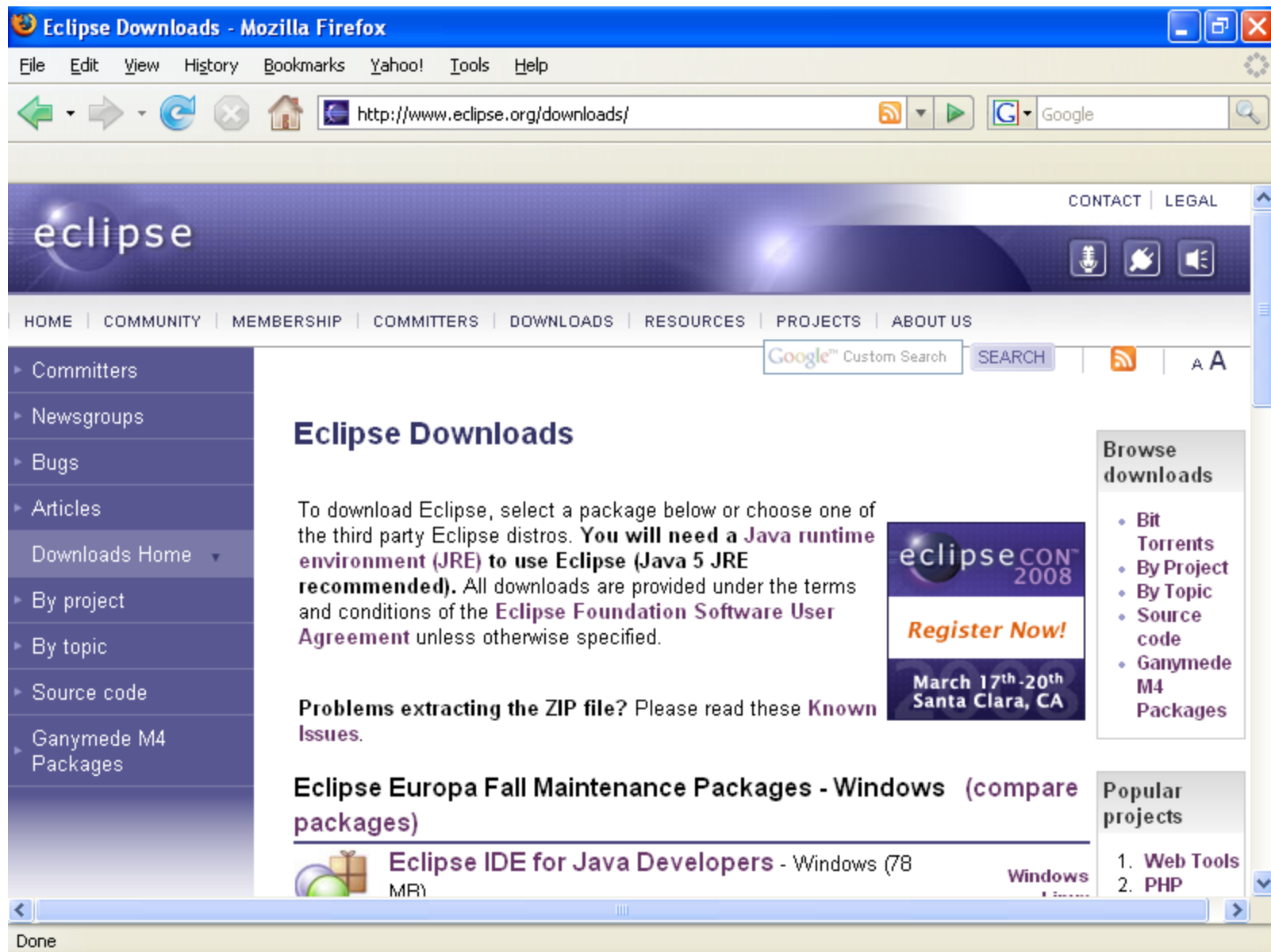
# **Install Eclipse at Your Own Computer**

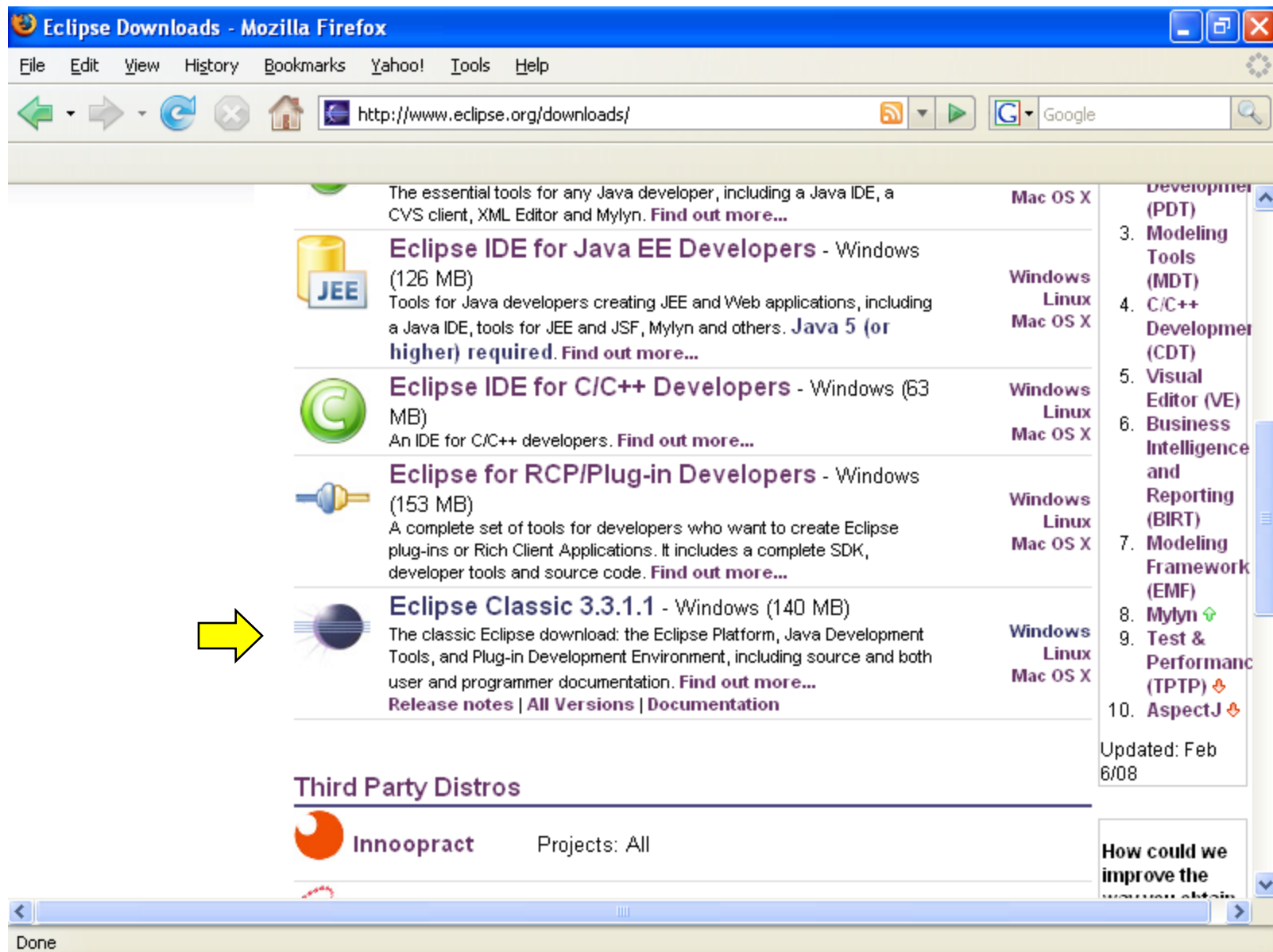


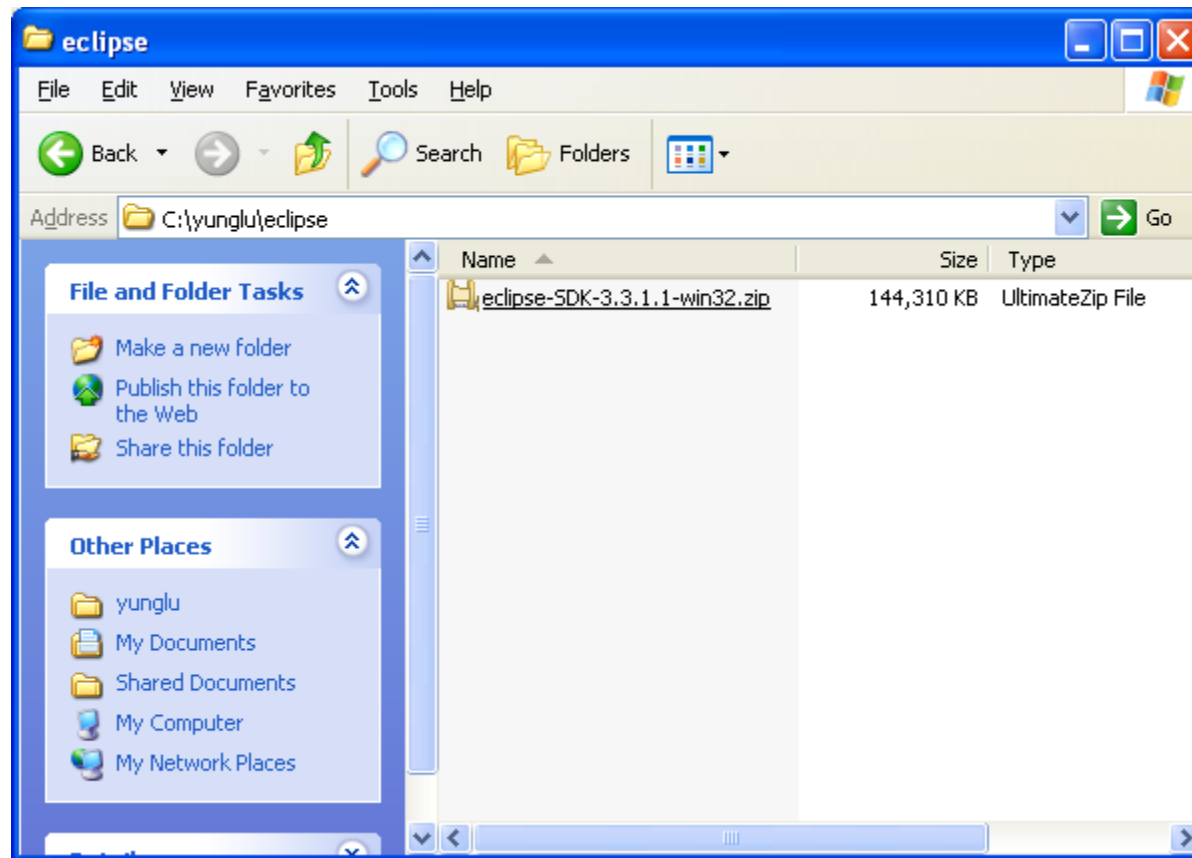


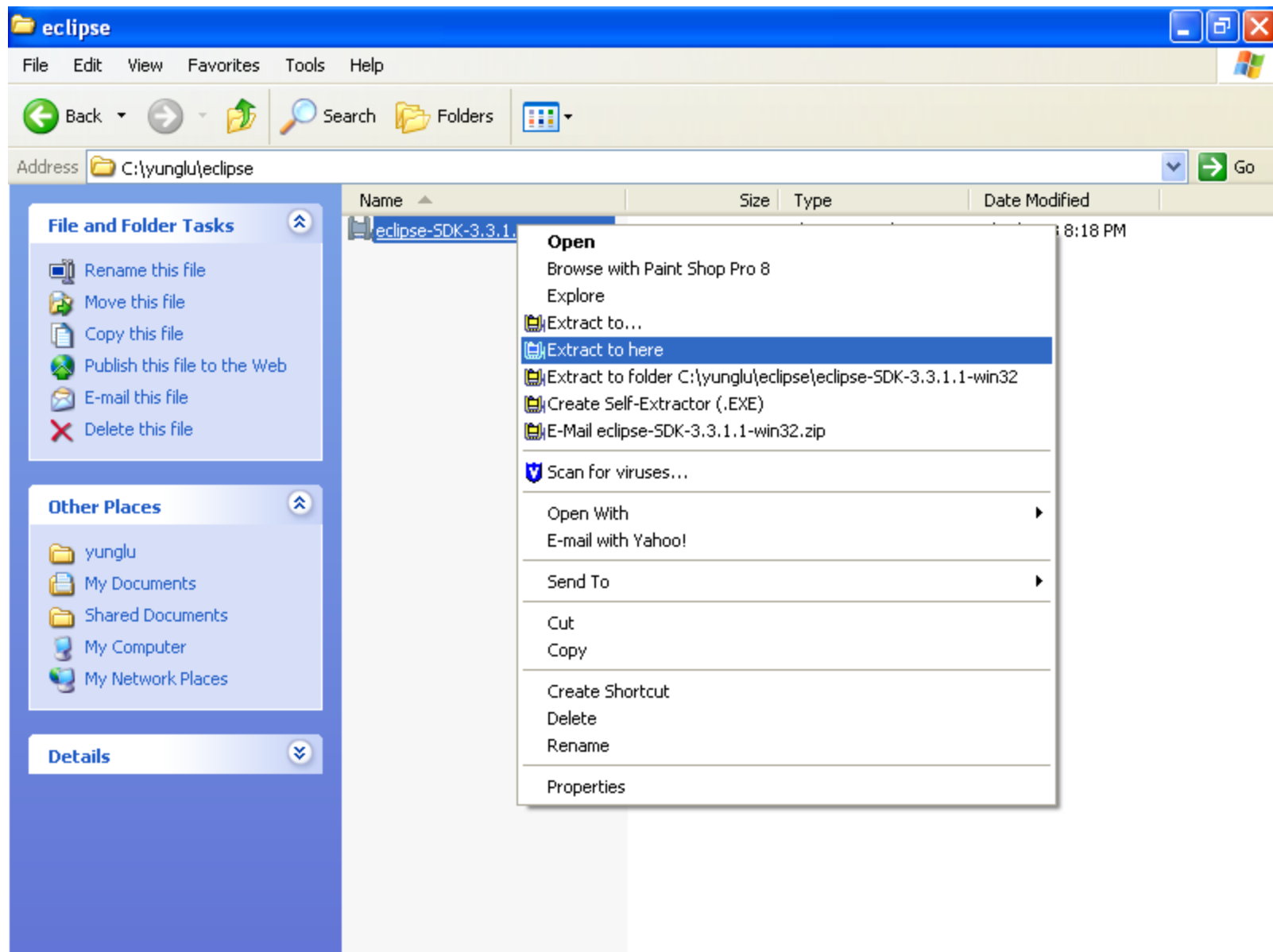


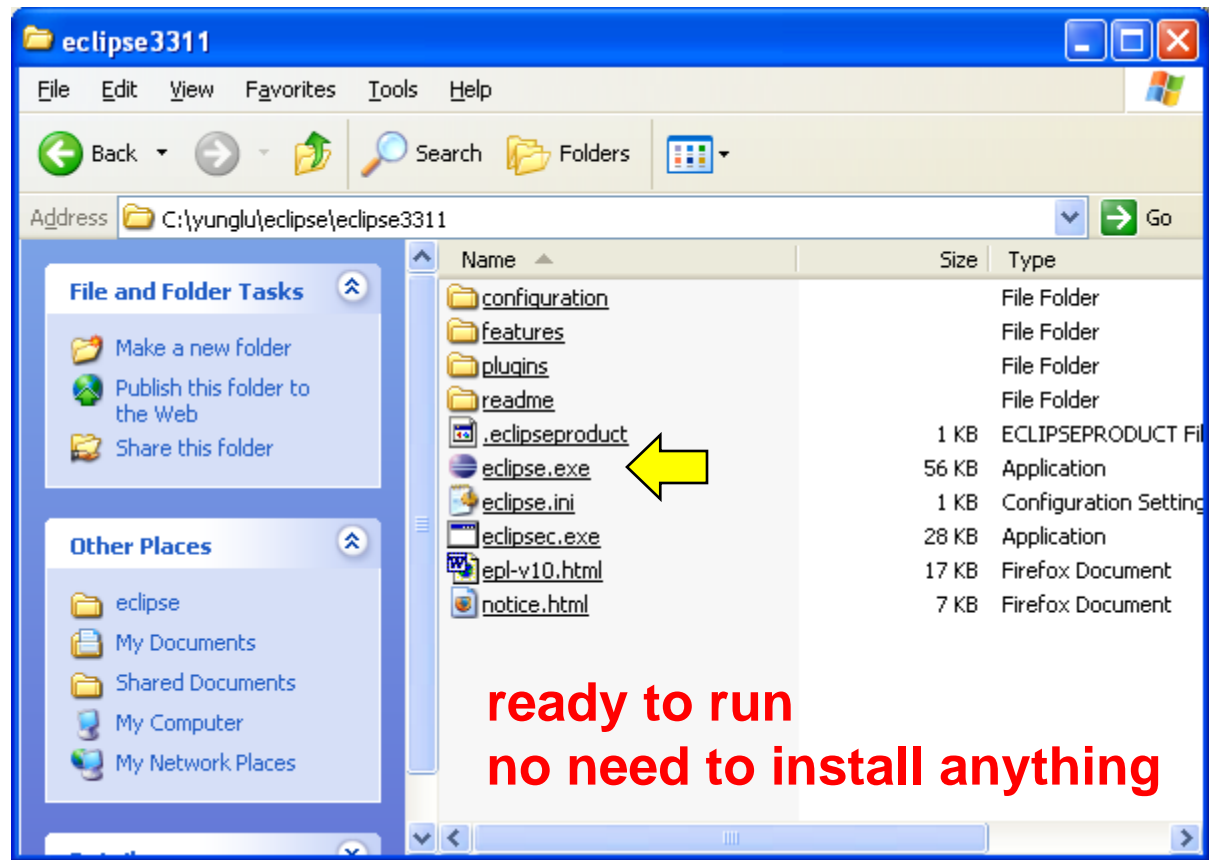


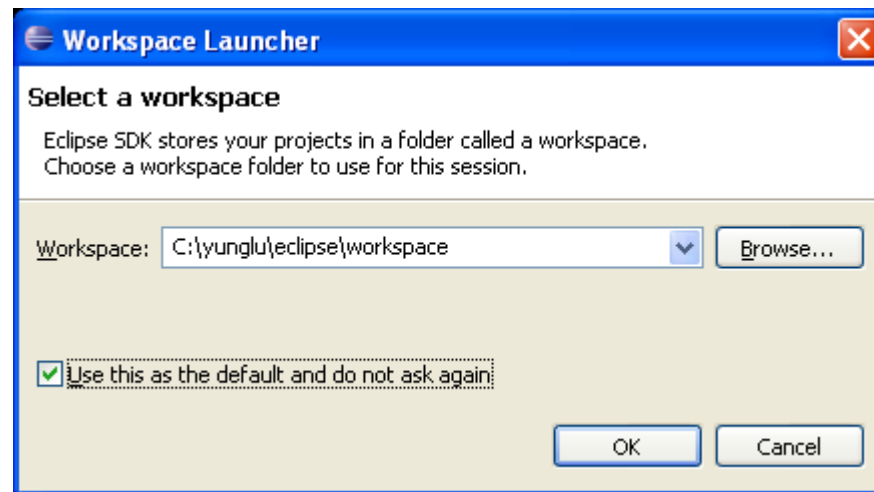


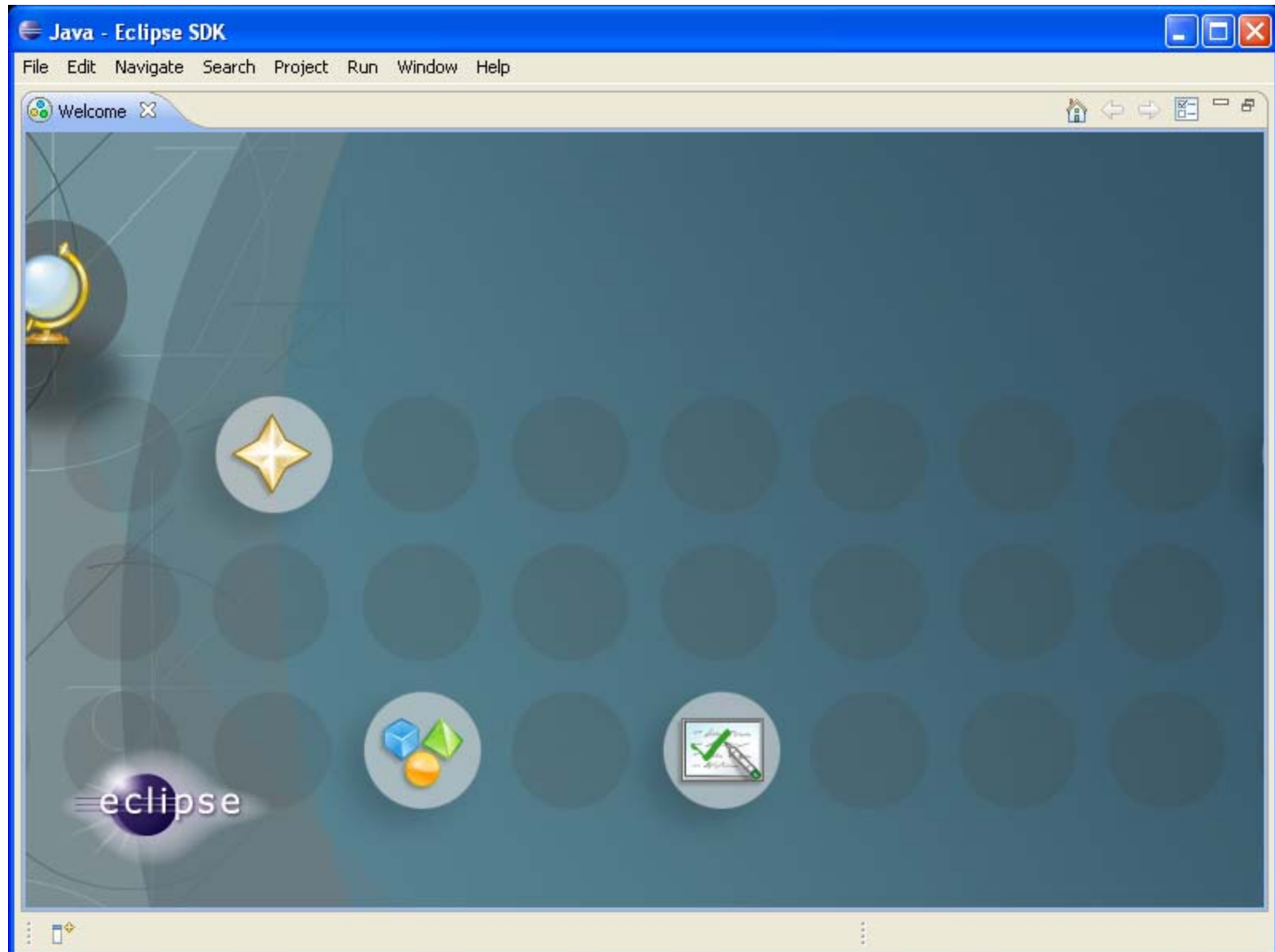


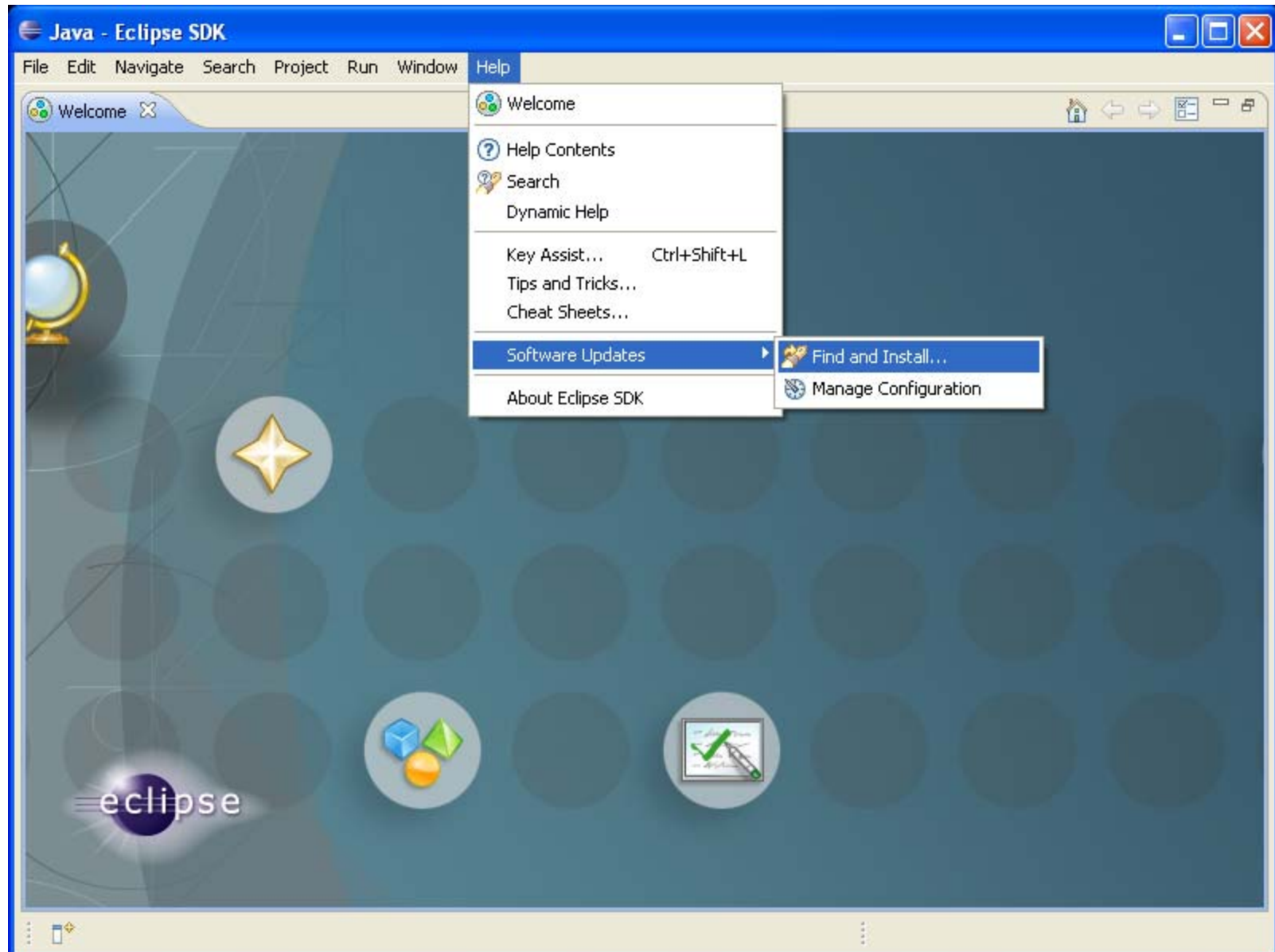


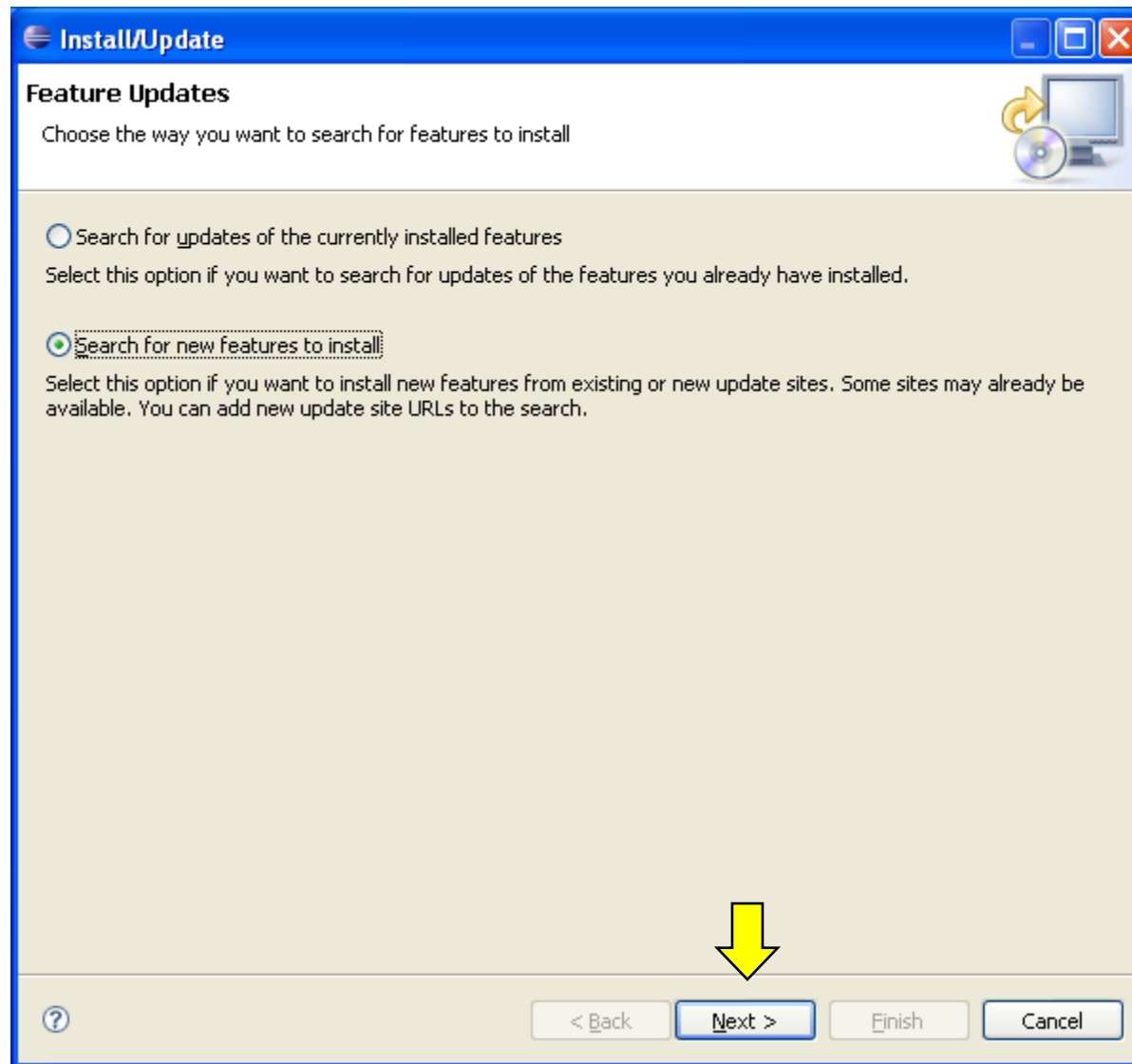


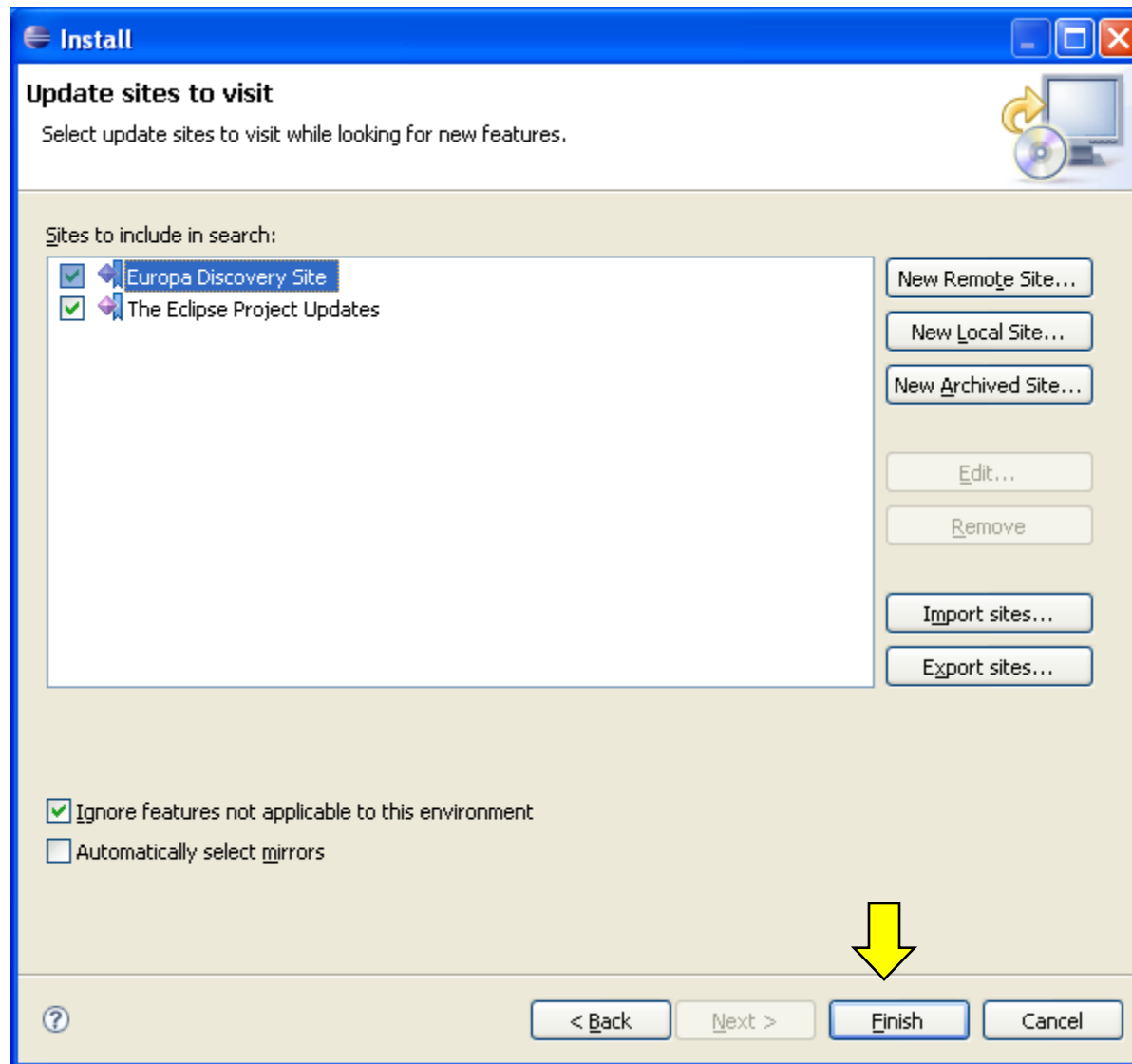


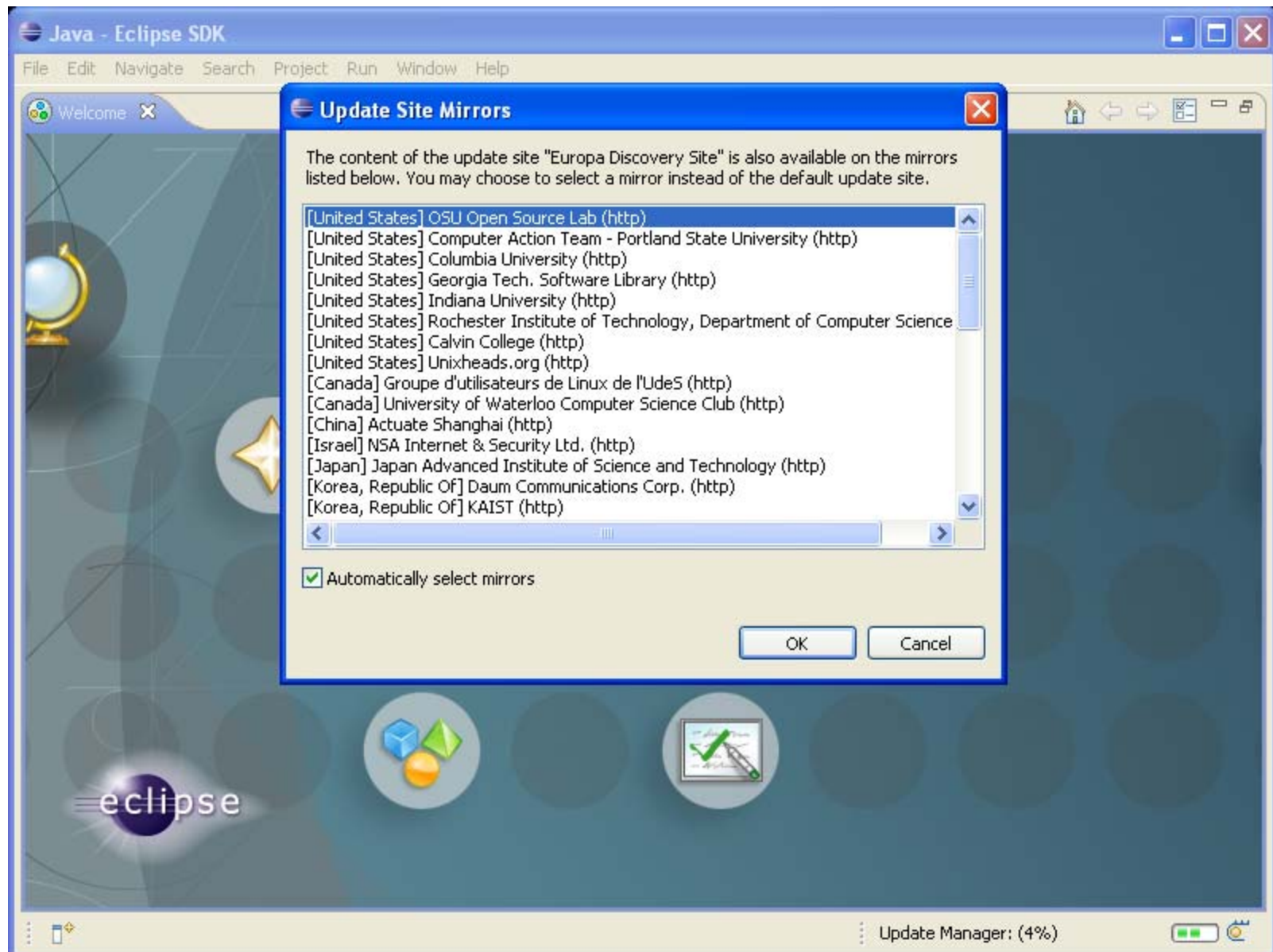


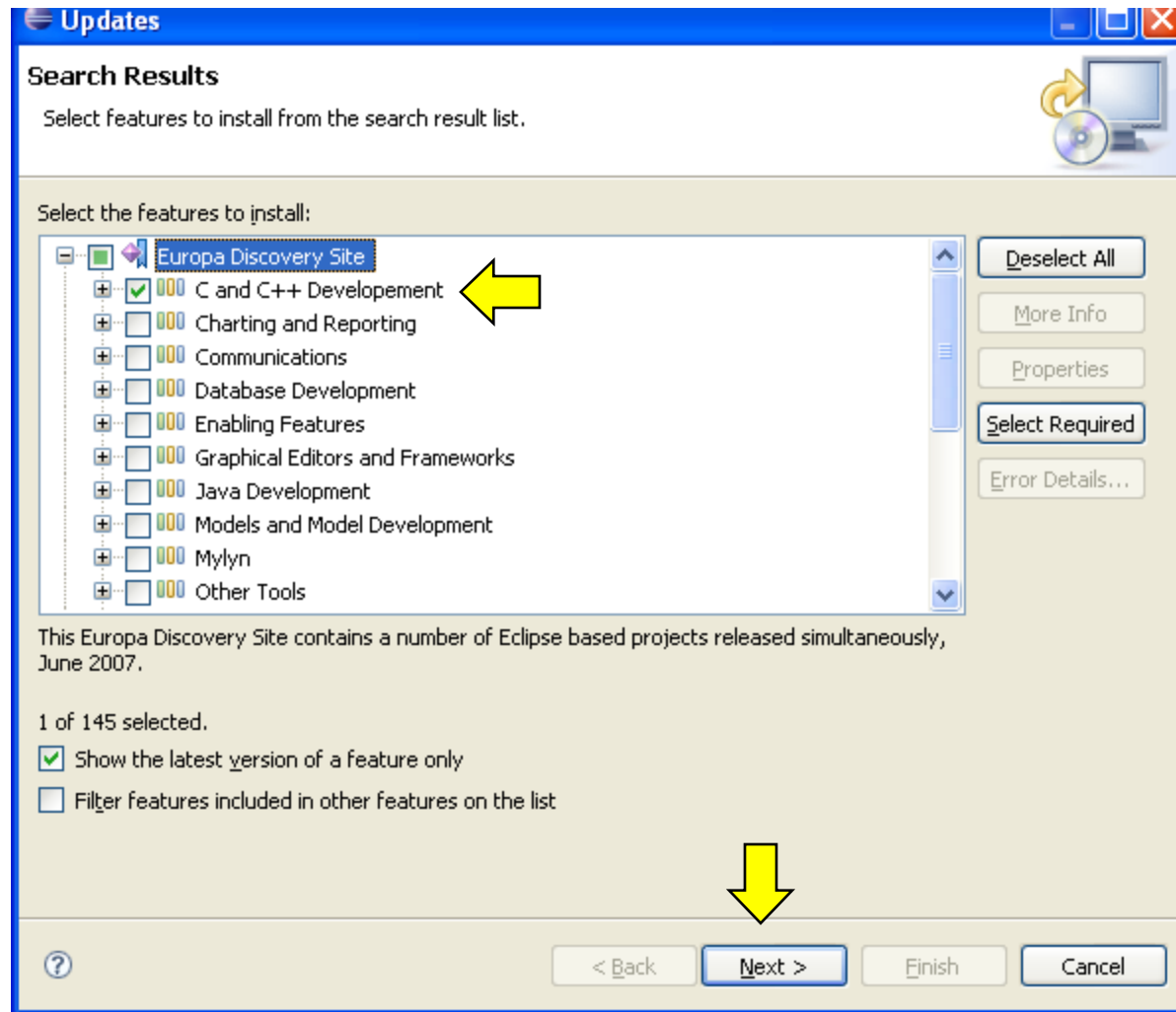


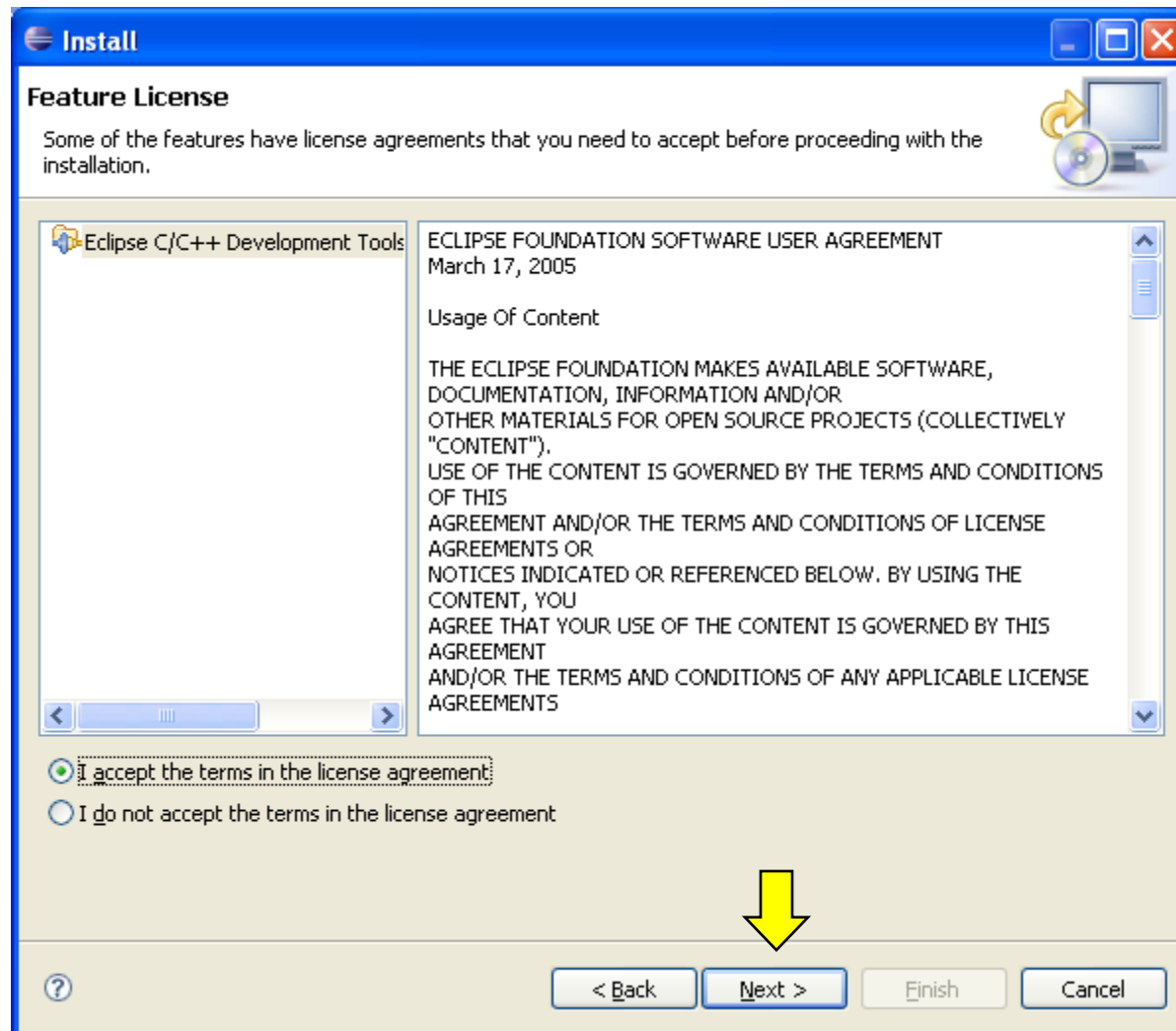


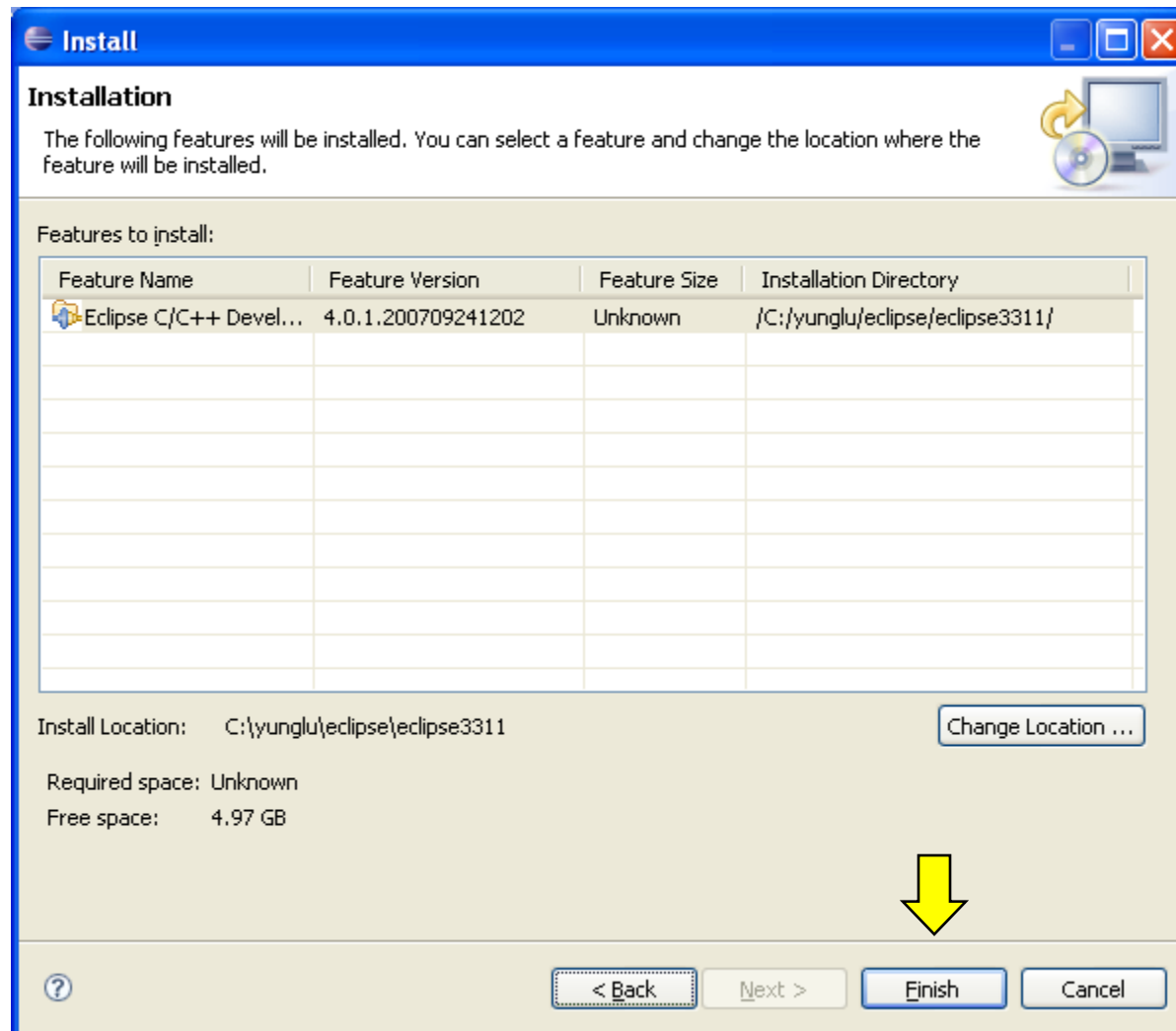


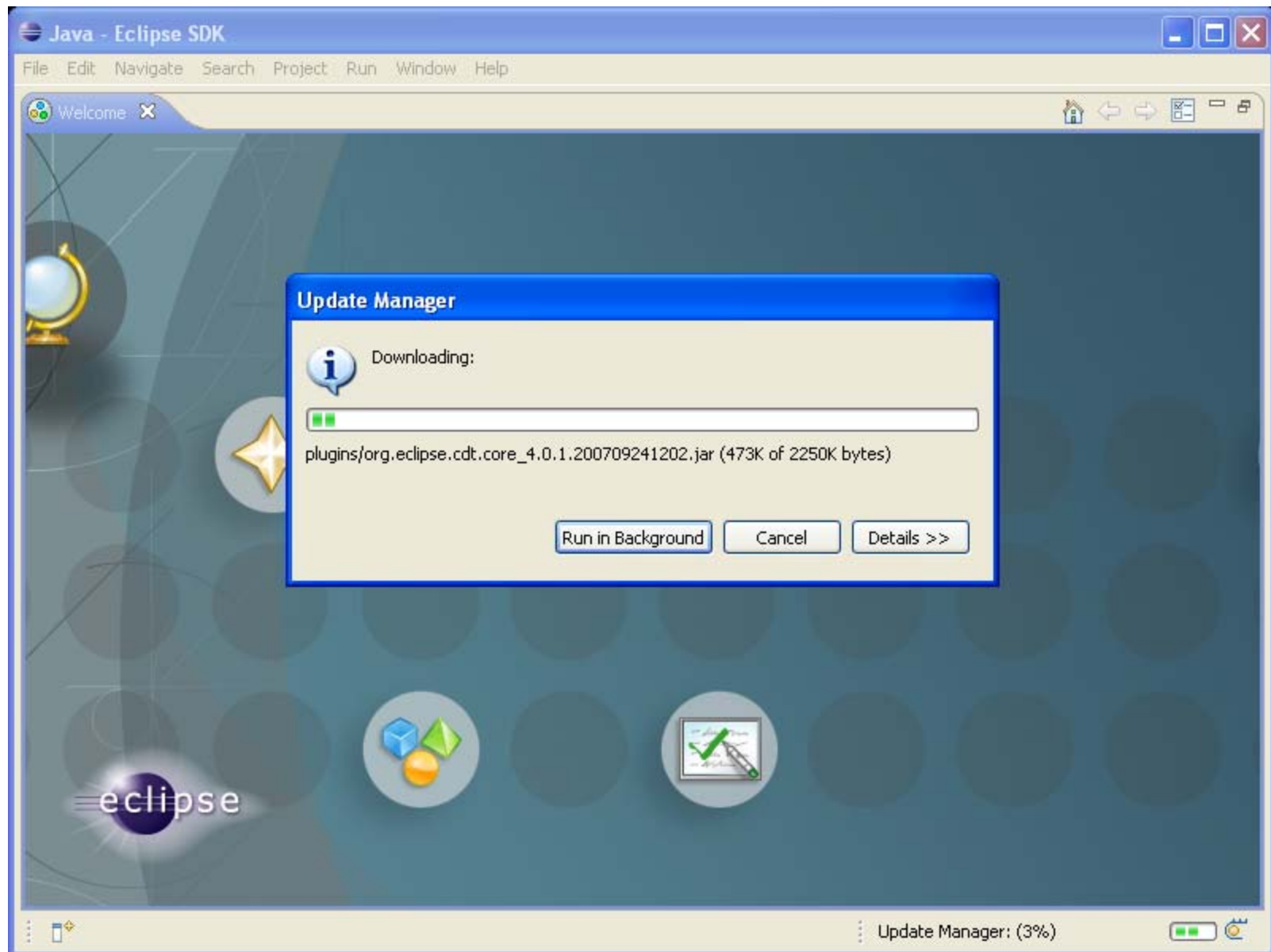


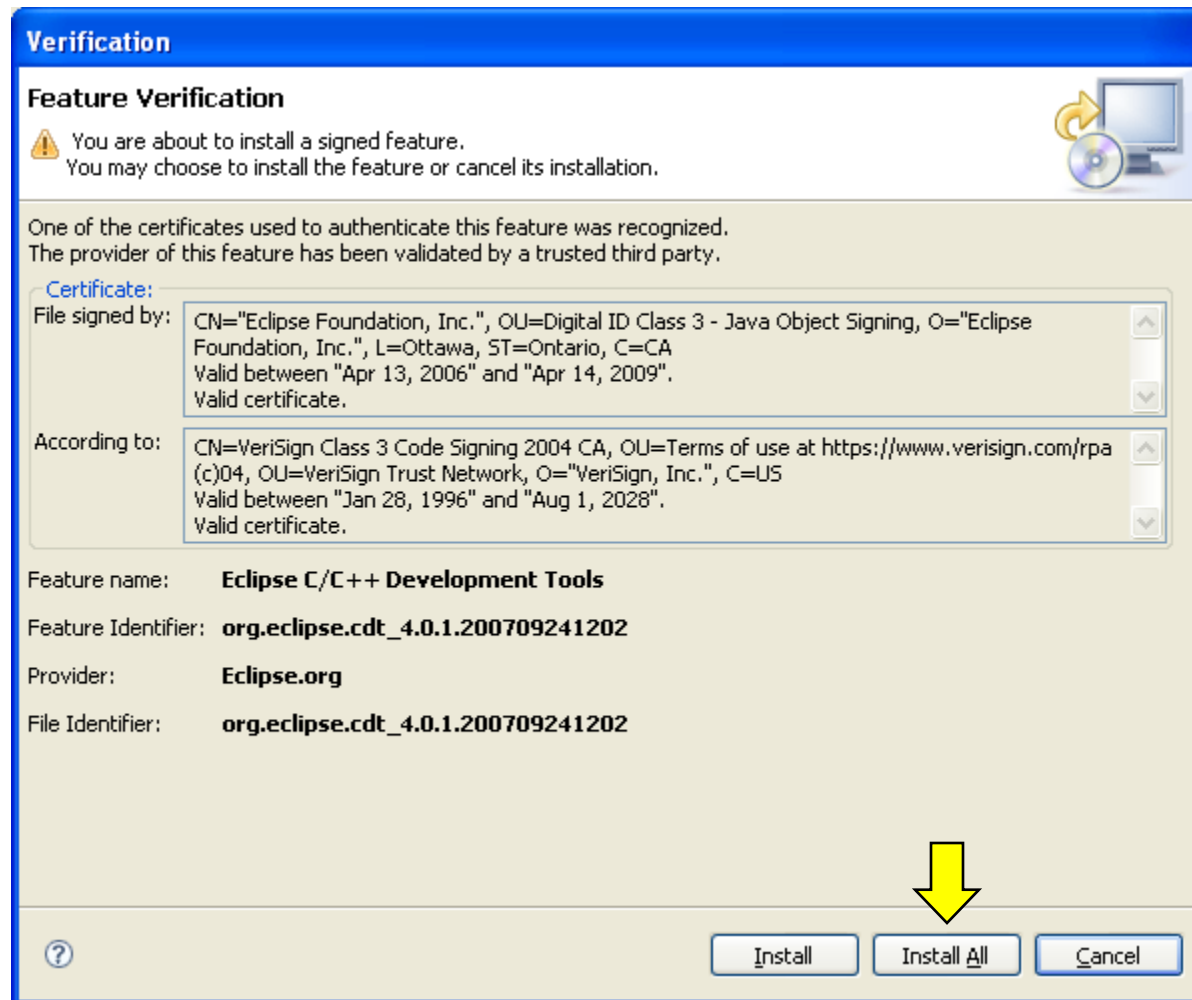


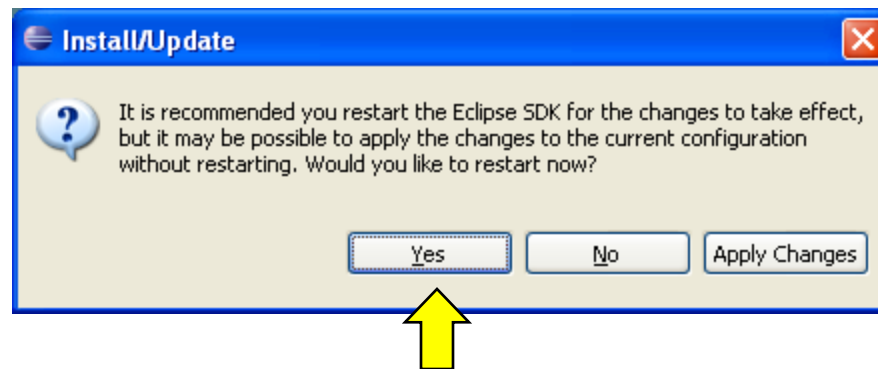


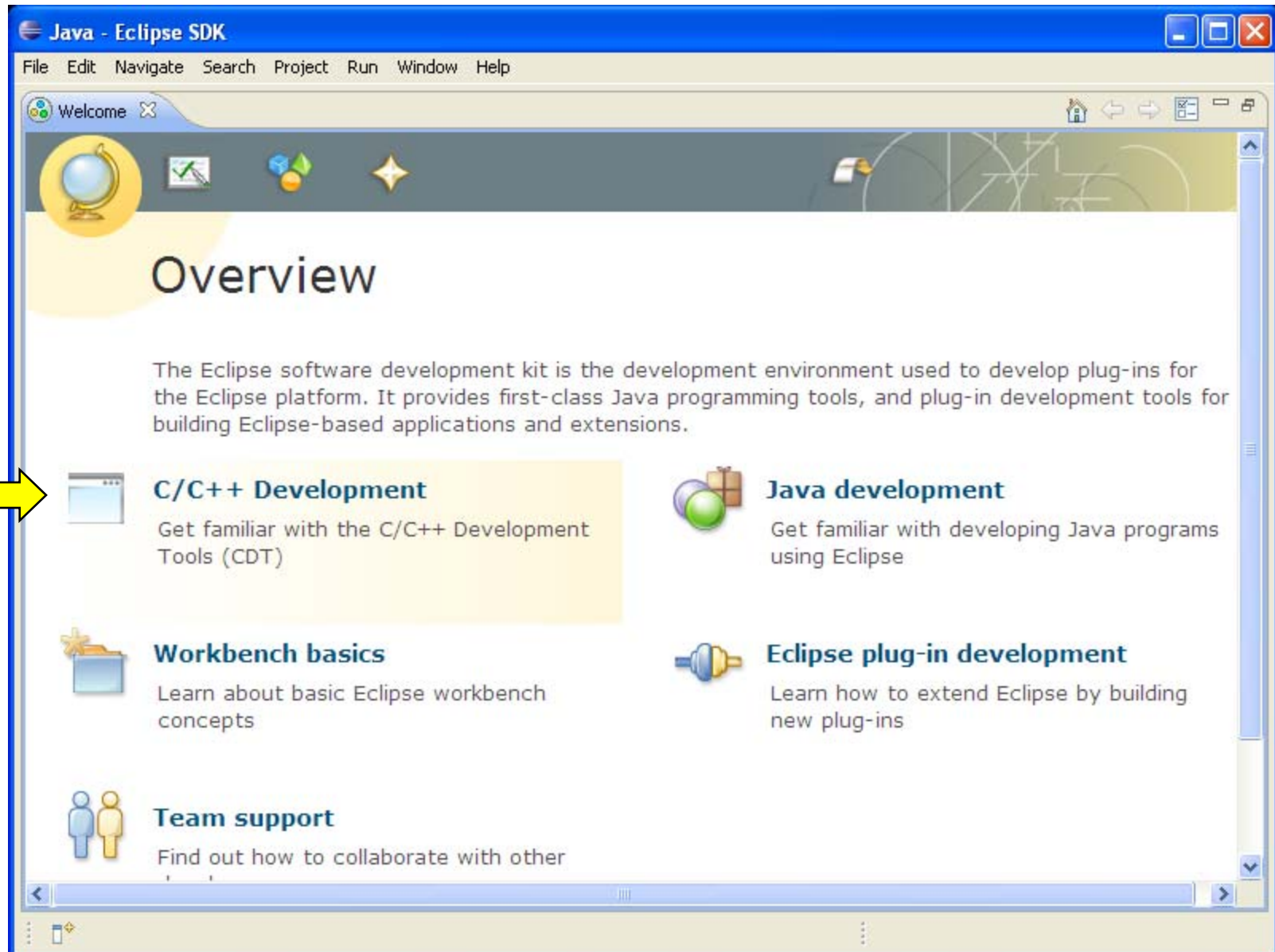


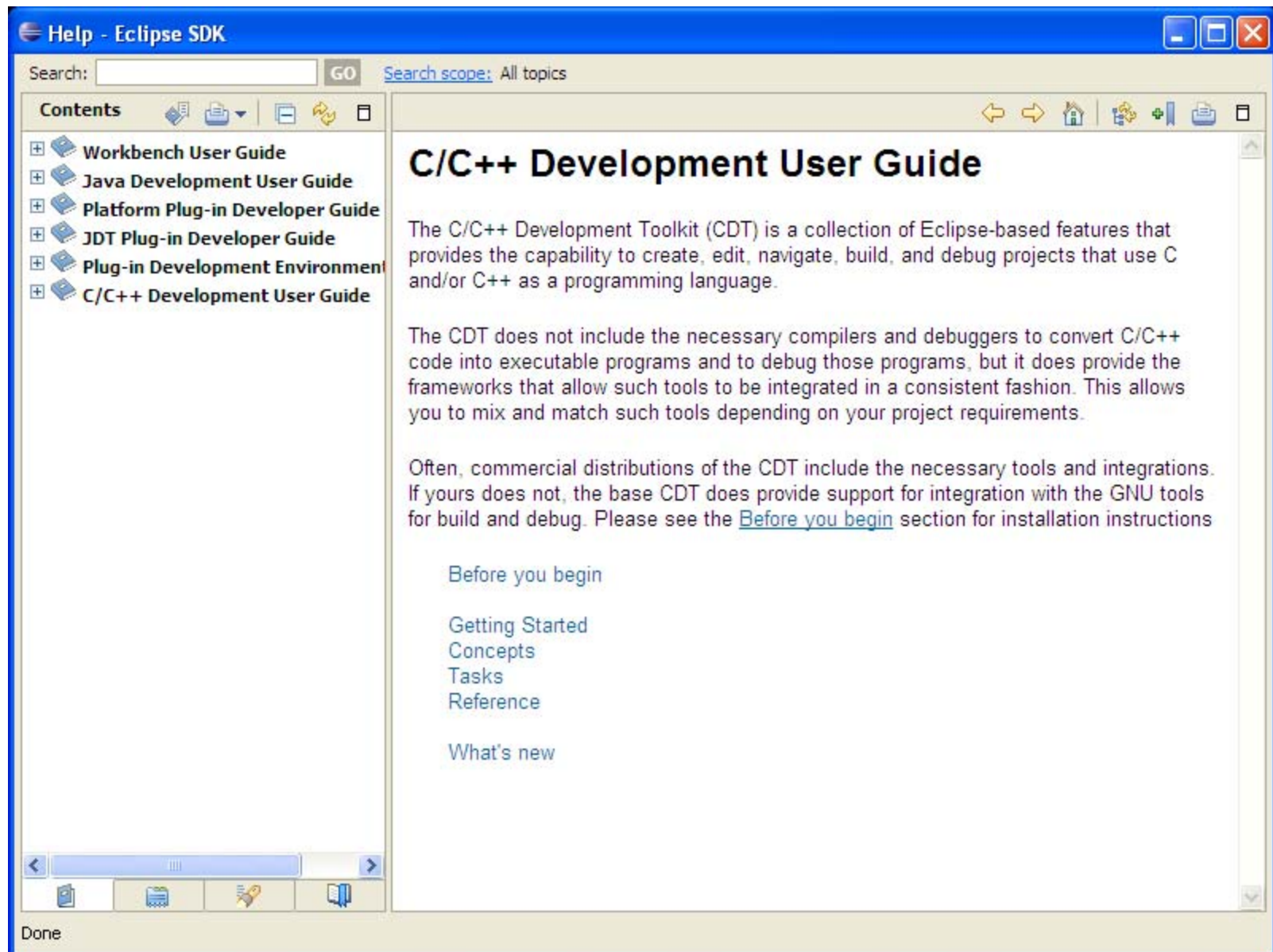


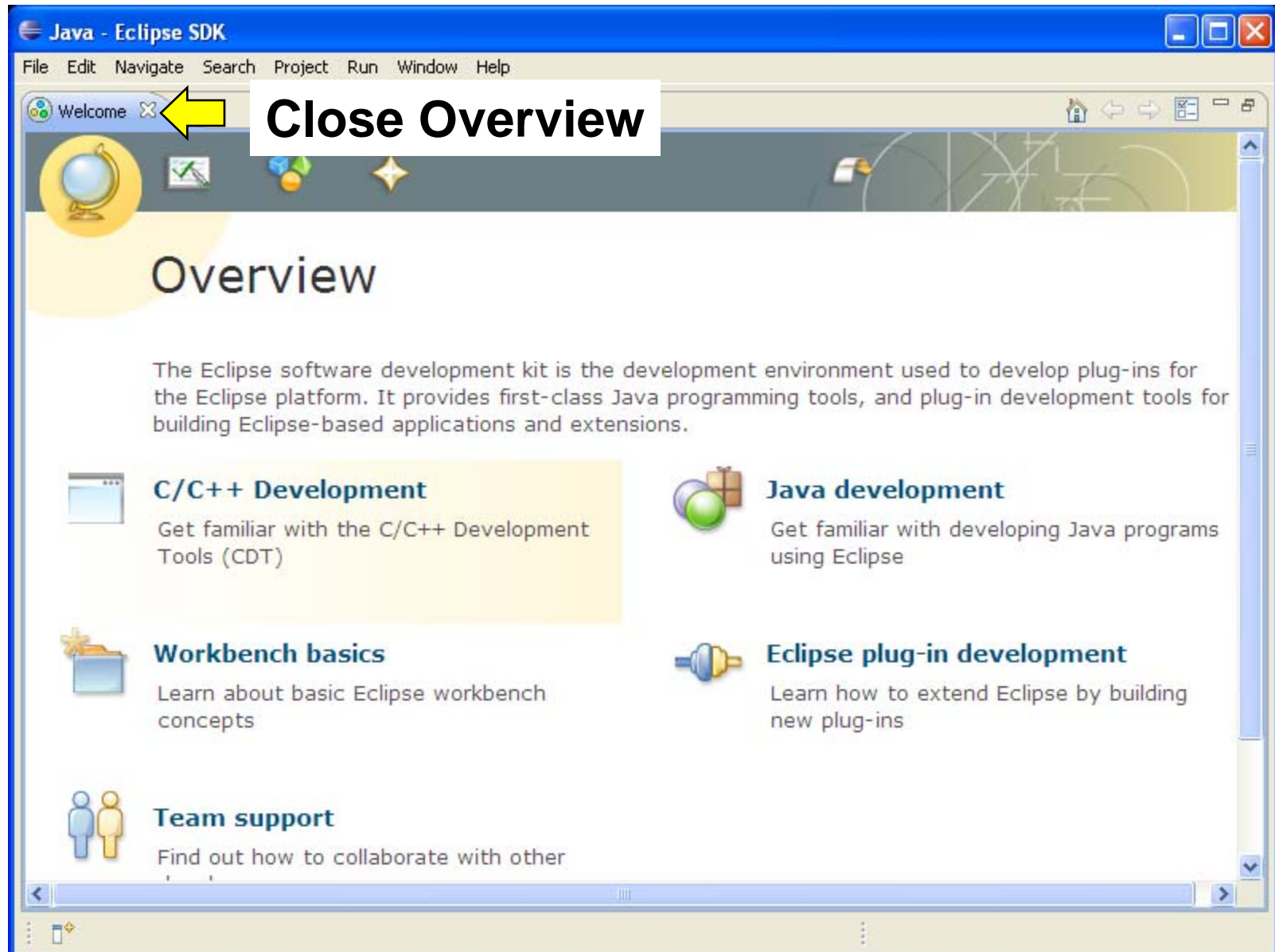




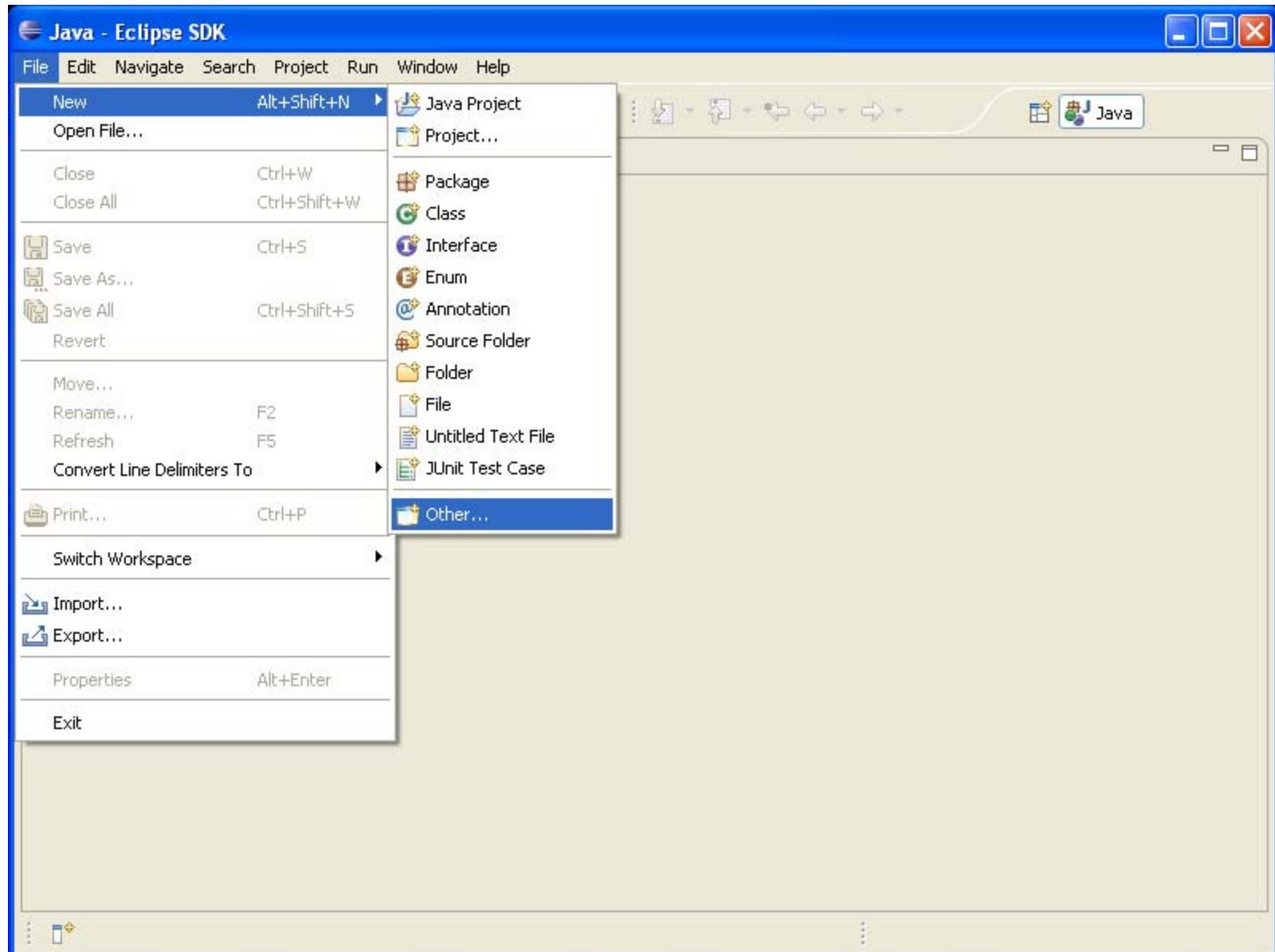


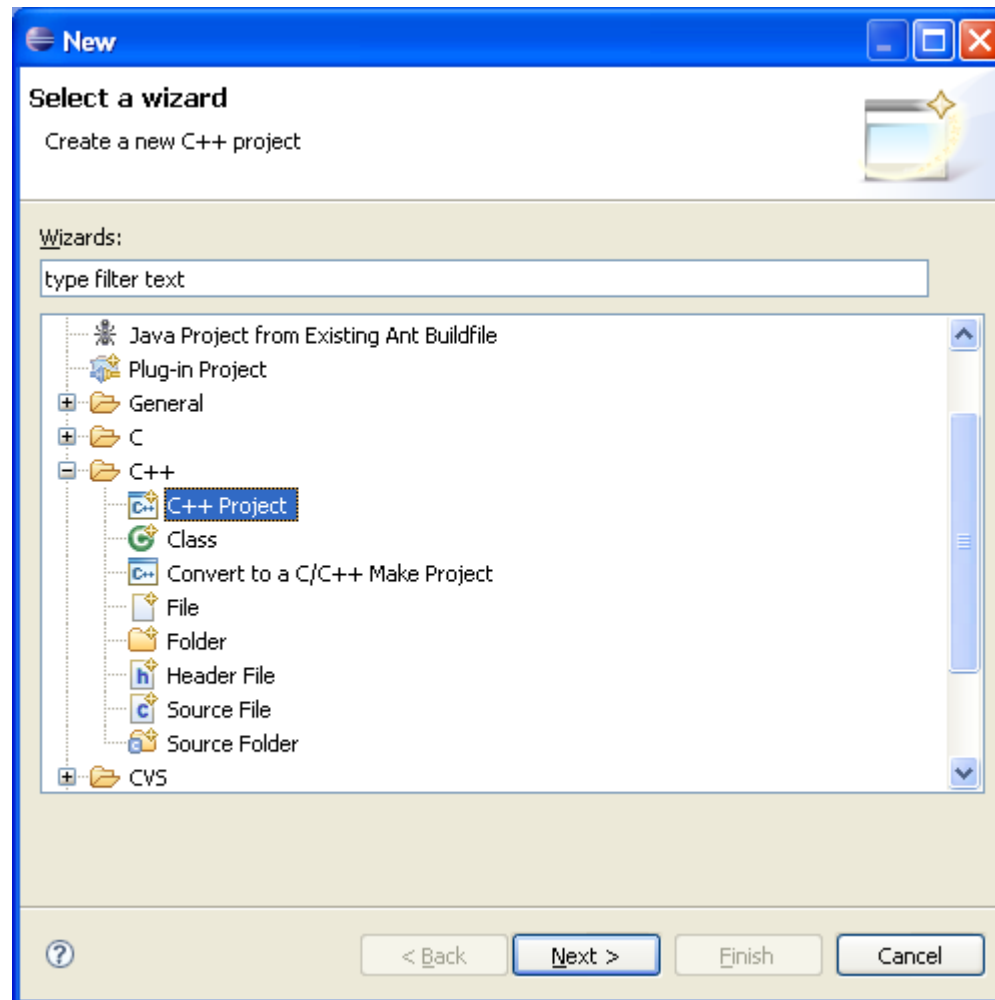


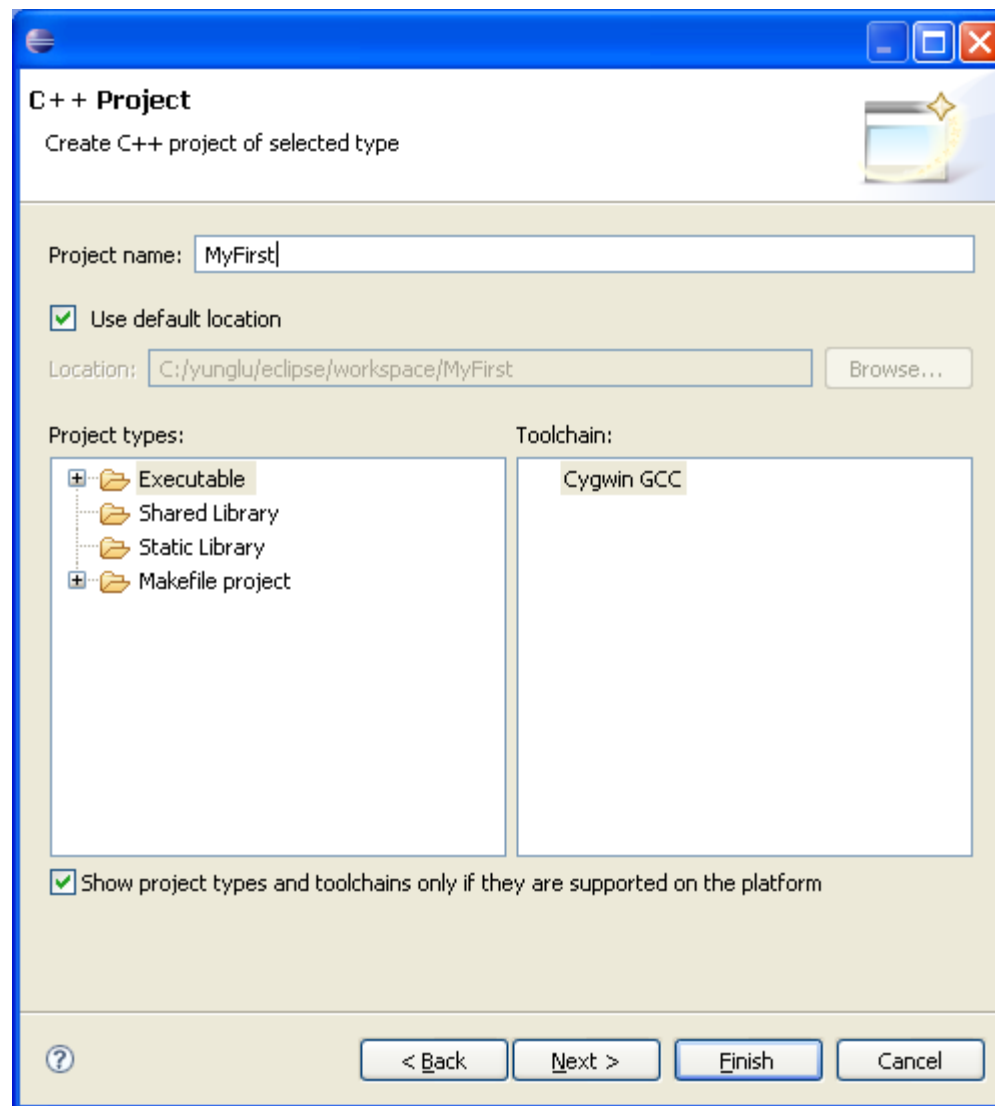


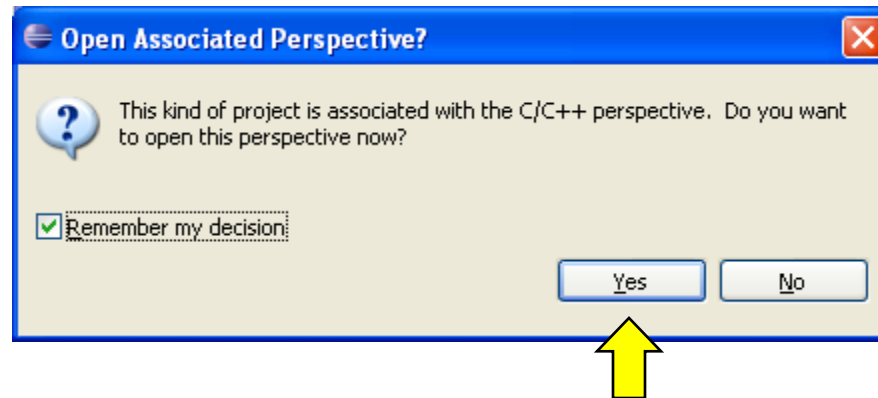


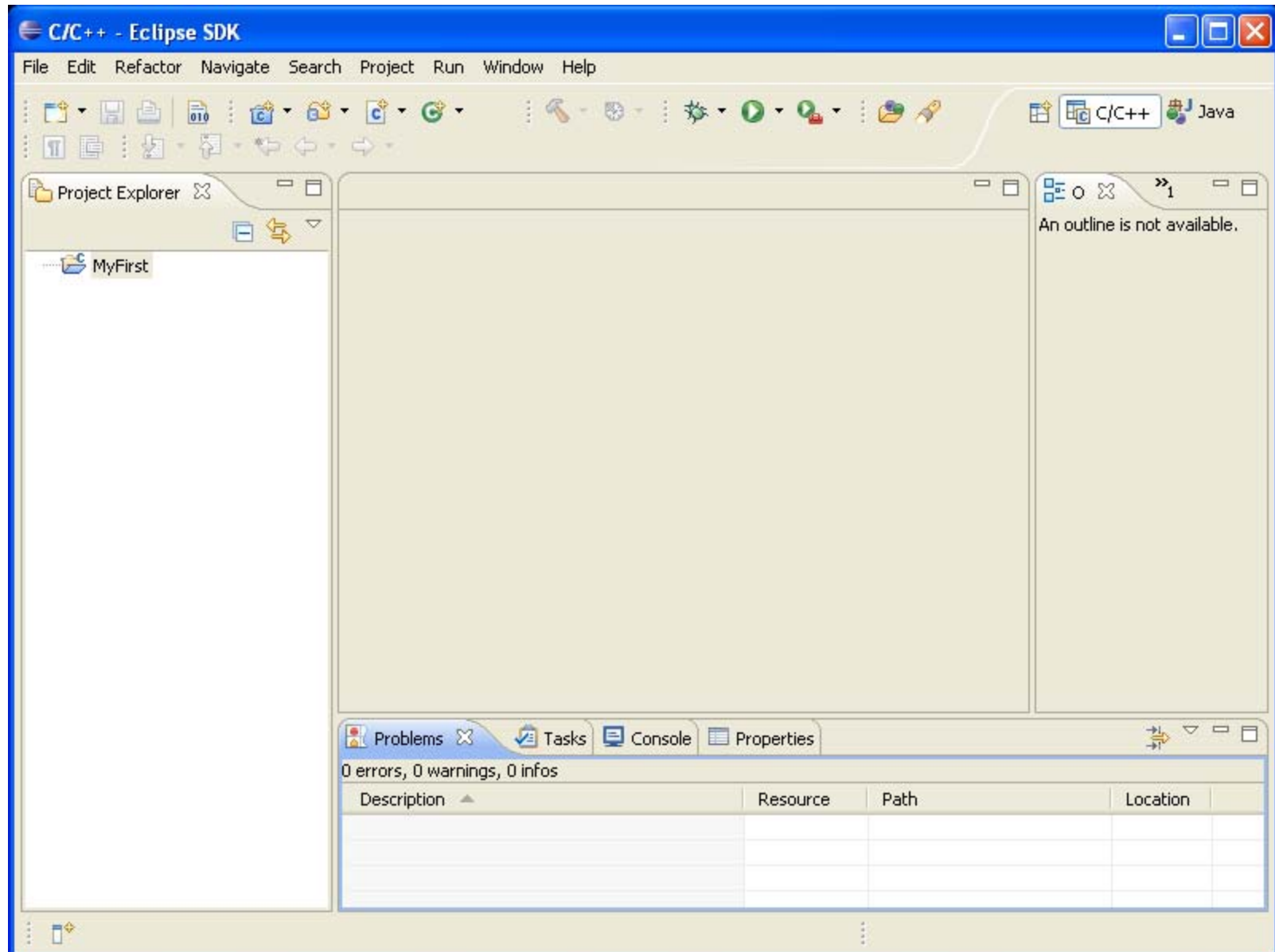
# **Develop C++ Projects in Eclipse**

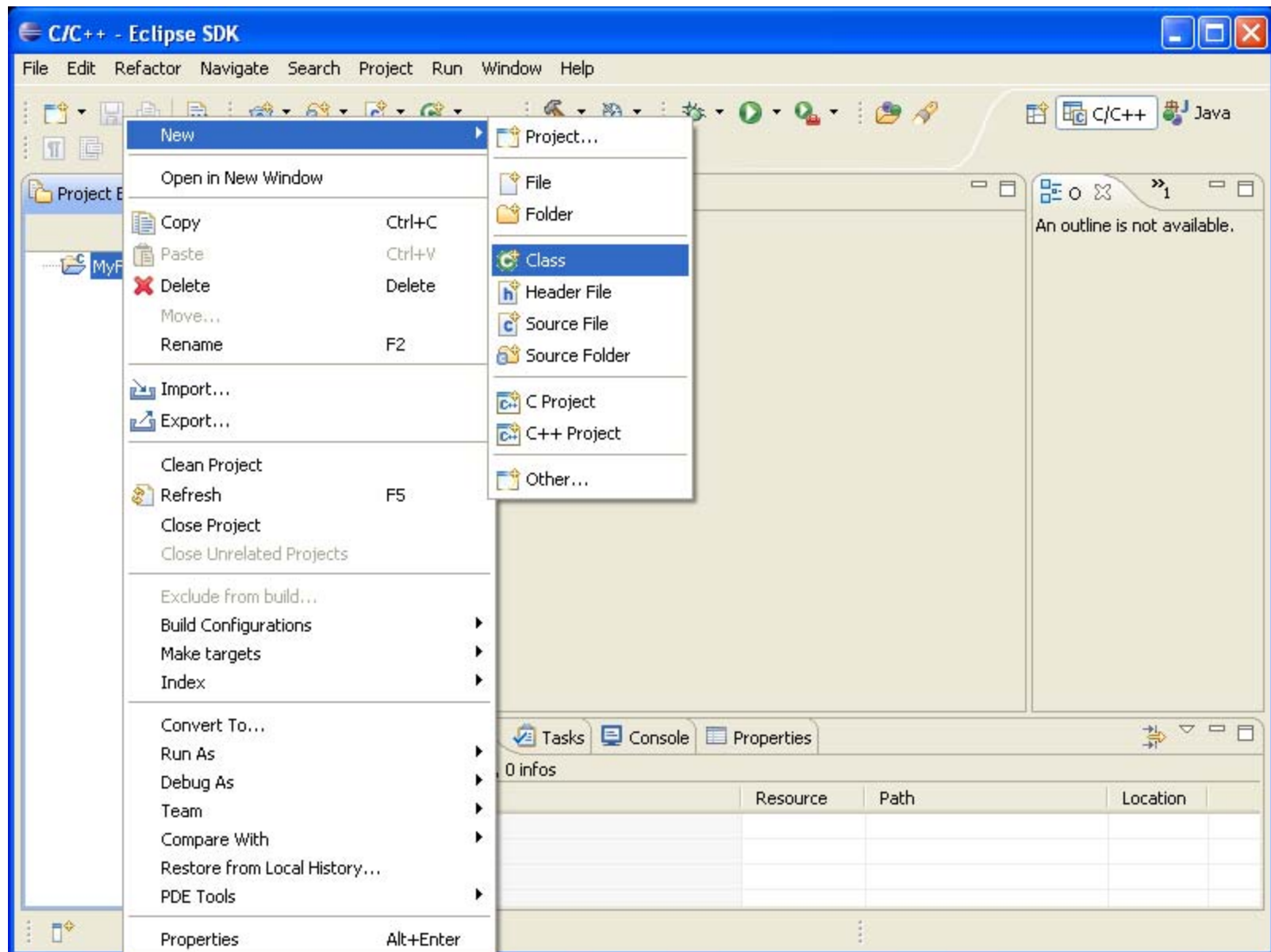












**New C++ Class**

Create a new C++ class.

Source Folder:

☐ Namespace:

Class Name:

Base Classes:

Name	Access	Virtual

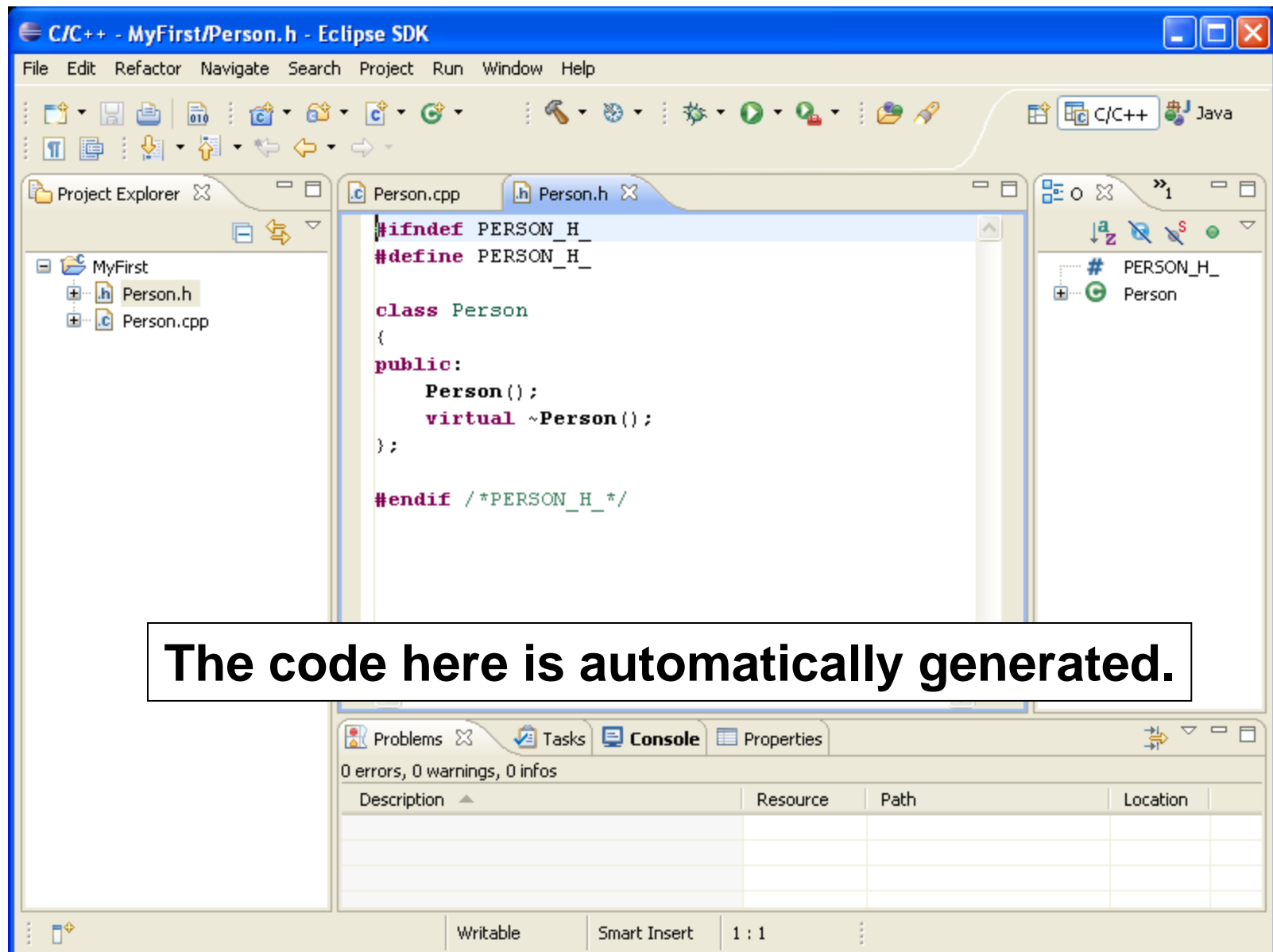
Method Stubs:

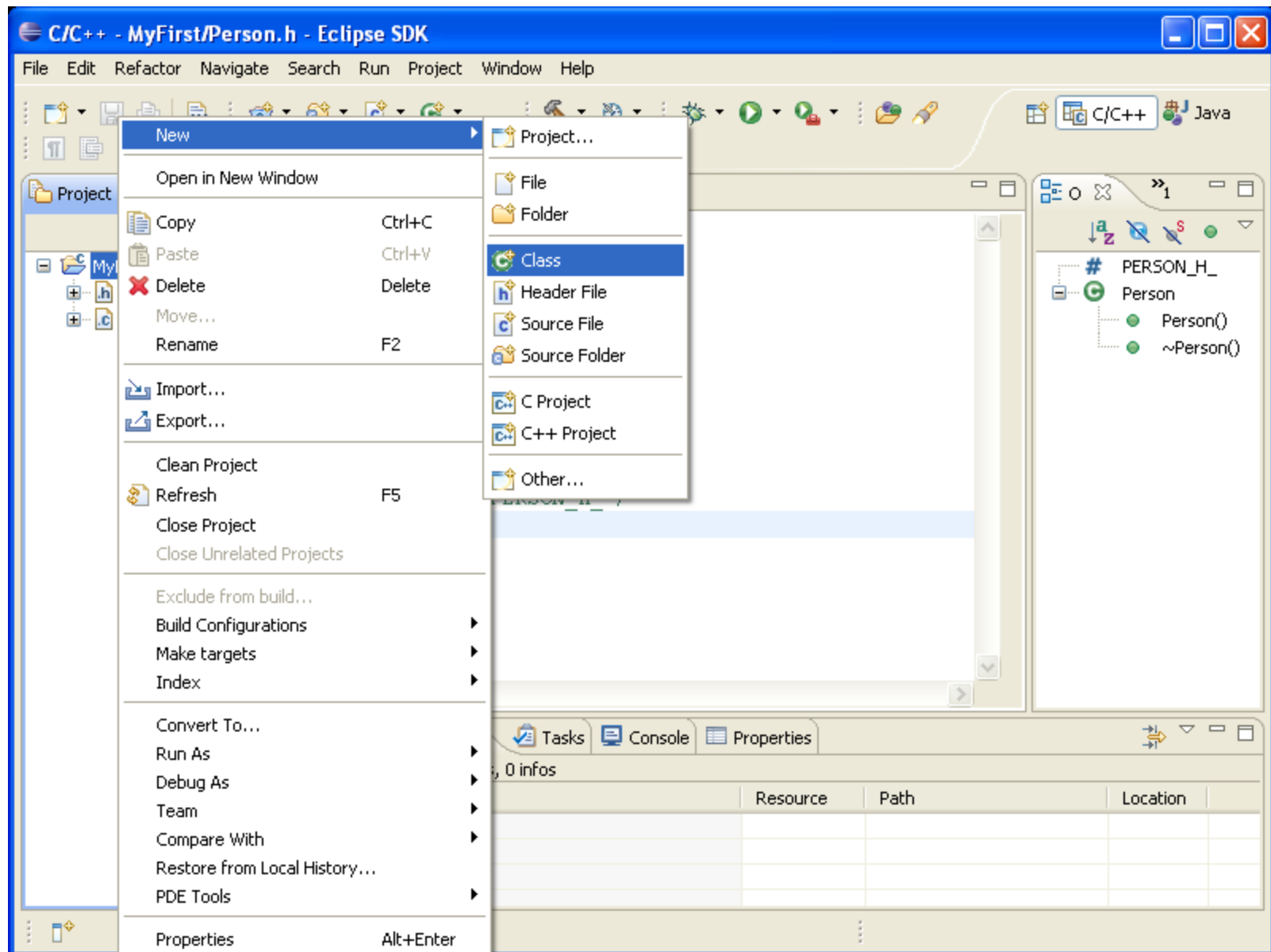
Name	Access	Virtual	Inline
<input checked="" type="checkbox"/> Constructor	public	no	no
<input checked="" type="checkbox"/> Destructor	public	yes	no

☒ Use Default

Header:

Source:





**New C++ Class**

Create a new C++ class.

Source Folder:

☐ Namespace:

Class Name:

Base Classes:

Name	Access	Virtual

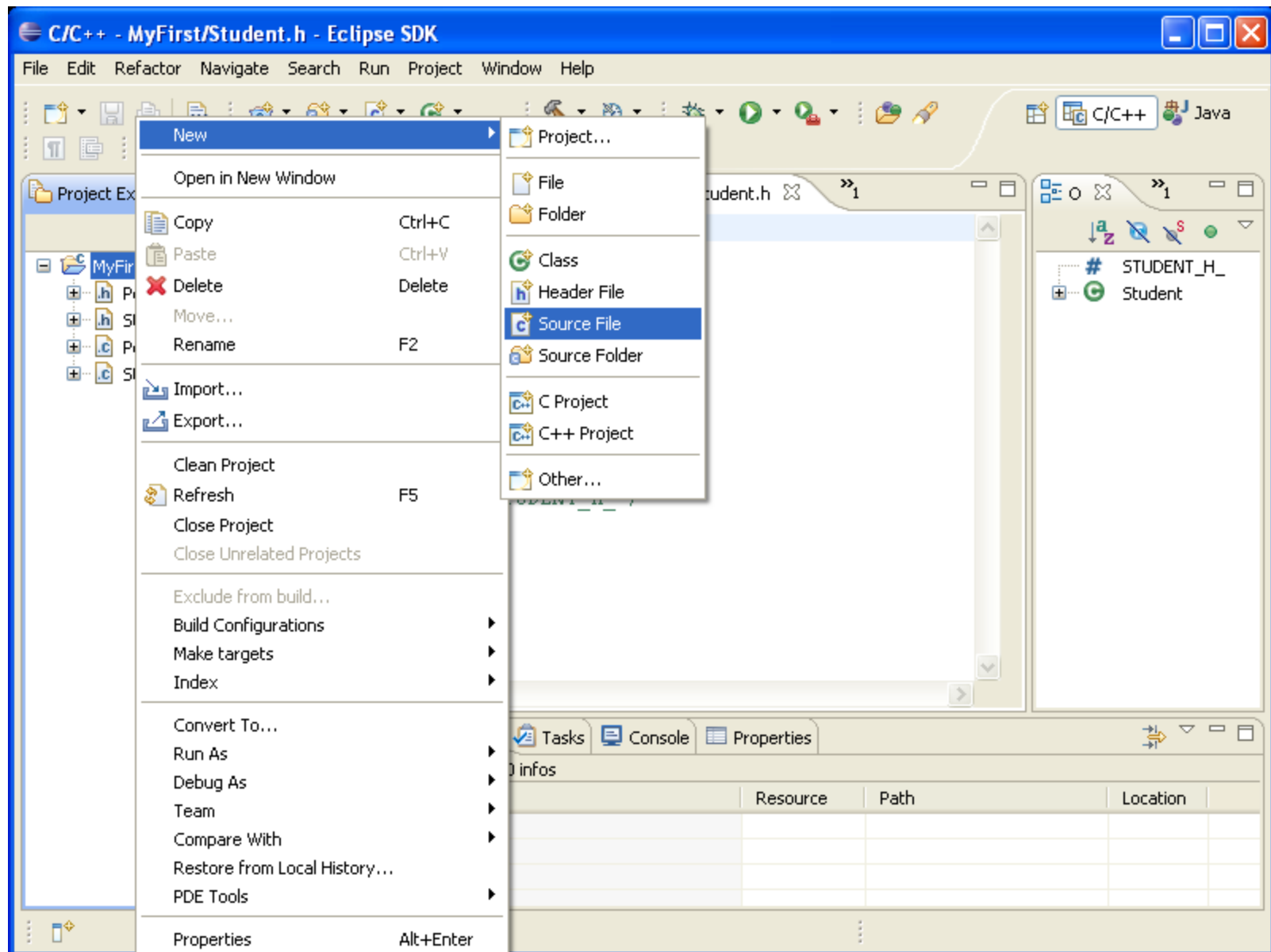
Method Stubs:

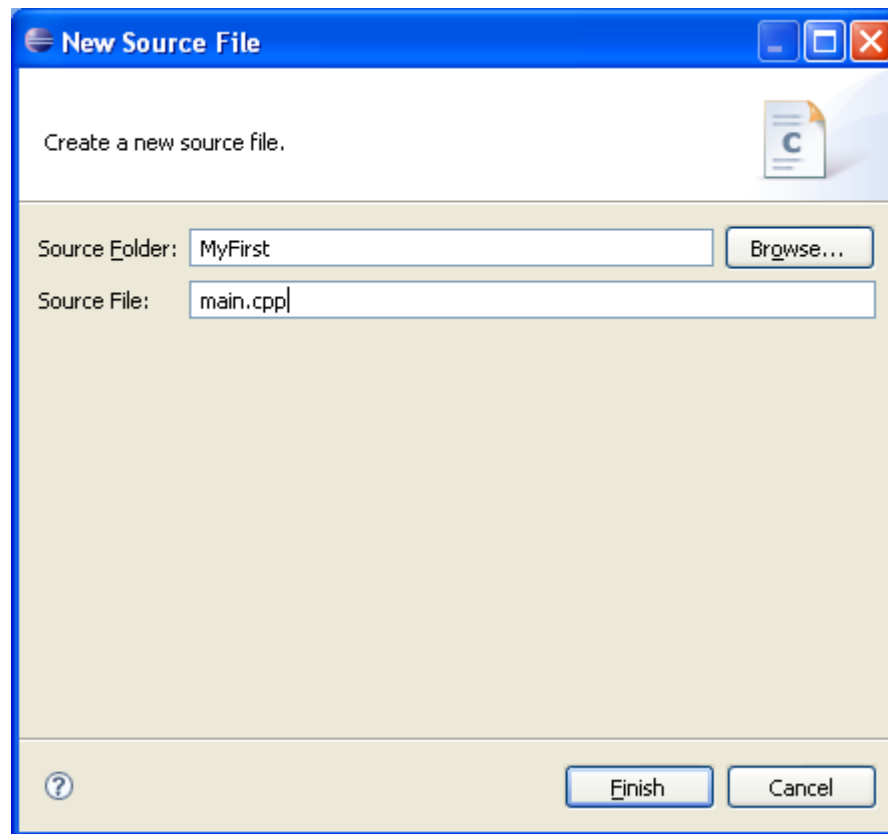
Name	Access	Virtual	Inline
<input checked="" type="checkbox"/> Constructor	public	no	no
<input checked="" type="checkbox"/> Destructor	public	yes	no

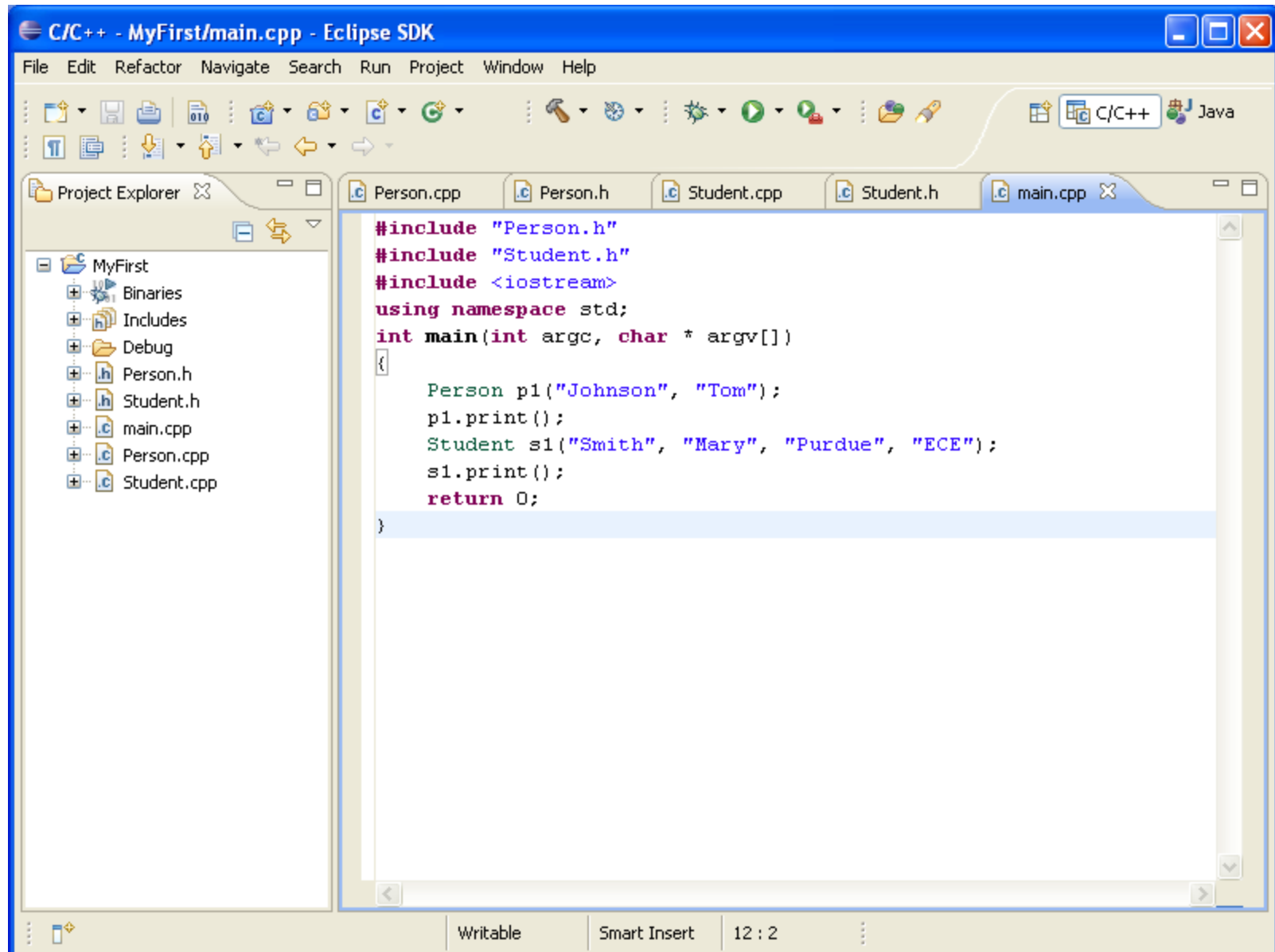
☒ Use Default

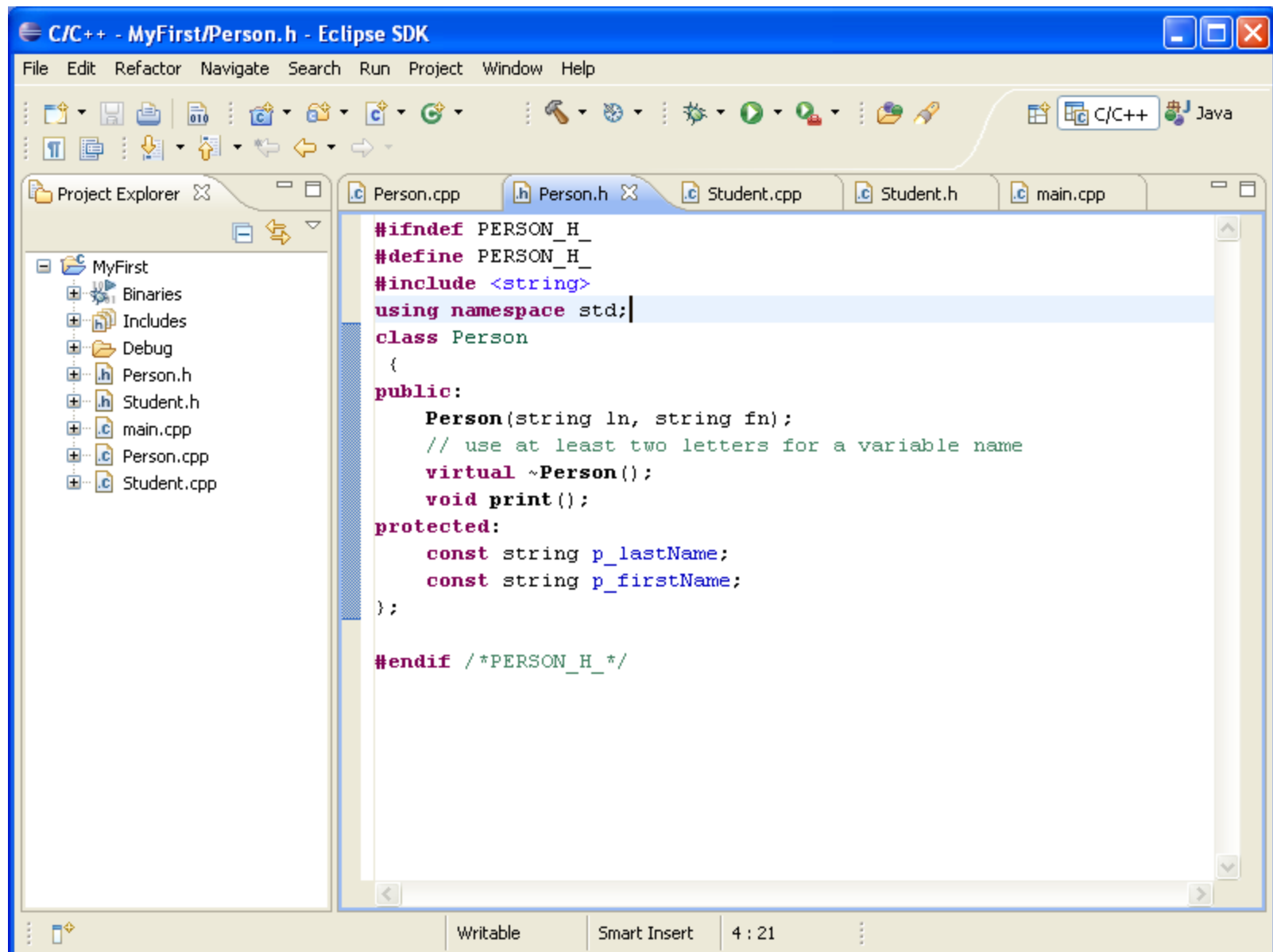
Header:

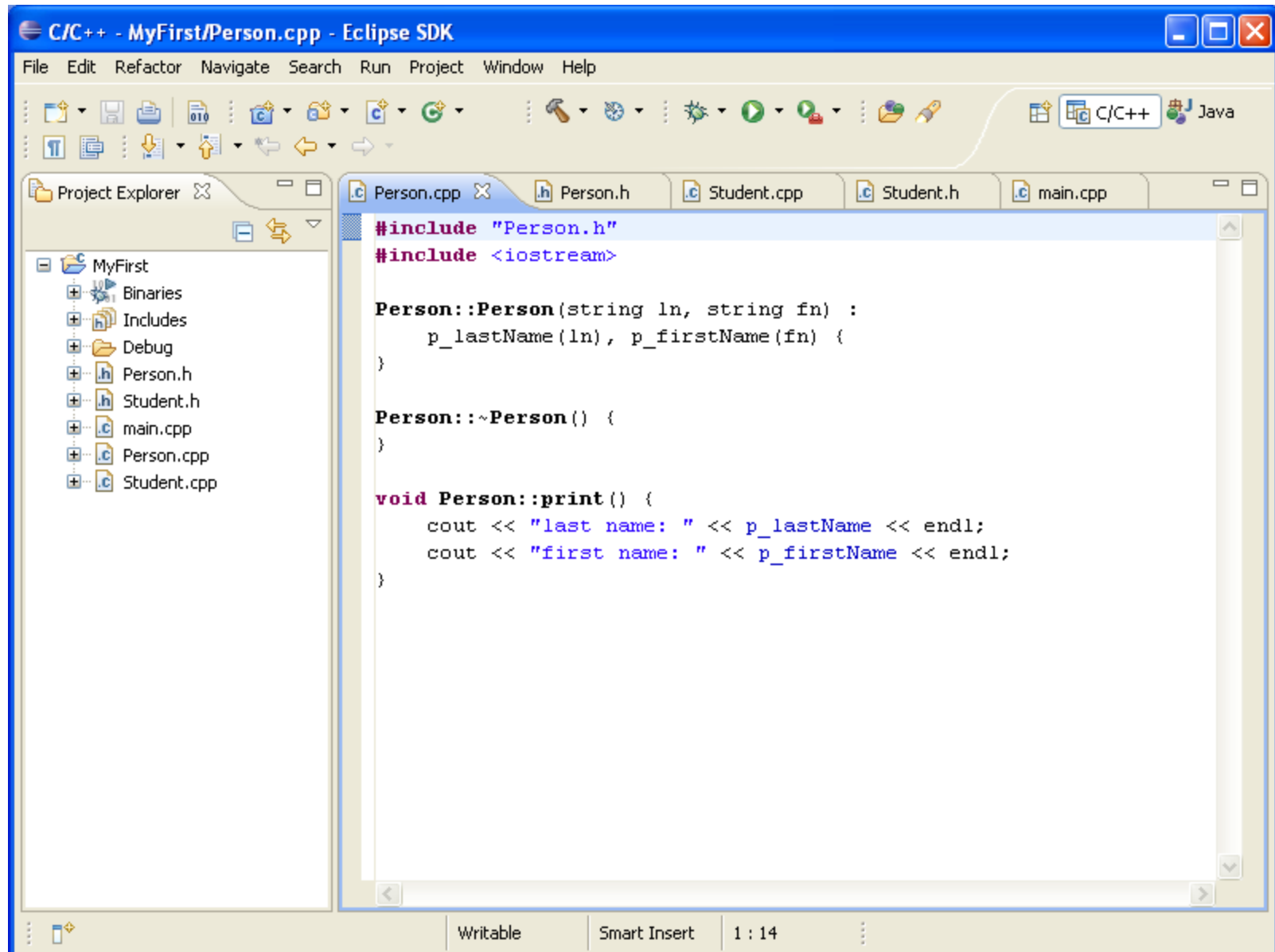
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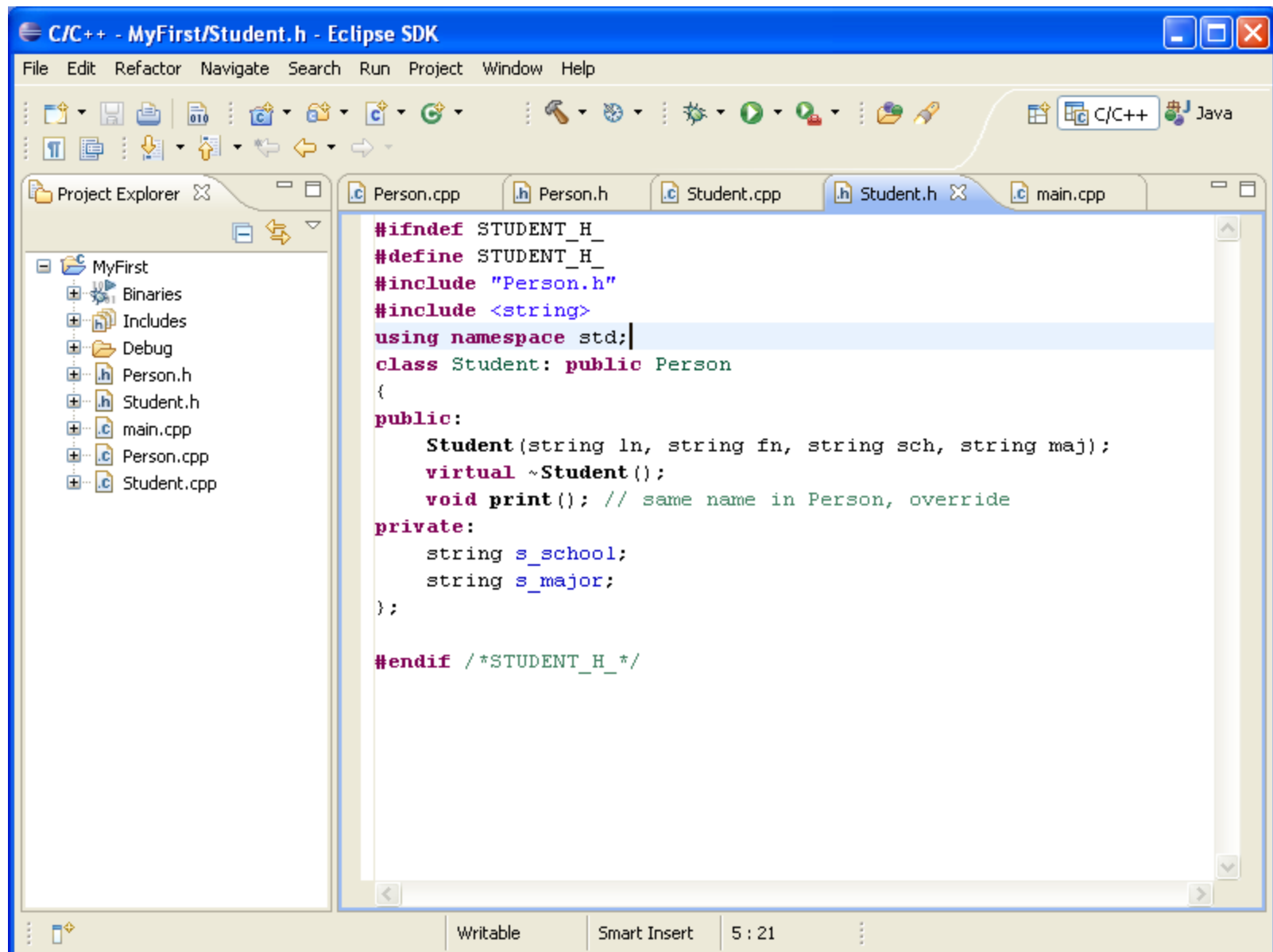


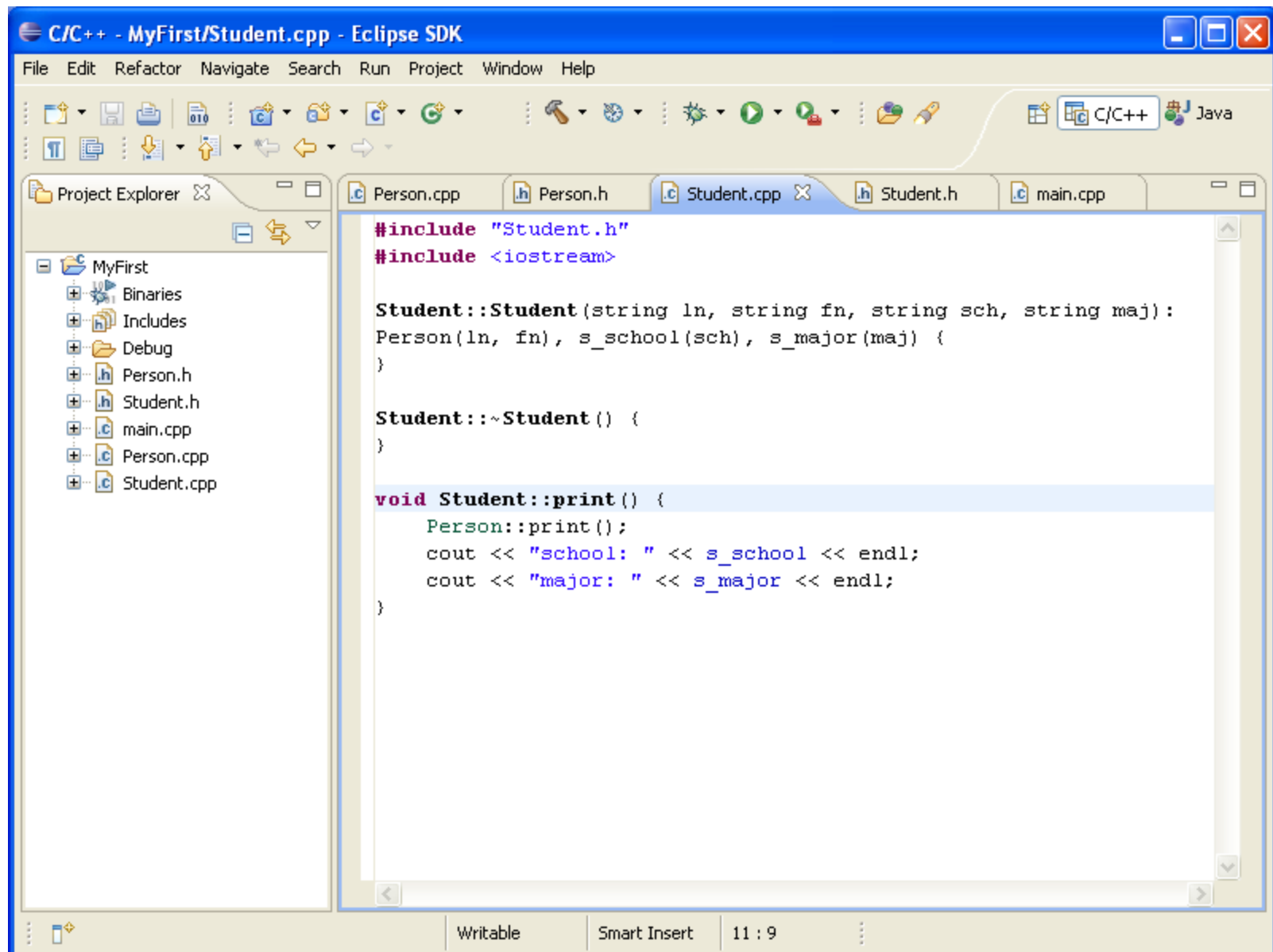


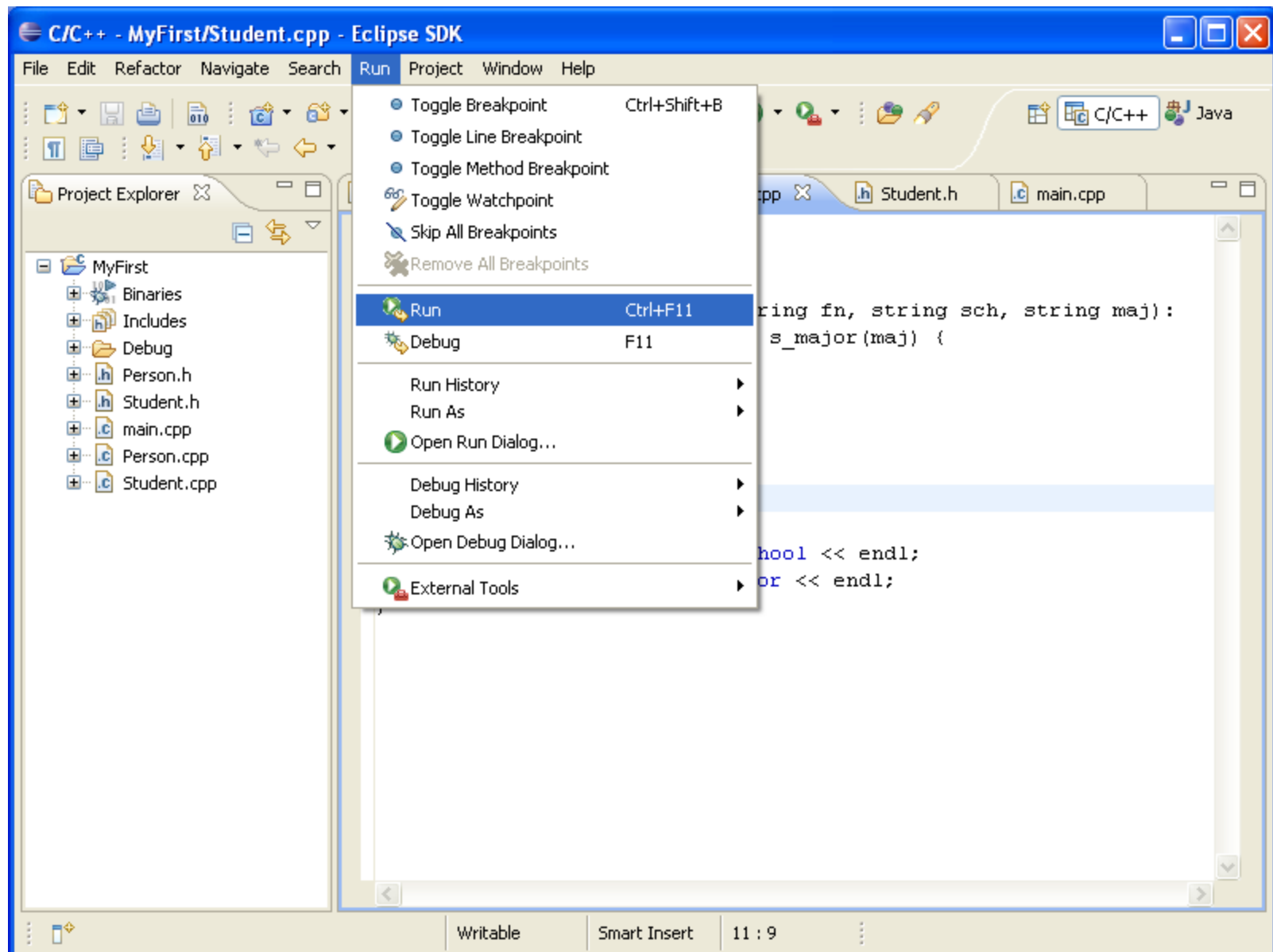


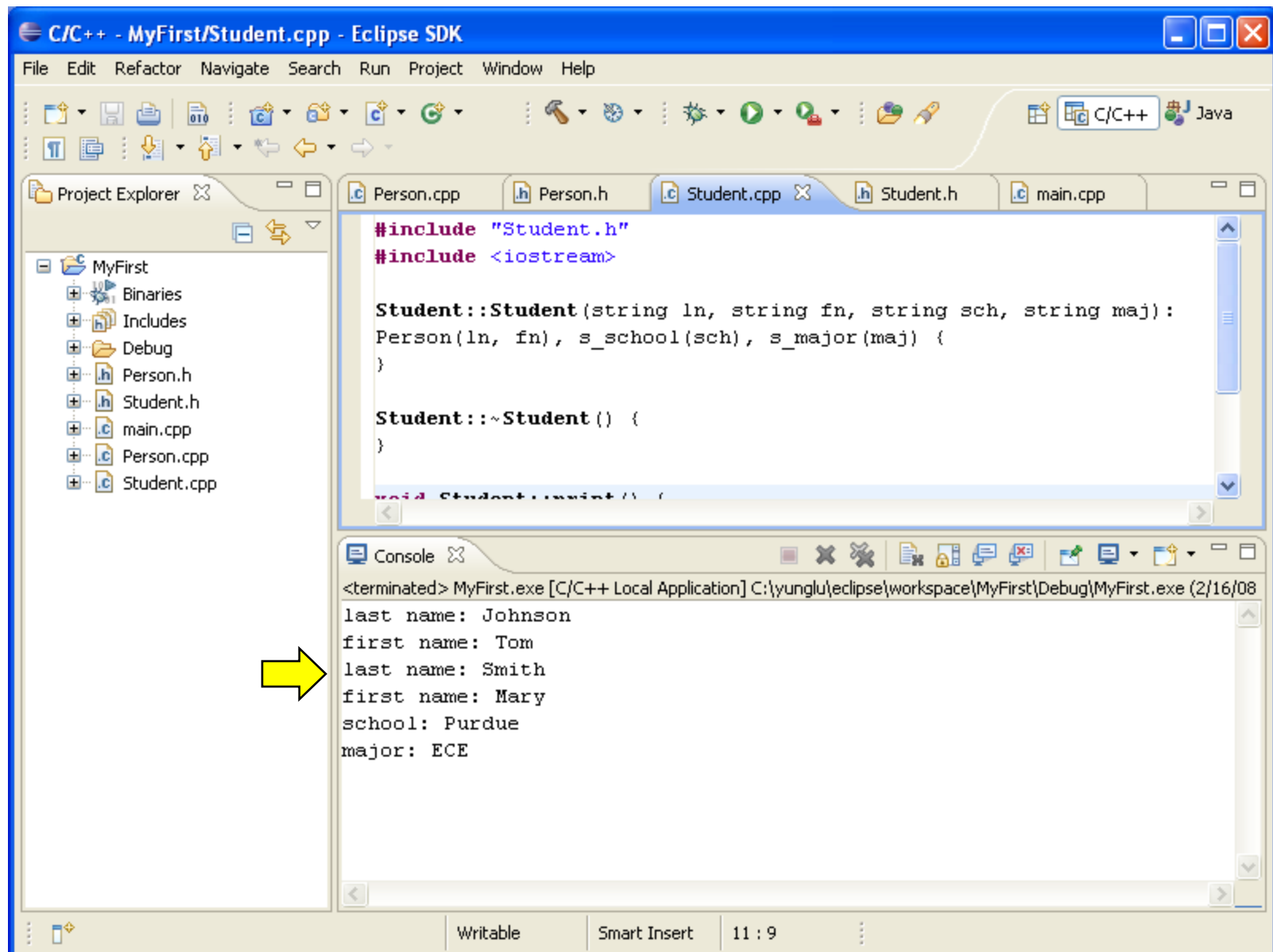


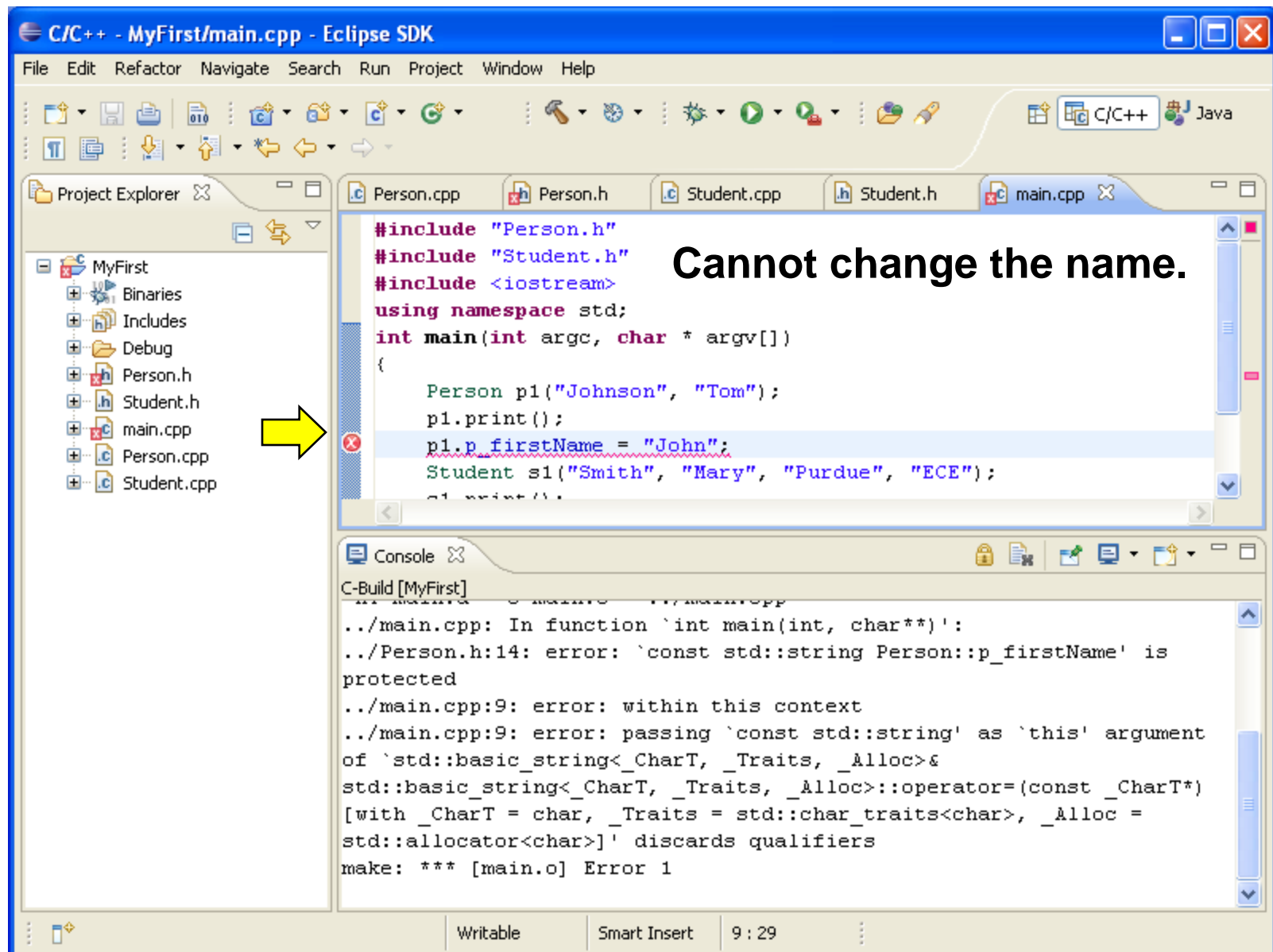




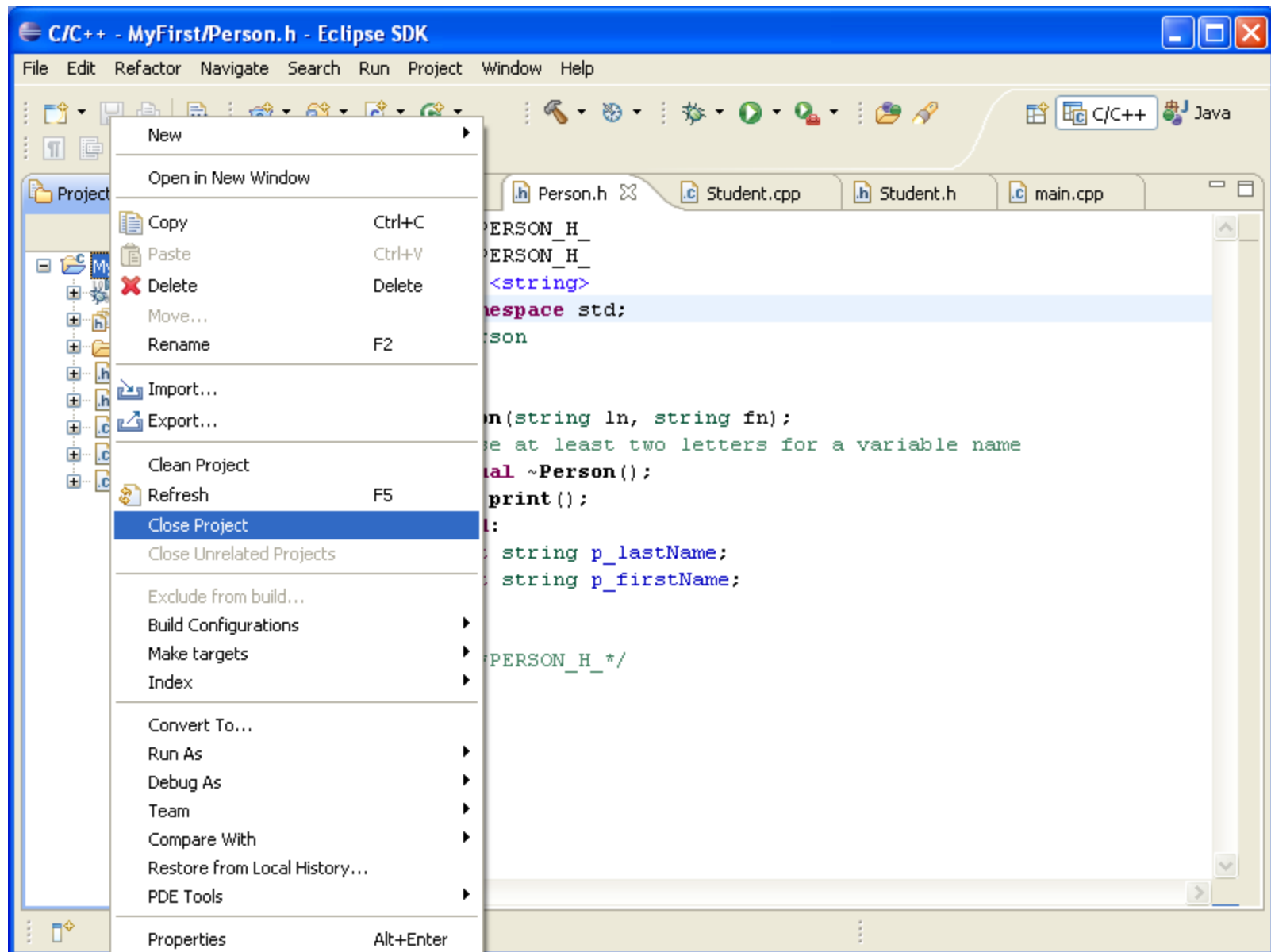


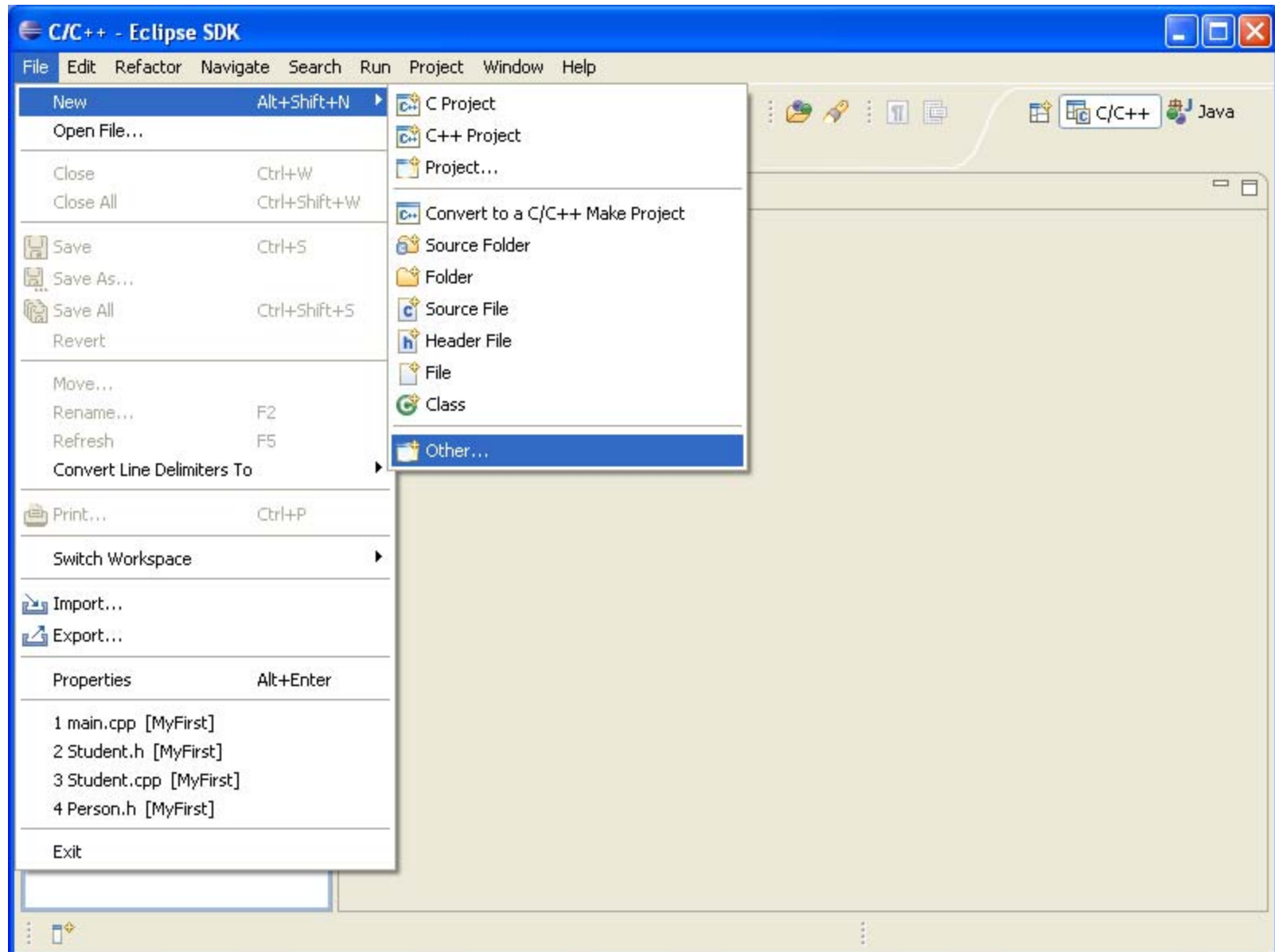


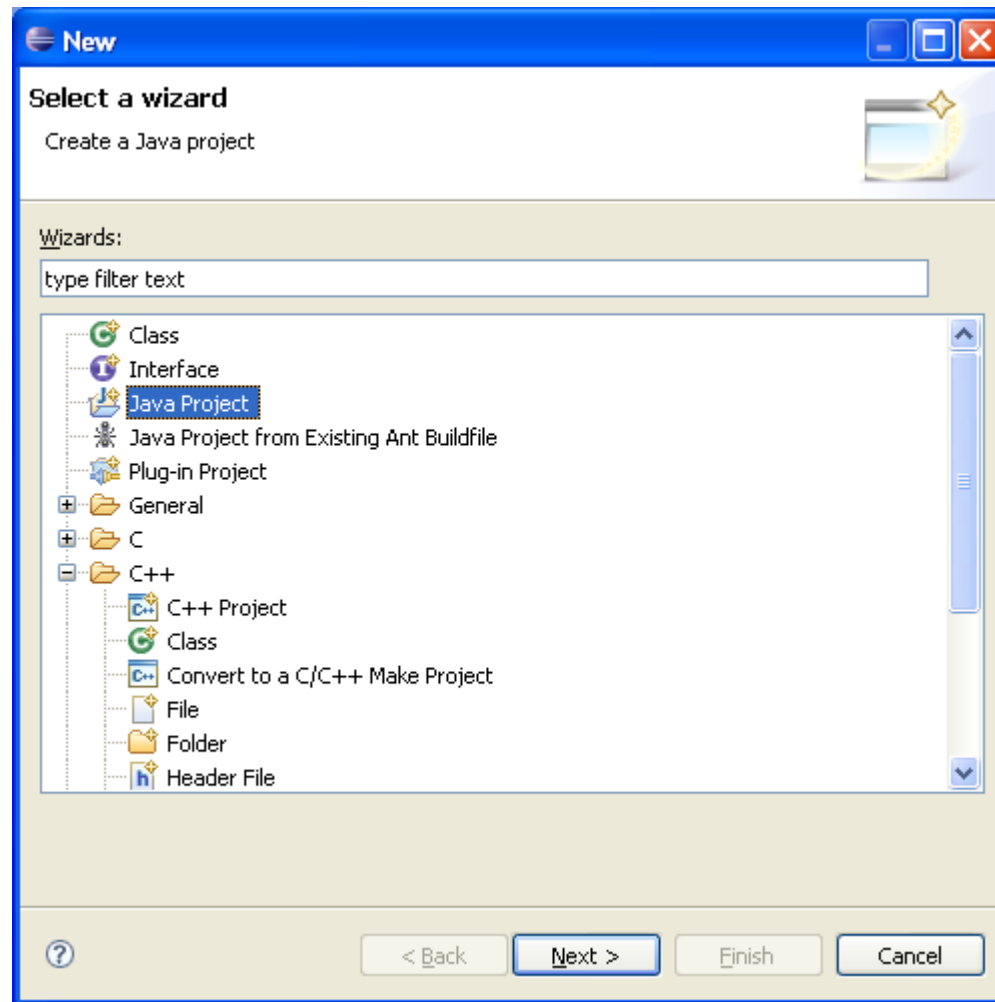


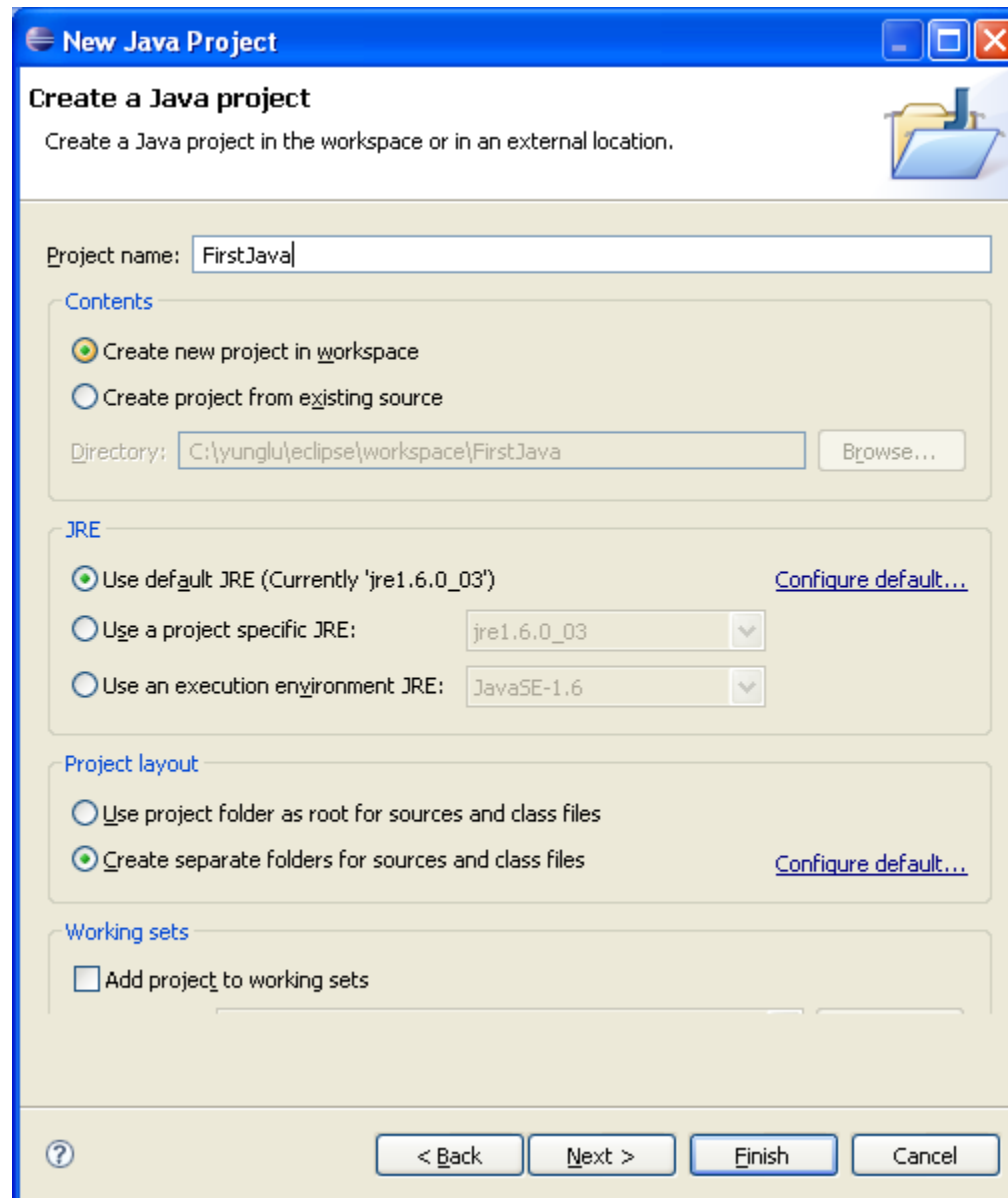


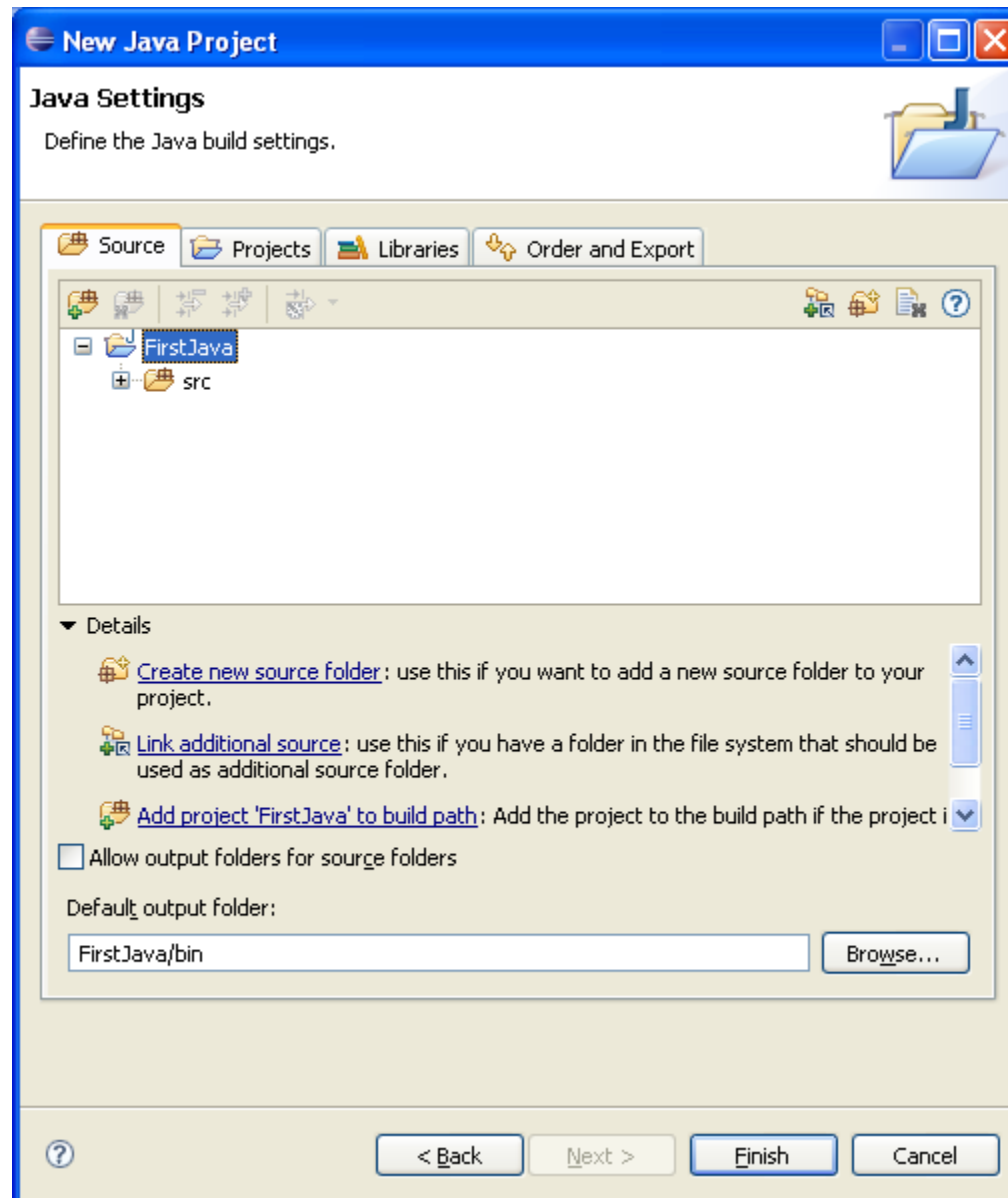
# **Develop Java Projects in Eclipse**

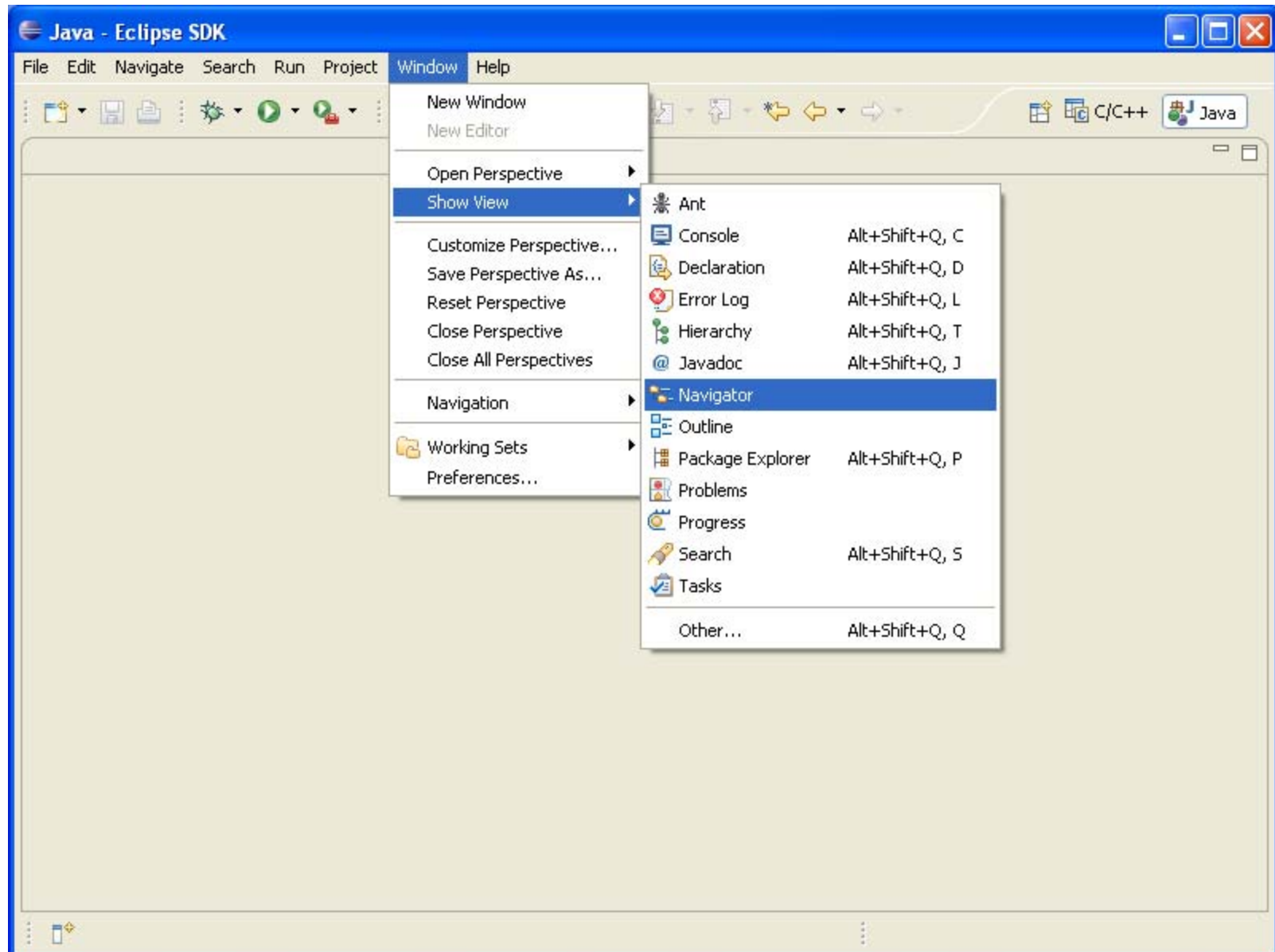


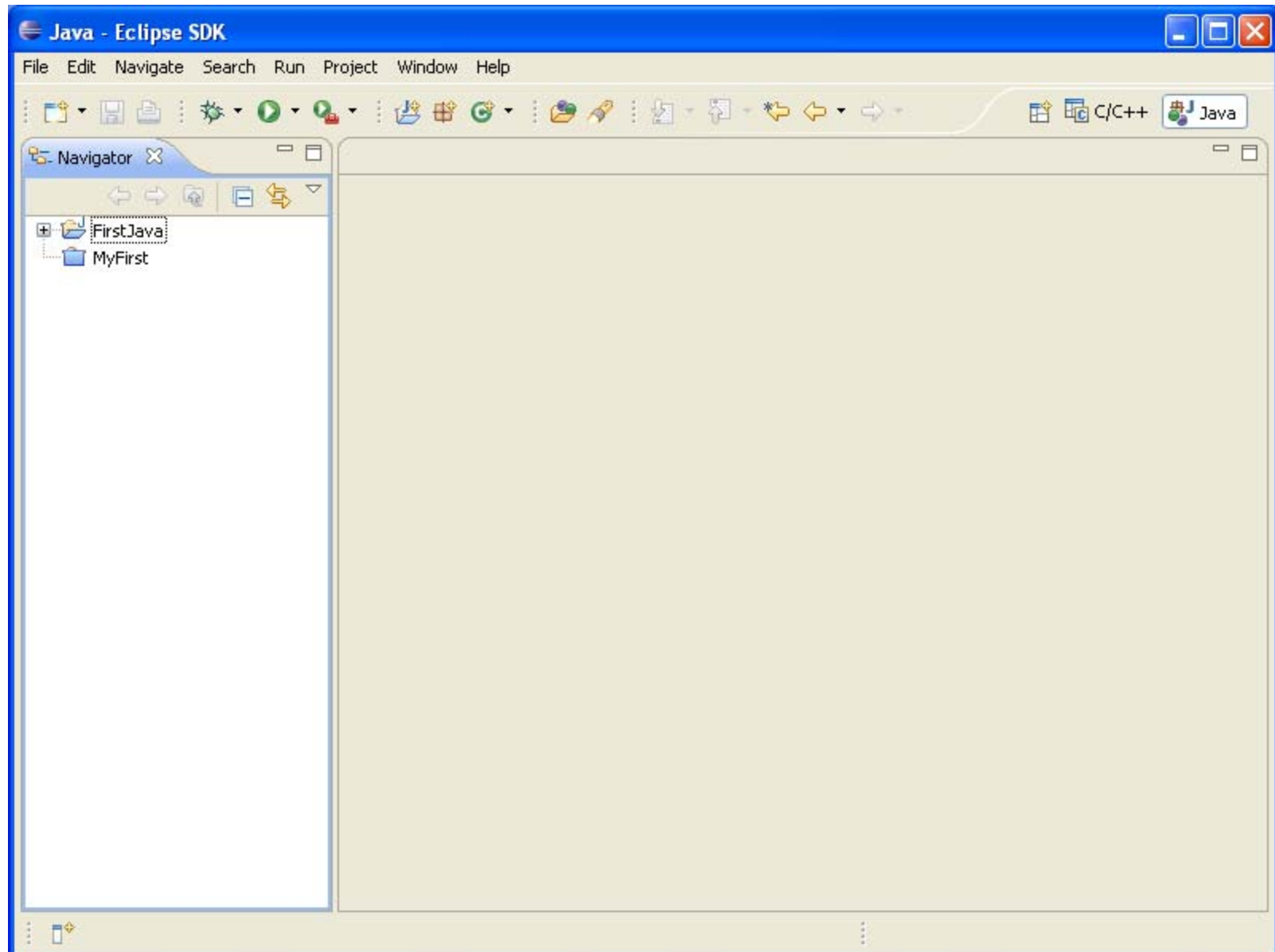


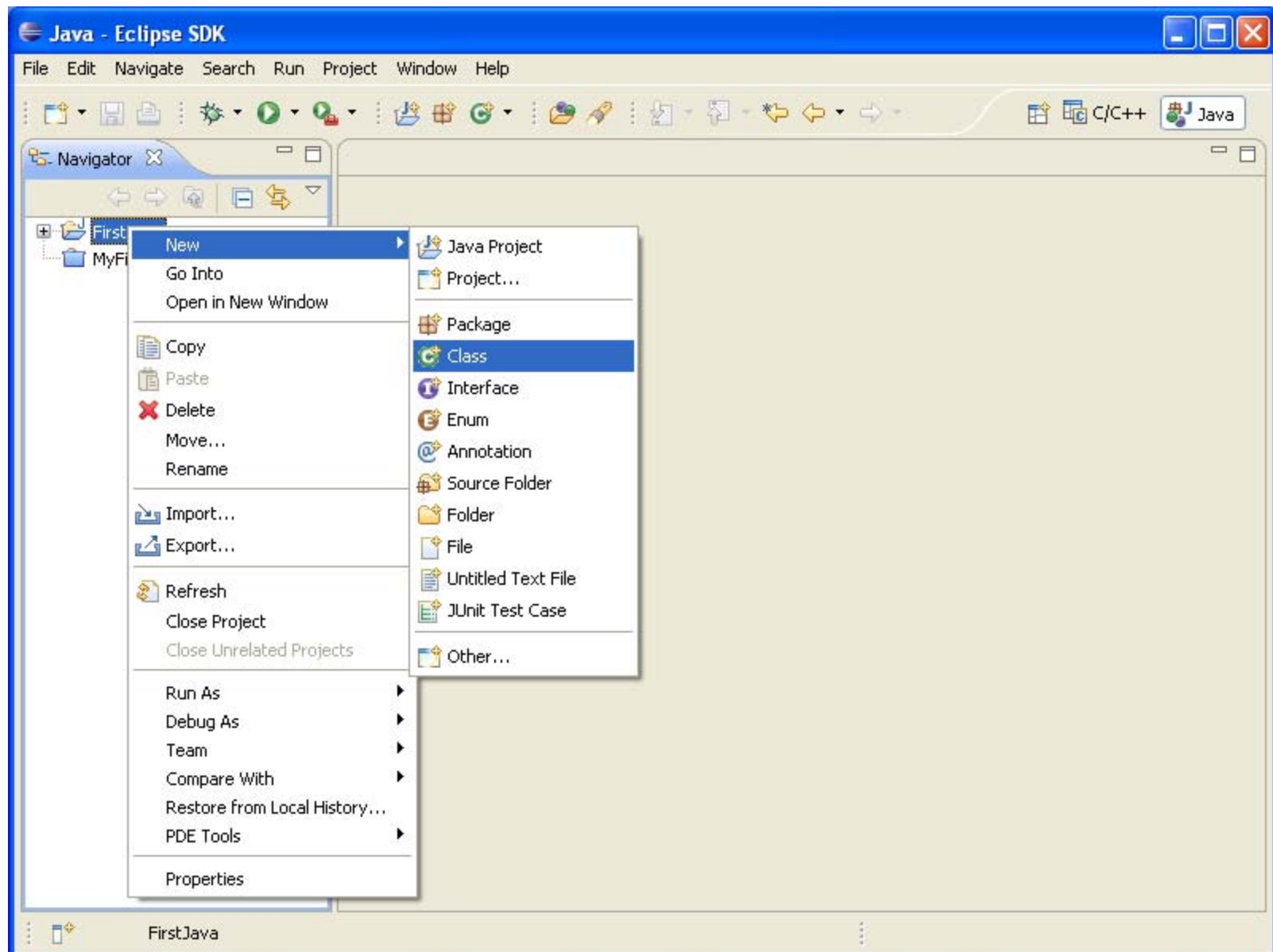













**New Java Class**

**Java Class**

 This package name is discouraged. By convention, package names usually start with a lowercase letter

Source folder:

Package:

☐ Enclosing type:

Name:

Modifiers: ☒ public ☐ default ☐ private ☐ protected  
☐ abstract ☐ final ☐ static

Superclass:

Interfaces:

Which method stubs would you like to create?

☐ public static void main(String[] args)

☐ Constructors from superclass

☒ Inherited abstract methods

Do you want to add comments as configured in the [properties](#) of the current project?

☐ Generate comments

**New Java Class**

**Java Class**  
Create a new Java class.

Source folder: FirstJava/src Browse...

Package: firstjava Browse...

☐ Enclosing type: Browse...

Name: Person

Modifiers: ☒ public ☐ default ☐ private ☐ protected  
☐ abstract ☐ final ☐ static

Superclass: java.lang.Object Browse...

Interfaces: Add...  
Remove

Which method stubs would you like to create?

☐ public static void main(String[] args)

☐ Constructors from superclass

☐ Inherited abstract methods

Do you want to add comments as configured in the [properties](#) of the current project?

☒ Generate comments

? Finish Cancel

**New Java Class**

**Java Class**  
Create a new Java class.

Source folder:

Package:

☐ Enclosing type:

Name:

Modifiers: ☒ public ☐ default ☐ private ☐ protected  
☐ abstract ☐ final ☐ static

Superclass:

Interfaces:

Which method stubs would you like to create?

☐ public static void main(String[] args)

☒ Constructors from superclass

☒ Inherited abstract methods

Do you want to add comments as configured in the [properties](#) of the current project?

☒ Generate comments

**New Java Class**

**Java Class**  
Create a new Java class.

Source folder: FirstJava/src Browse...

Package: firstjava Browse...

☐ Enclosing type: Browse...


Name: FirstJavaMain

Modifiers: ☒ public ☐ default ☐ private ☐ protected  
☐ abstract ☐ final ☐ static

Superclass: java.lang.Object Browse...

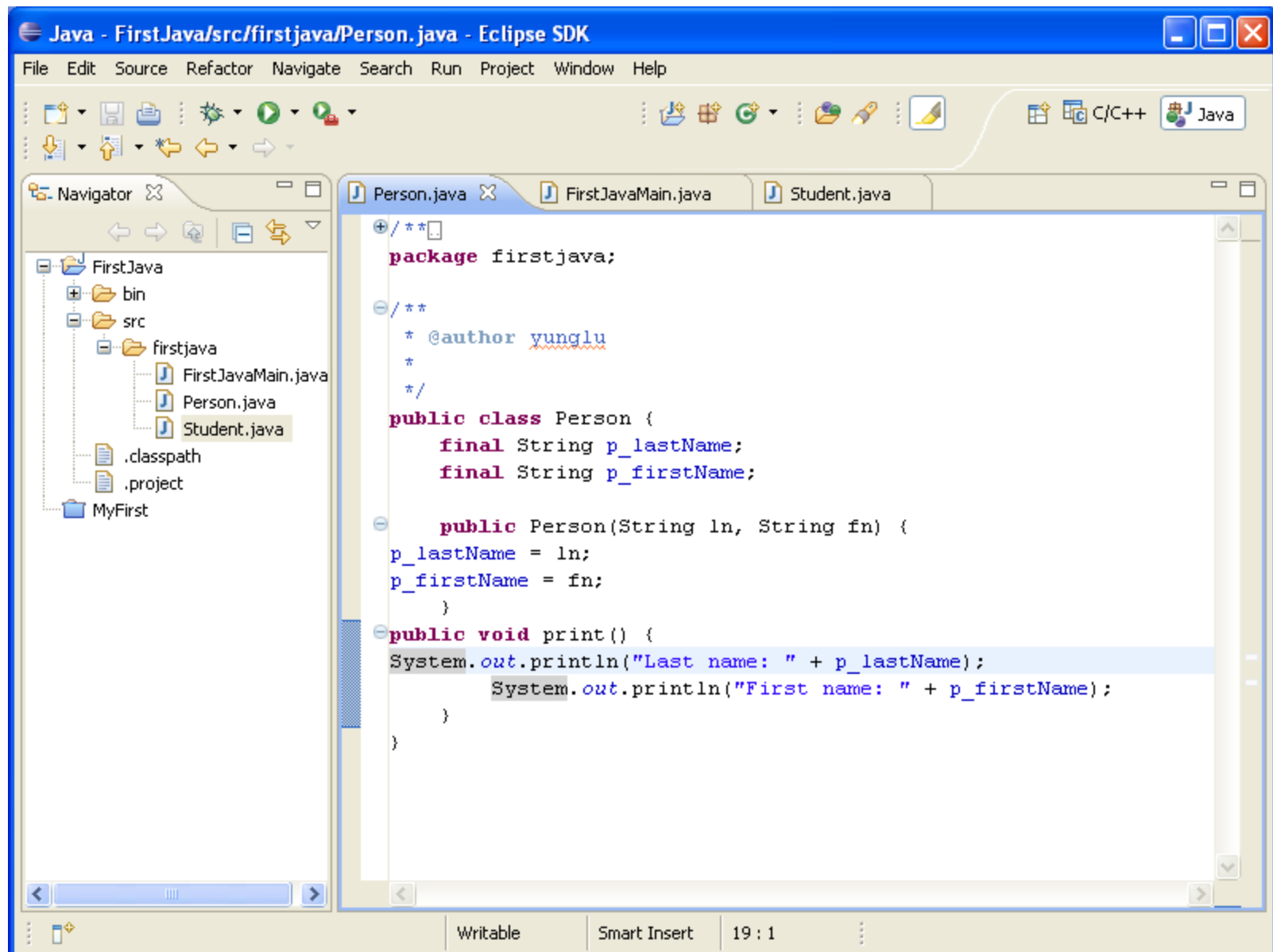
Interfaces: Add...  
Remove

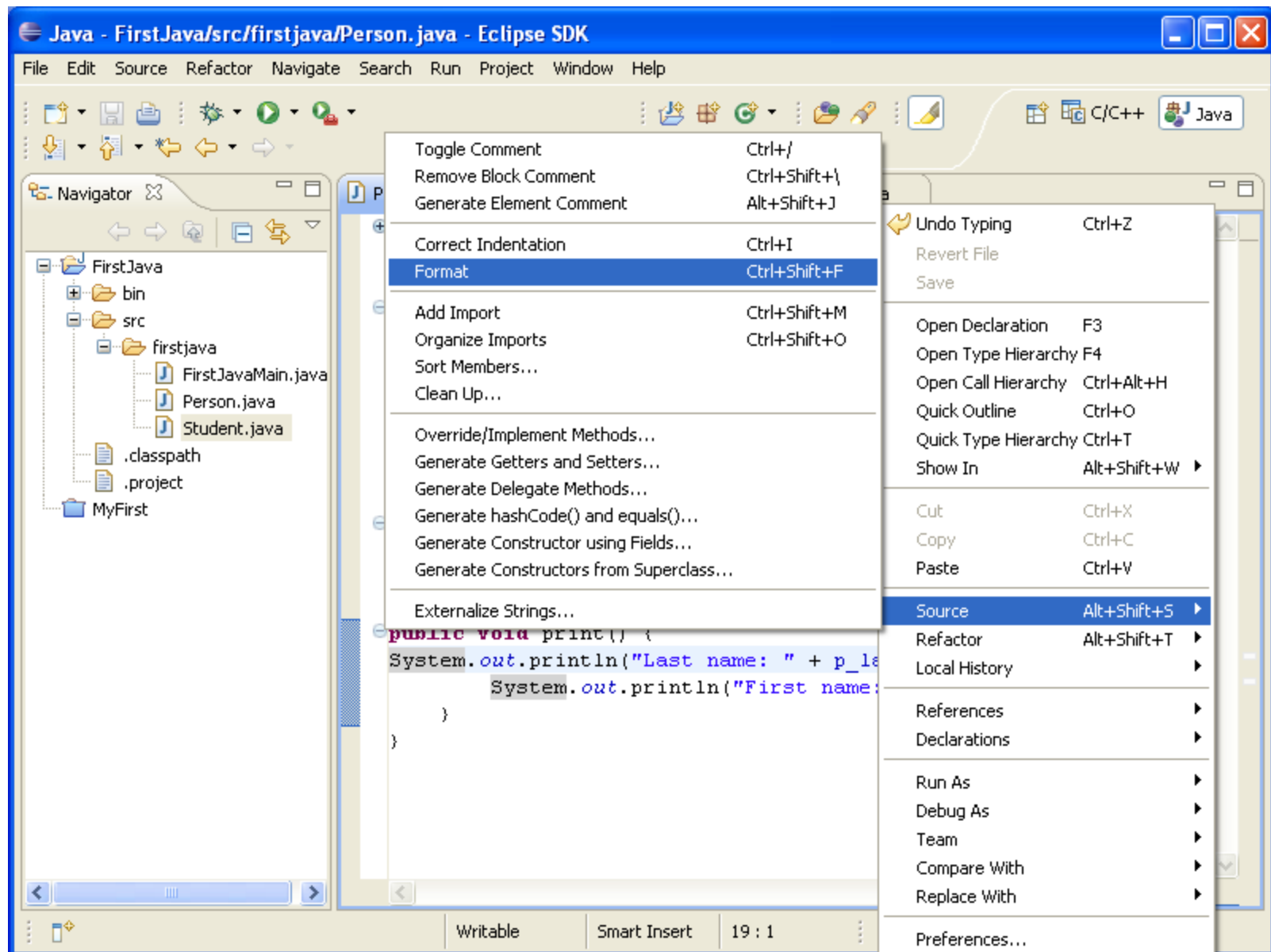
Which method stubs would you like to create?

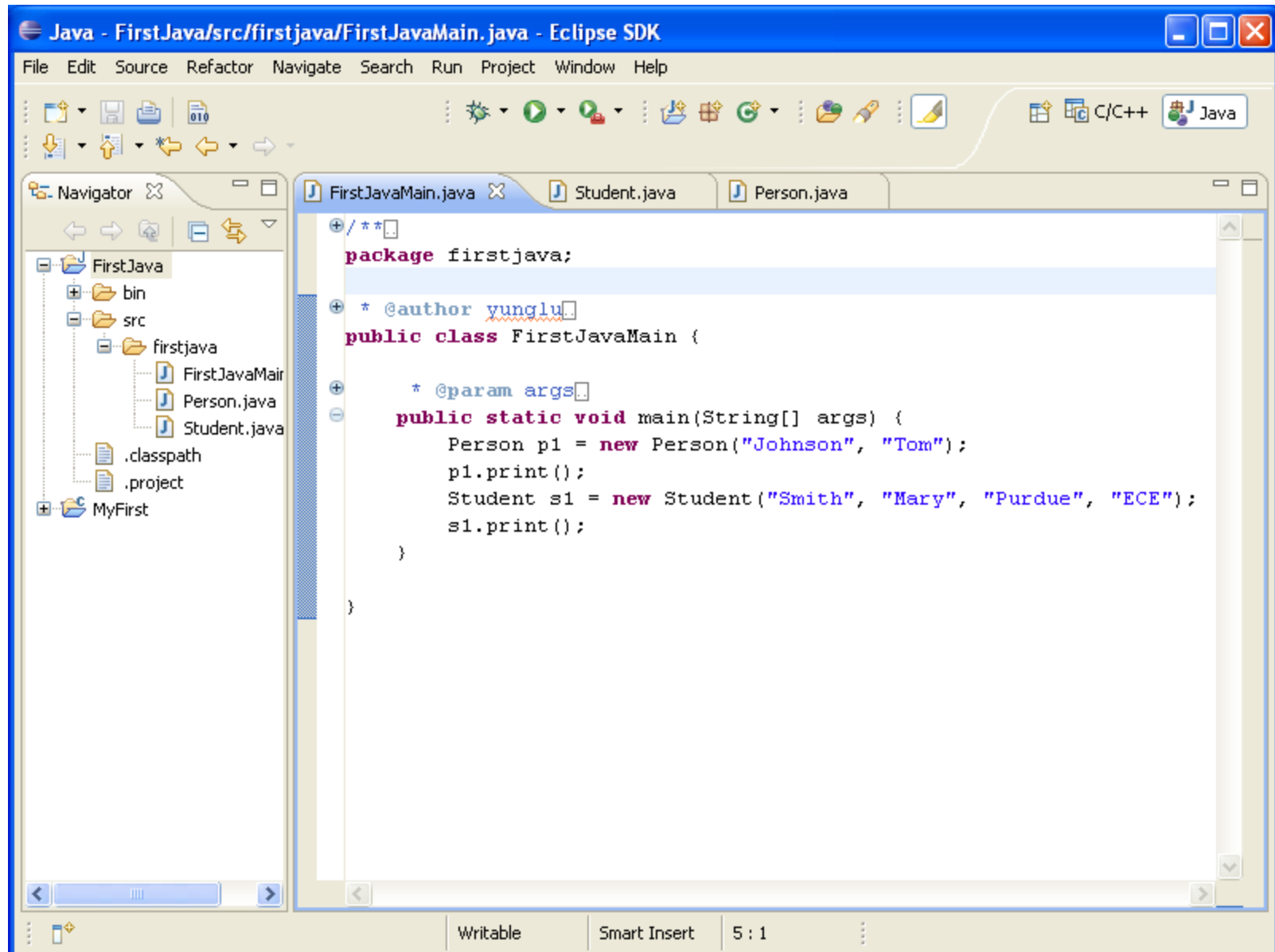
 ☒ public static void main(String[] args)  
☐ Constructors from superclass  
☐ Inherited abstract methods

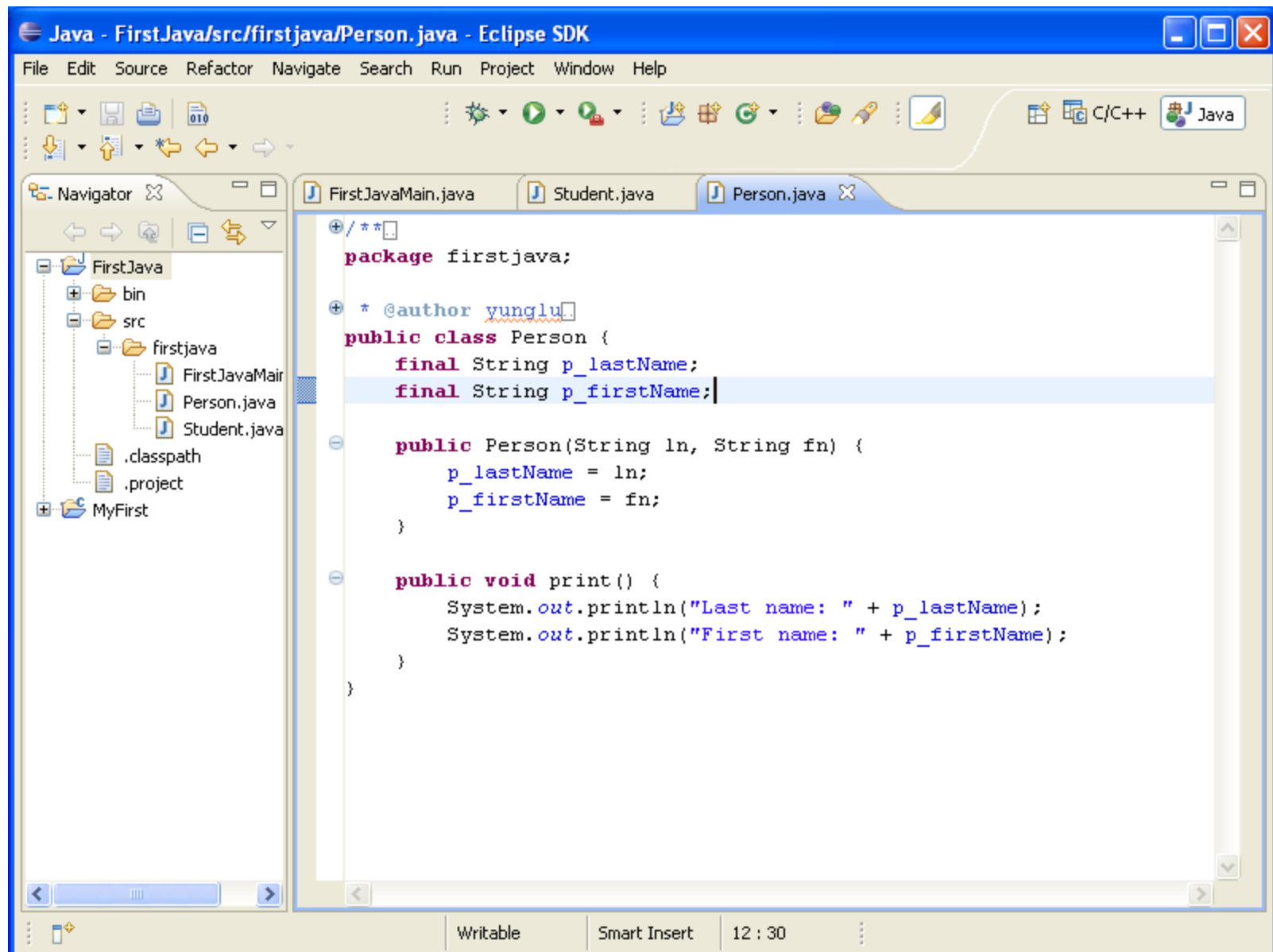
Do you want to add comments as configured in the [properties](#) of the current project?  
☒ Generate comments

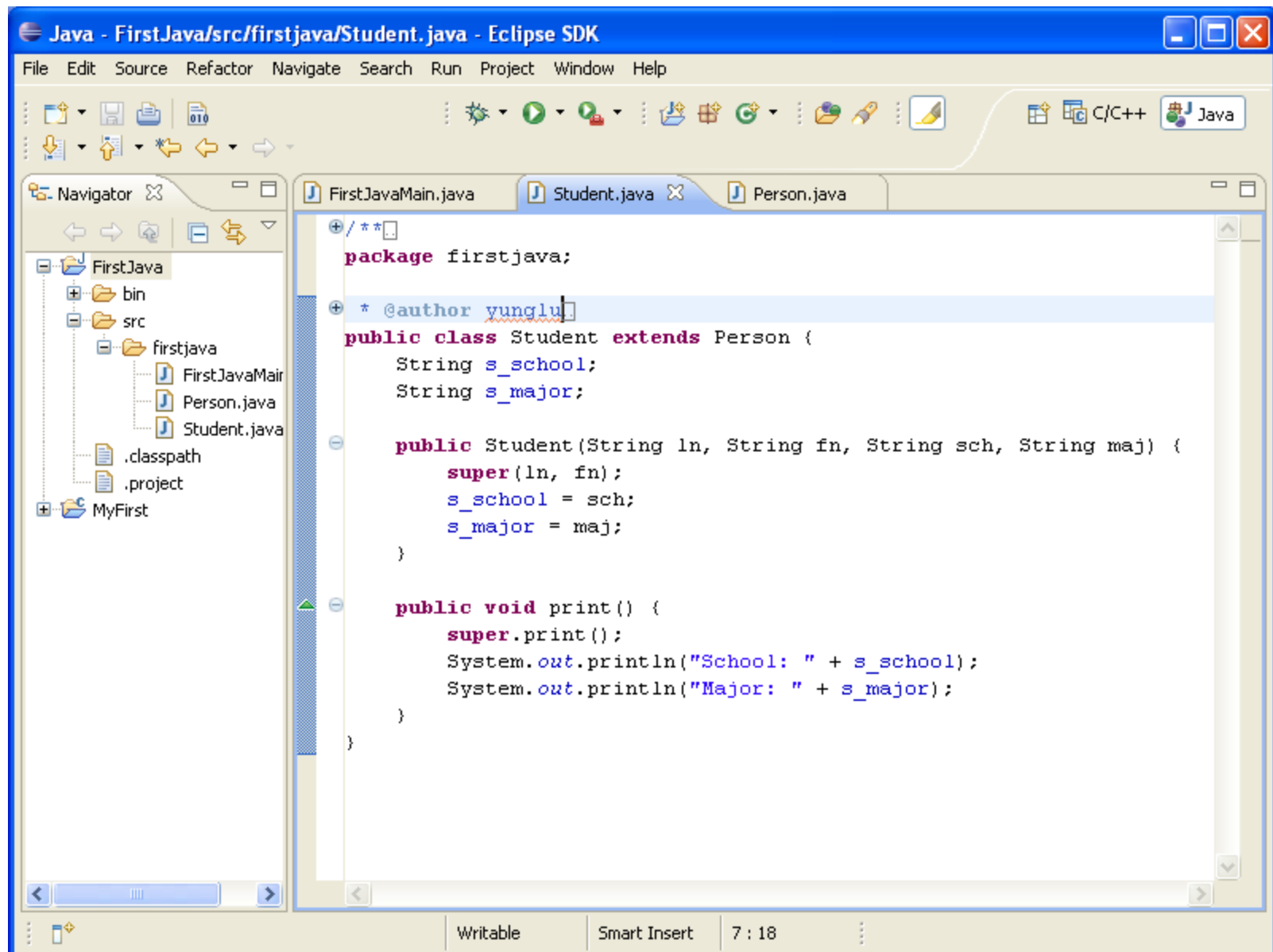
? Finish Cancel

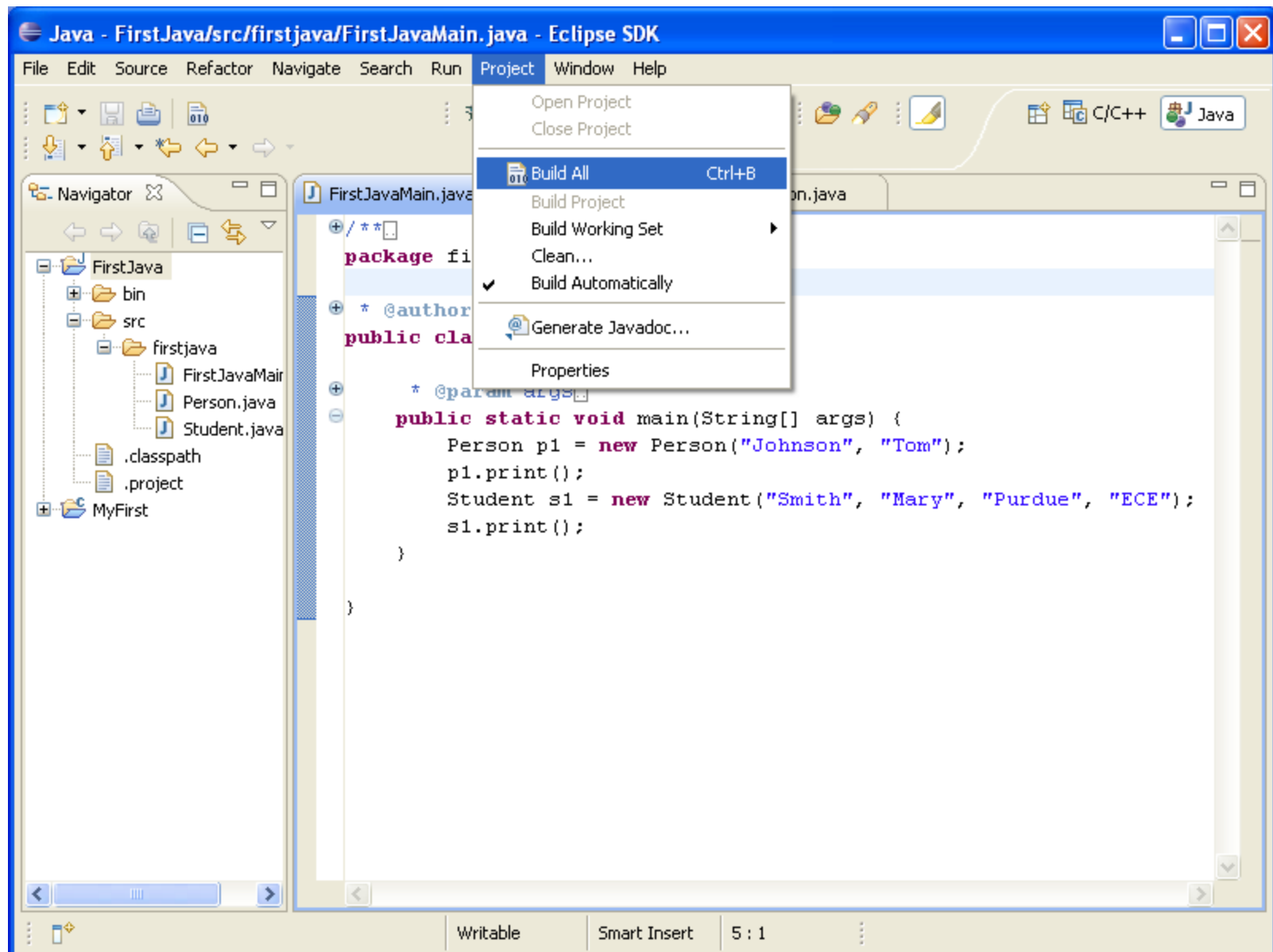


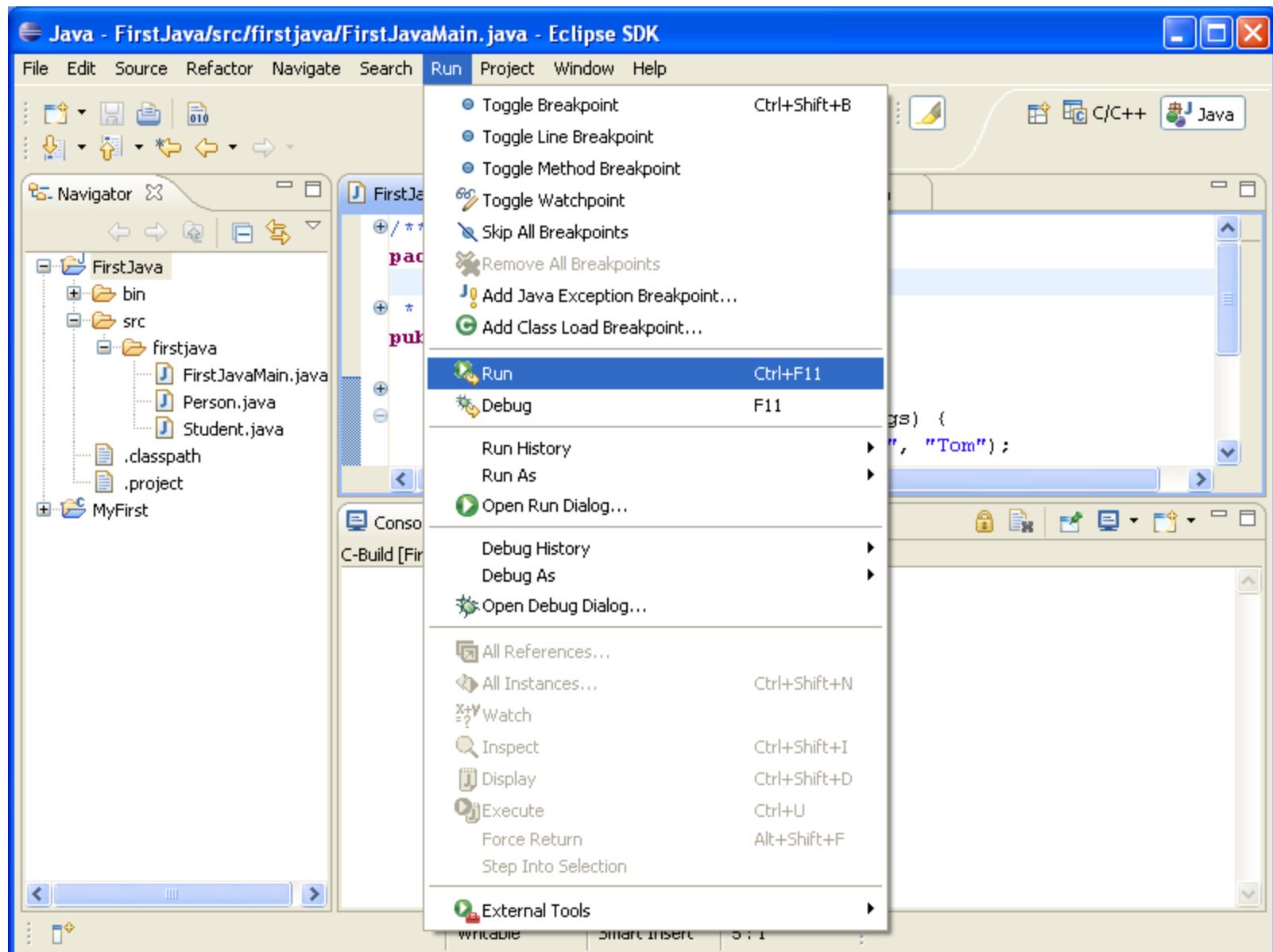


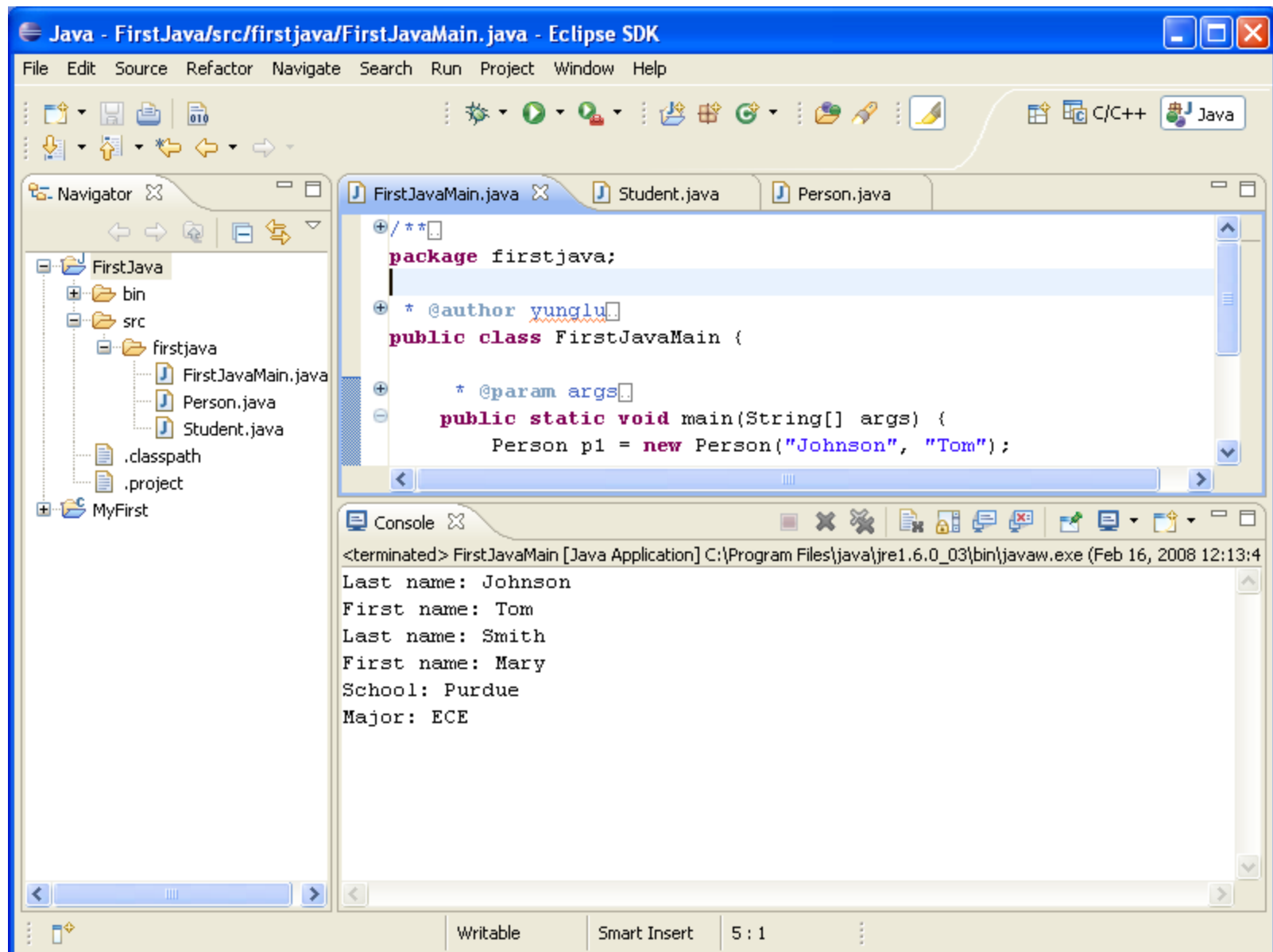


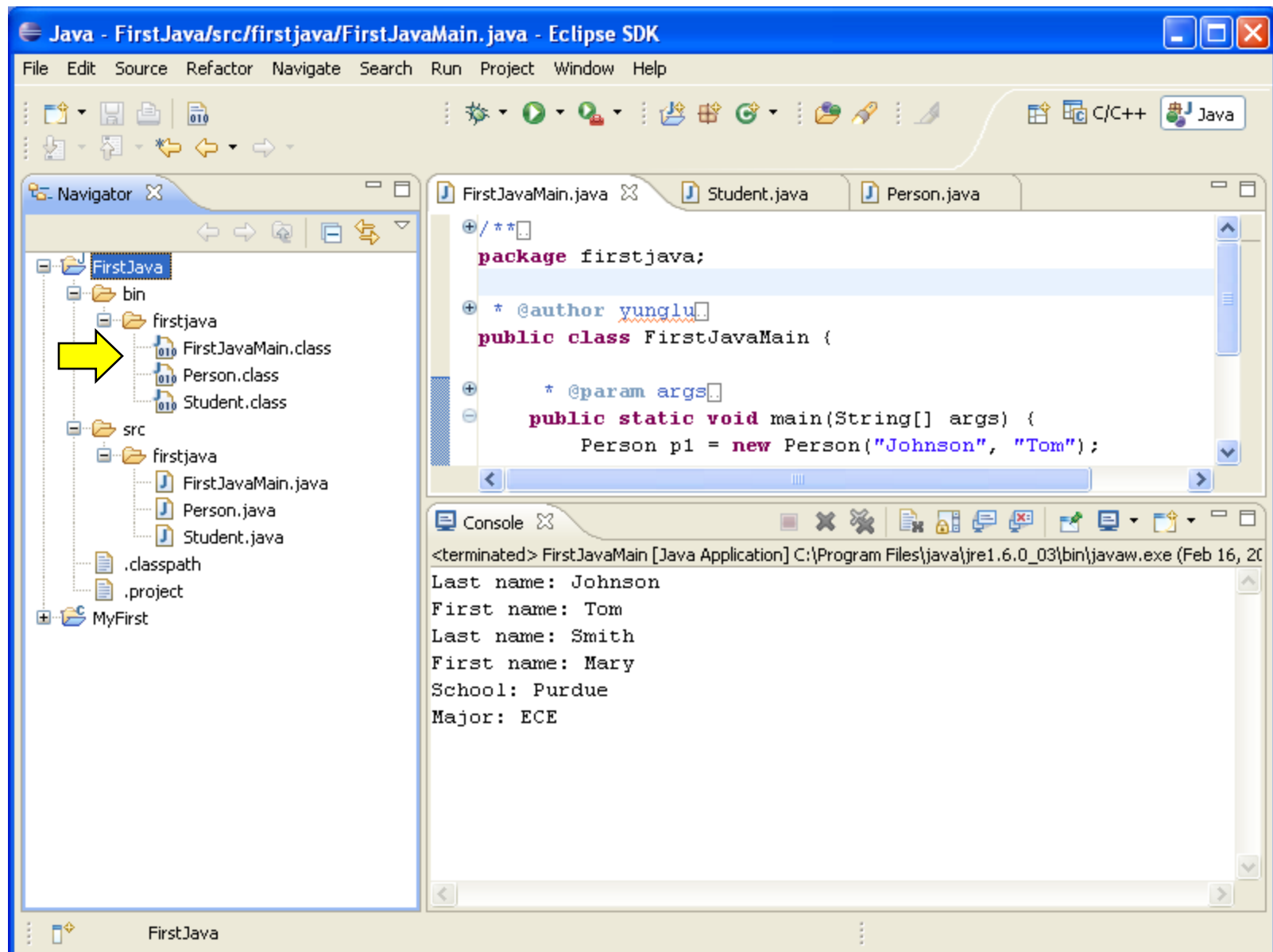


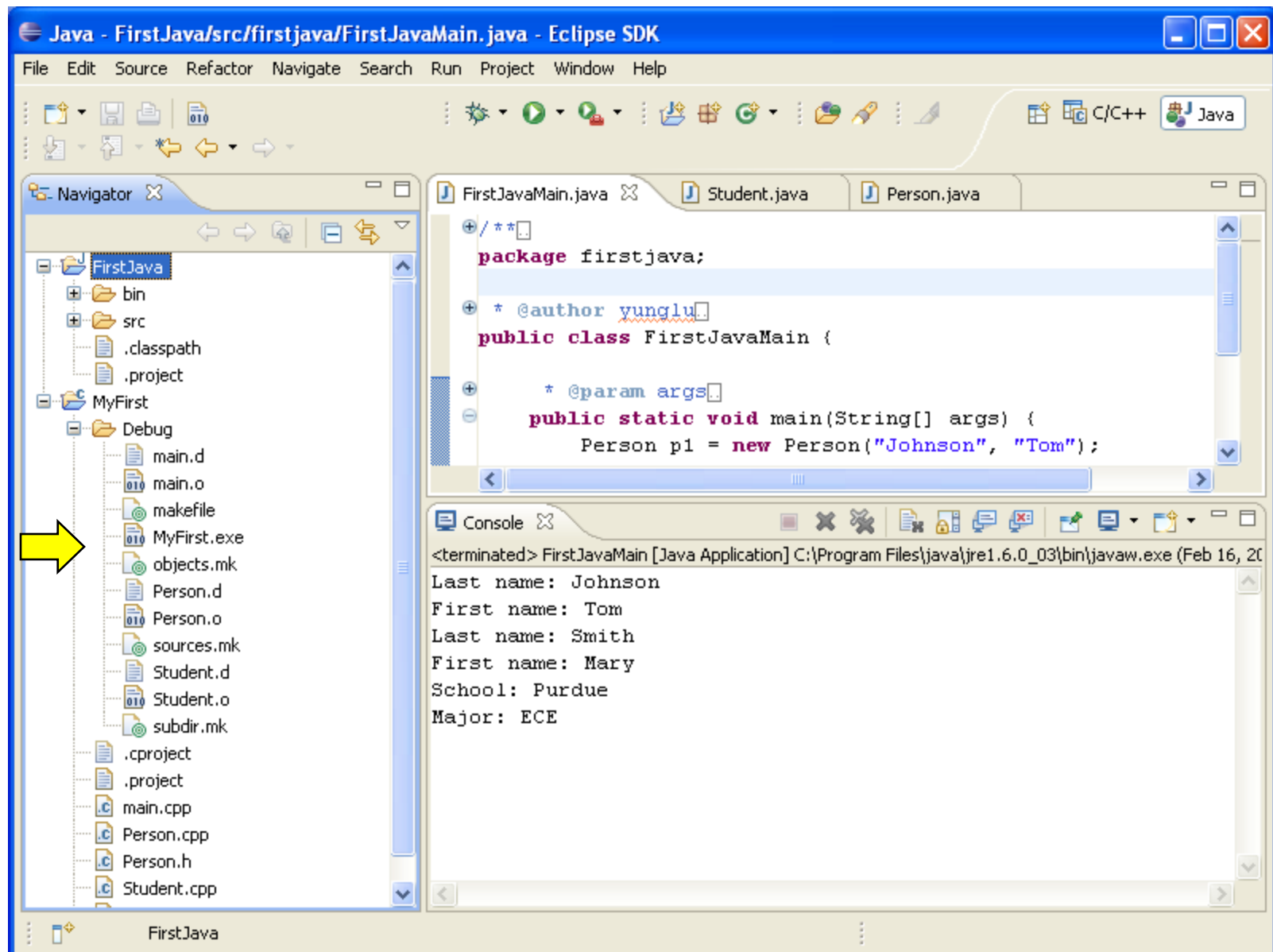












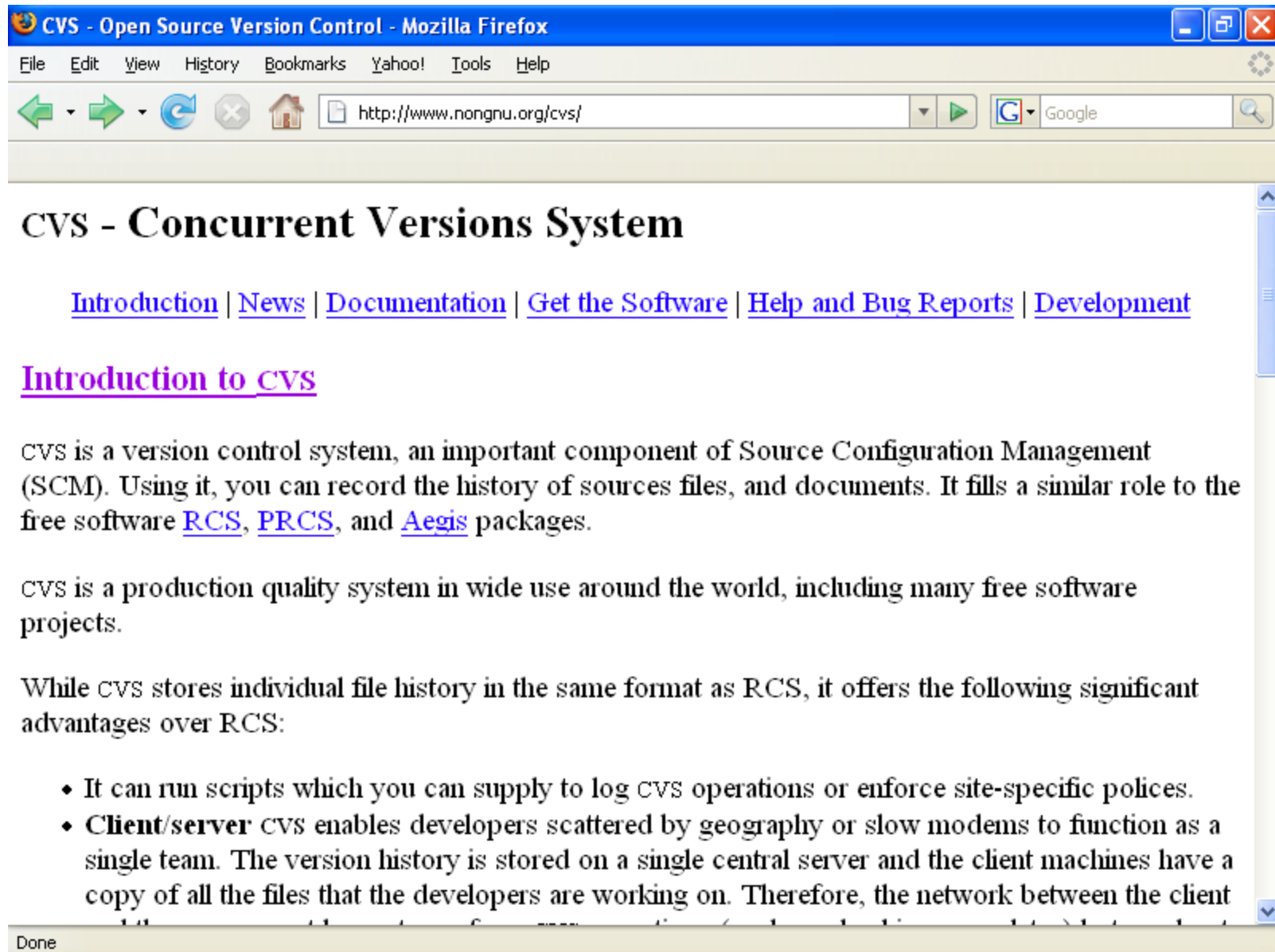
# C++ and Java Syntax

C++	Java
<code>int main(int argc, char * argv[])</code>	<code>public static void main(String[] args) {</code>
<code>Person p1("Johnson", "Tom");</code>	<code>Person p1 = new Person("Johnson", "Tom");</code>
<code>p1.print();</code>	<code>p1.print();</code>
<code>class Person { public:     Person(string ln, string fn);</code>	<code>public class Person {     public Person(String ln, String fn)     {</code>
<code>const string p_lastName;</code>	<code>final String p_lastName;</code>
<code>class Student: public Person</code>	<code>class Student extends Person</code>

# Version Control

Every assignment and every lab exercise **must** be submitted using the **CVS repository**.

Submission of the source code only will **not be graded**.

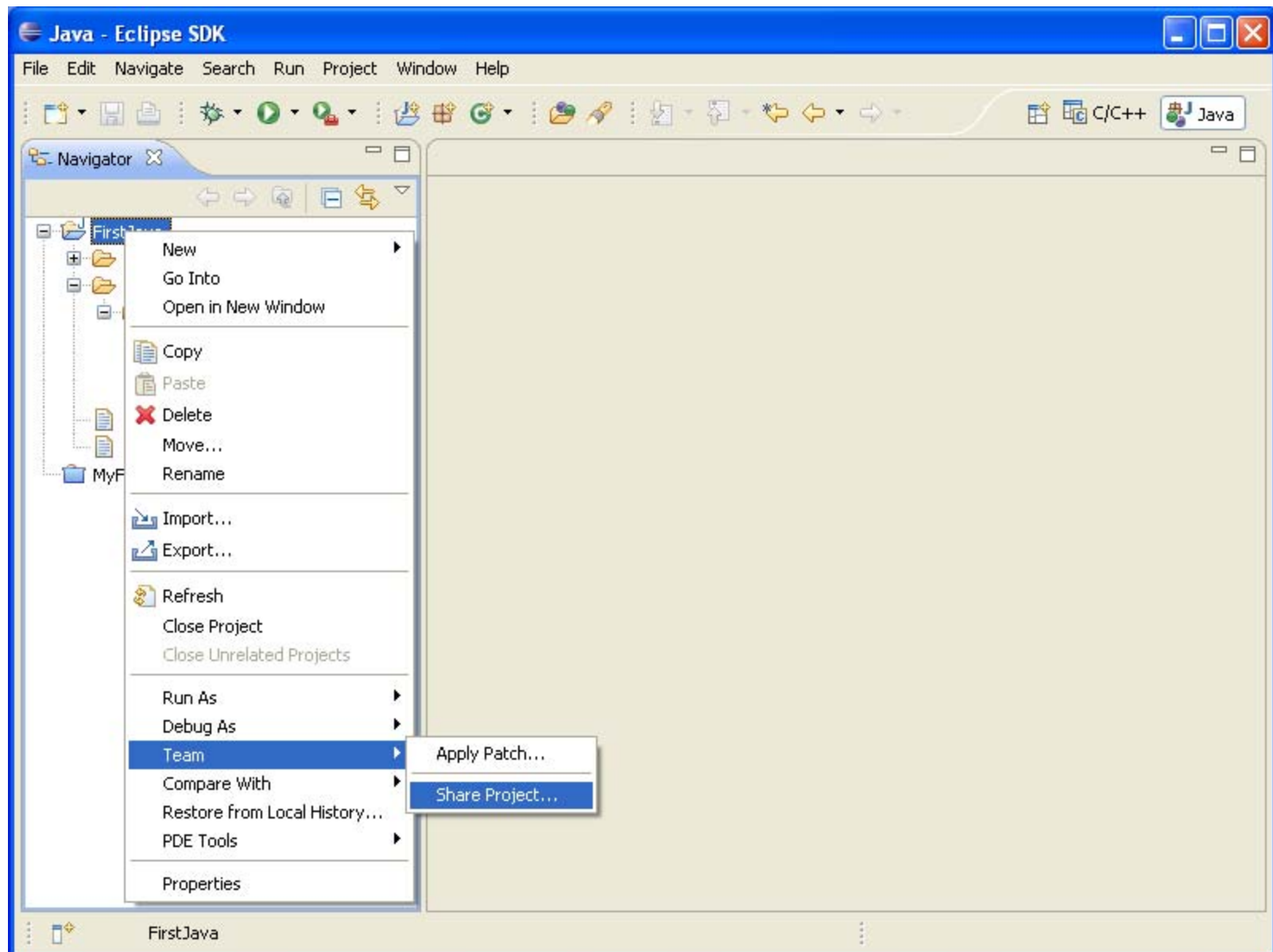


# Update and Commit

- update = pull the changes made by your teammates from the repository
- commit = push your changes to the repository so that your teammates can see
- update and commit **often**  $\Rightarrow$  keep your files and the repository "in sync"
- focus on one task at a time, finish it and commit it
- commit after adding a feature or fixing a bug
- use meaningful comments to indicate the progression of the project

# Prepare a Repository

- enter your 462 account
- make a directory called "projects"
- enter the "projects" directory
- make a directory called "CVSROOT"



**Share Project**

**Enter Repository Location Information**

Define the location and protocol required to connect with an existing CVS repository.

**Location**

Host: msee190pc5.ecn.purdue.edu

Repository path: /home/shay/a/ee462b30/projects

**Authentication**

User: ee462b30

Password: ●●●●●●●●

**Connection**

Connection type: extssh


☒ Use default port


☐ Use port:

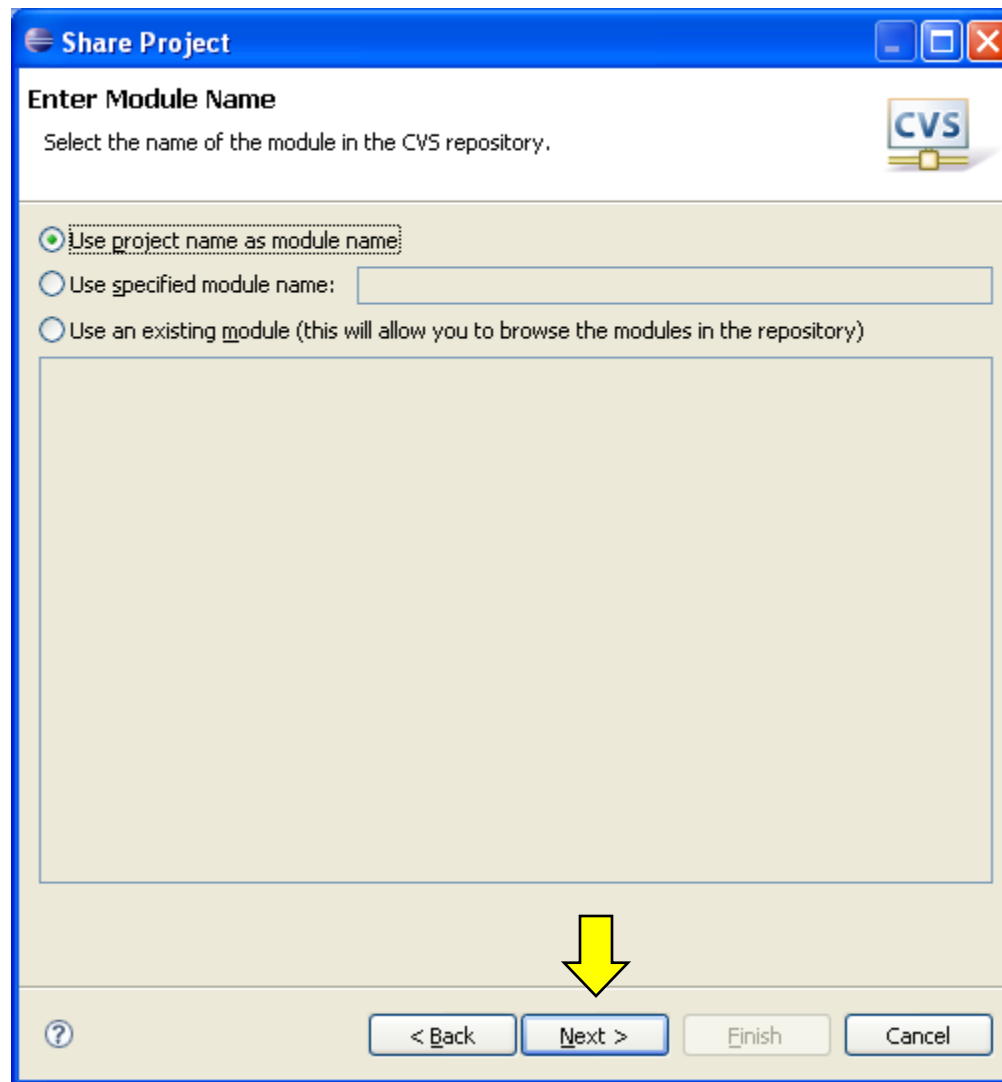
☐ Save password

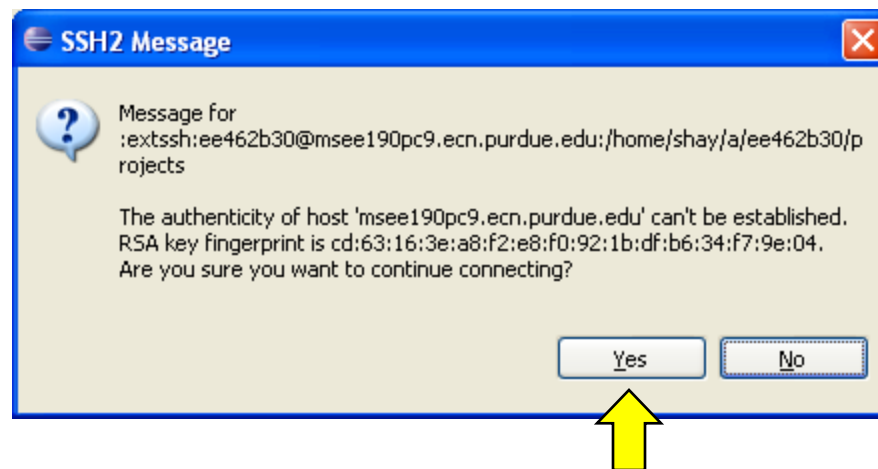
⚠ Saved passwords are stored on your computer in a file that is difficult, but not impossible, for an intruder to read.

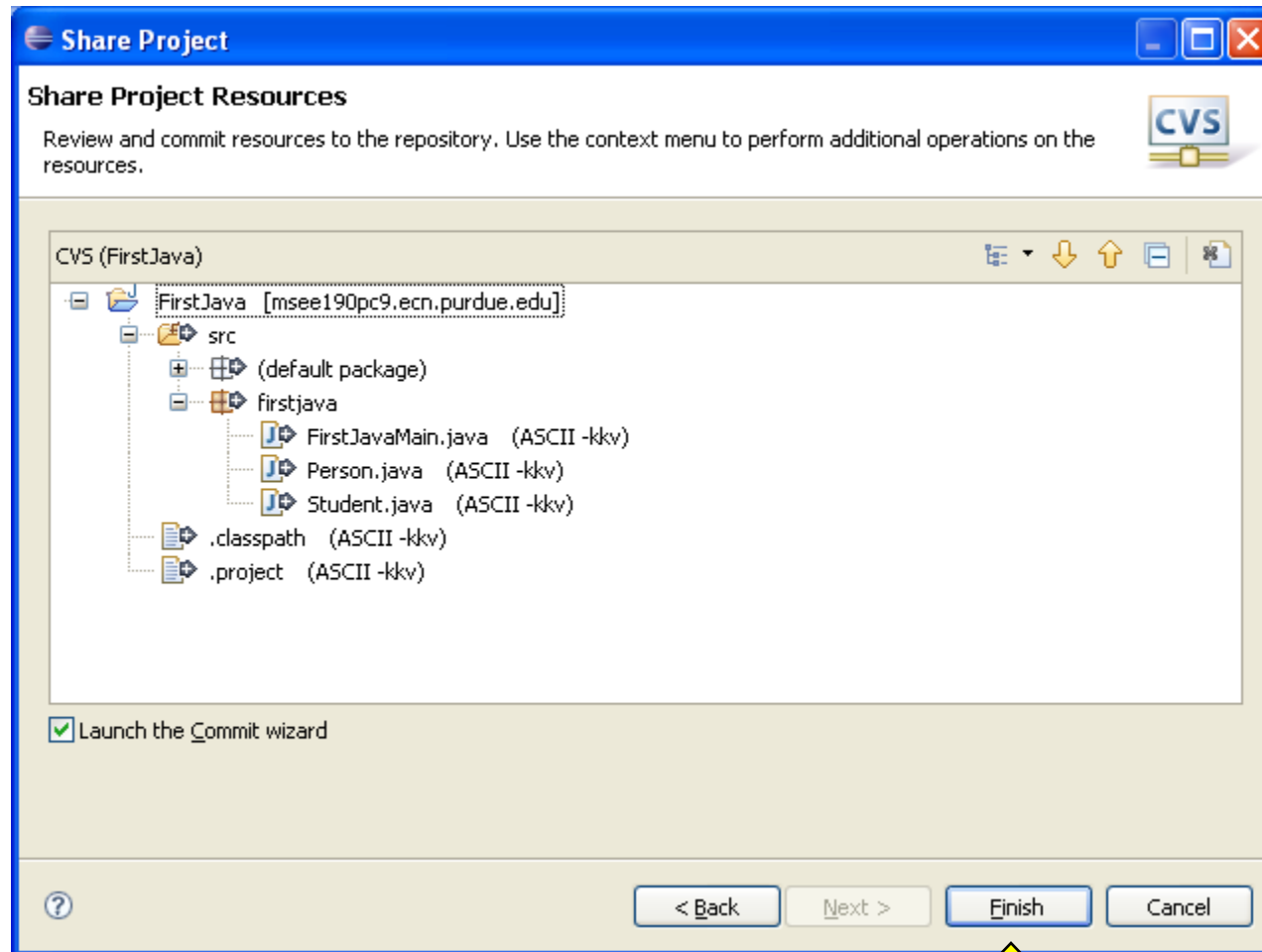
[Configure connection preferences...](#)

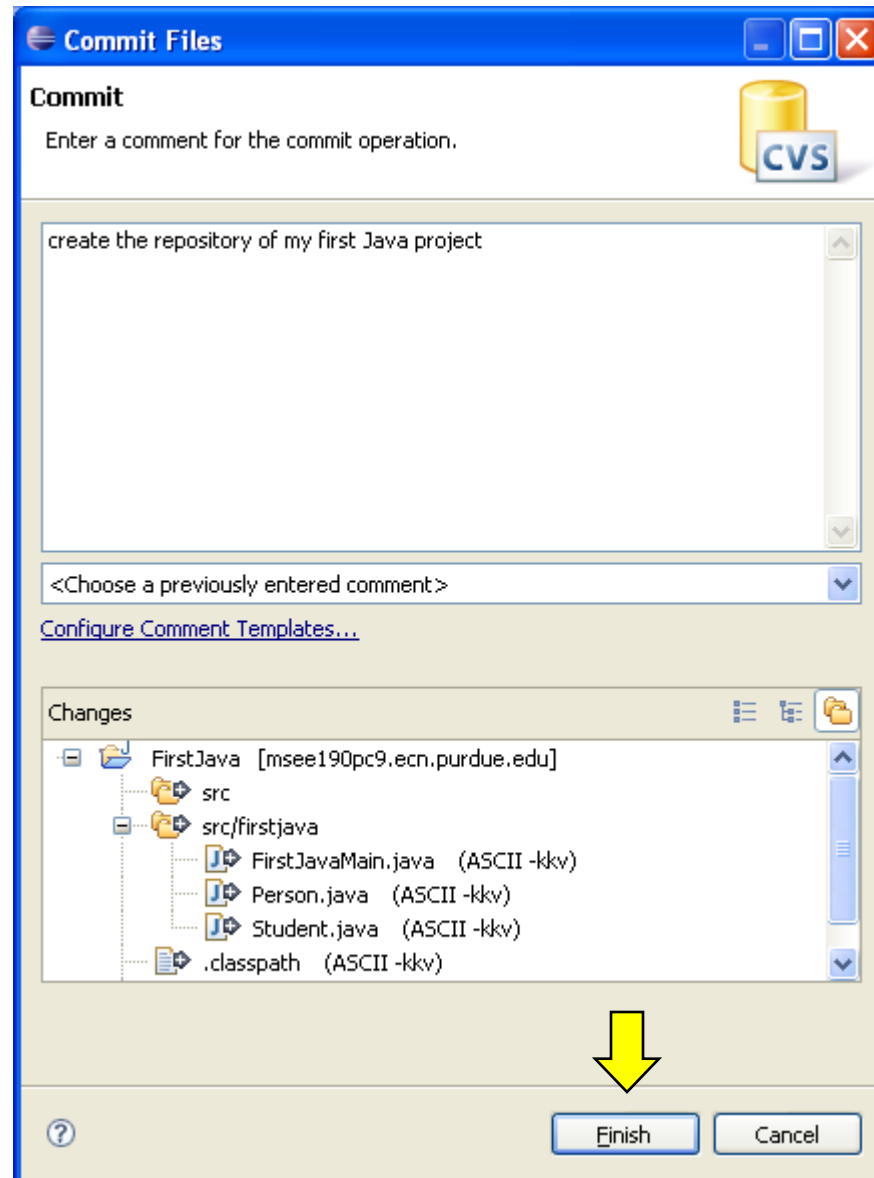


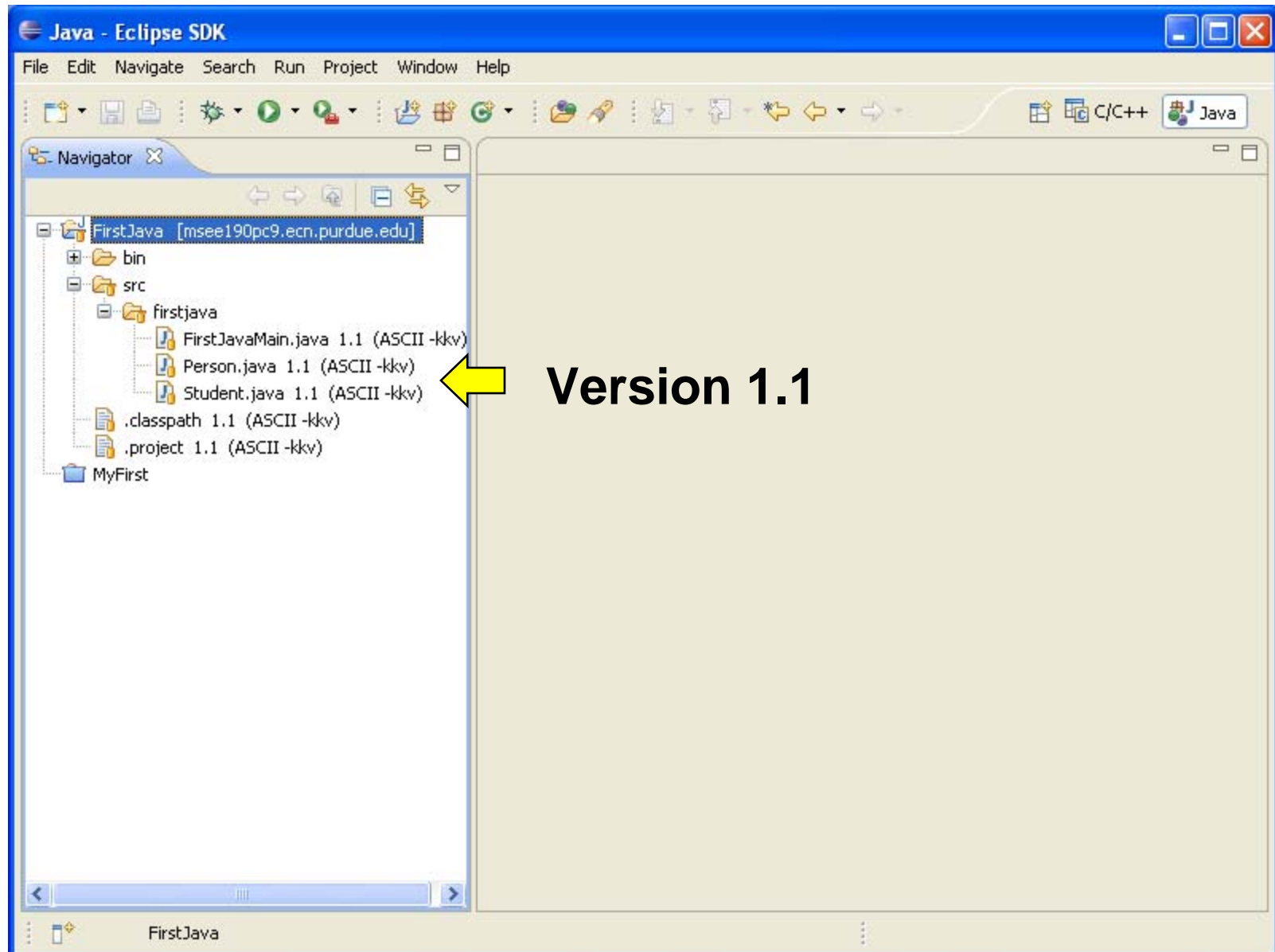
 < Back **Next >** Finish Cancel

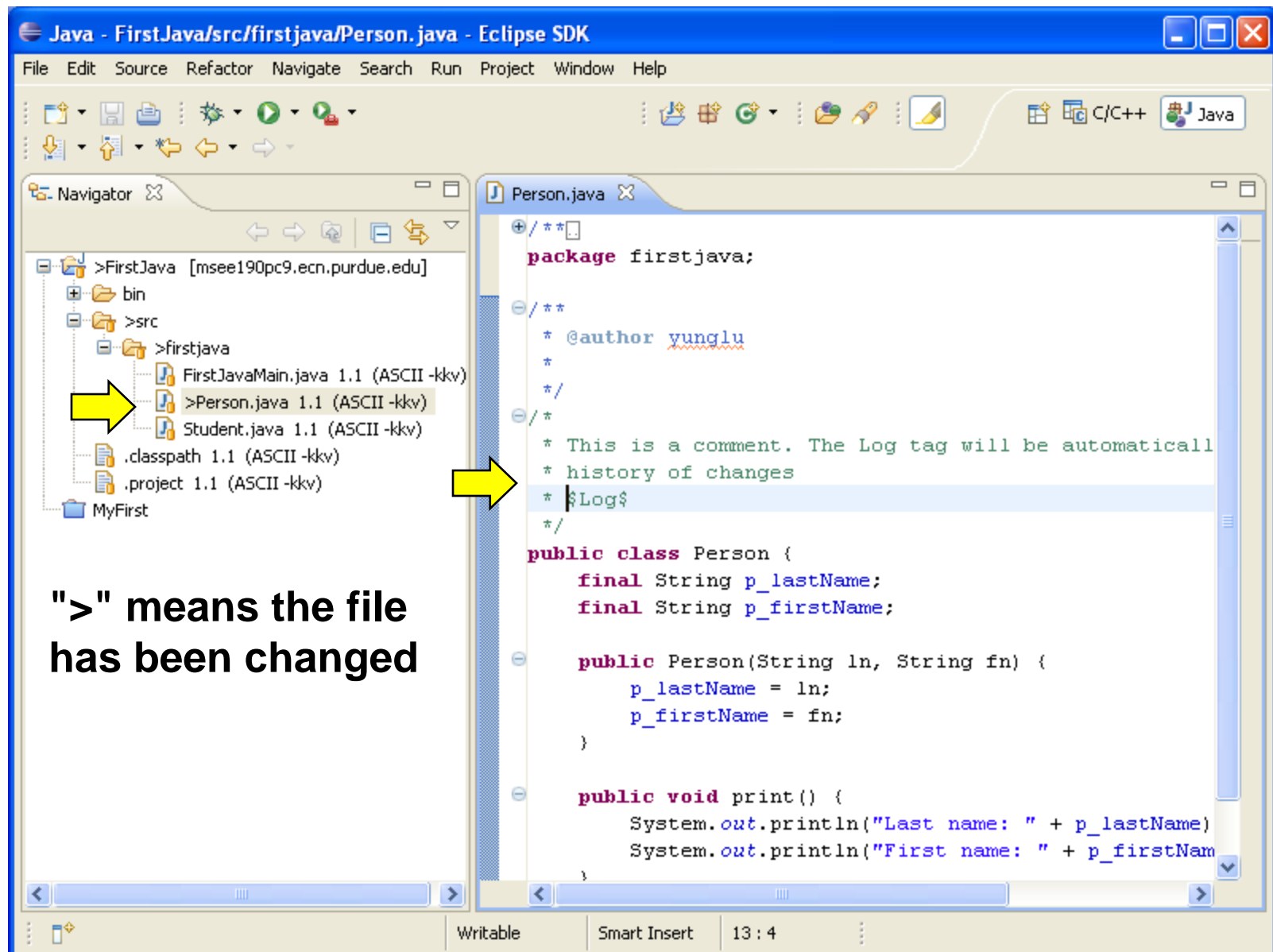


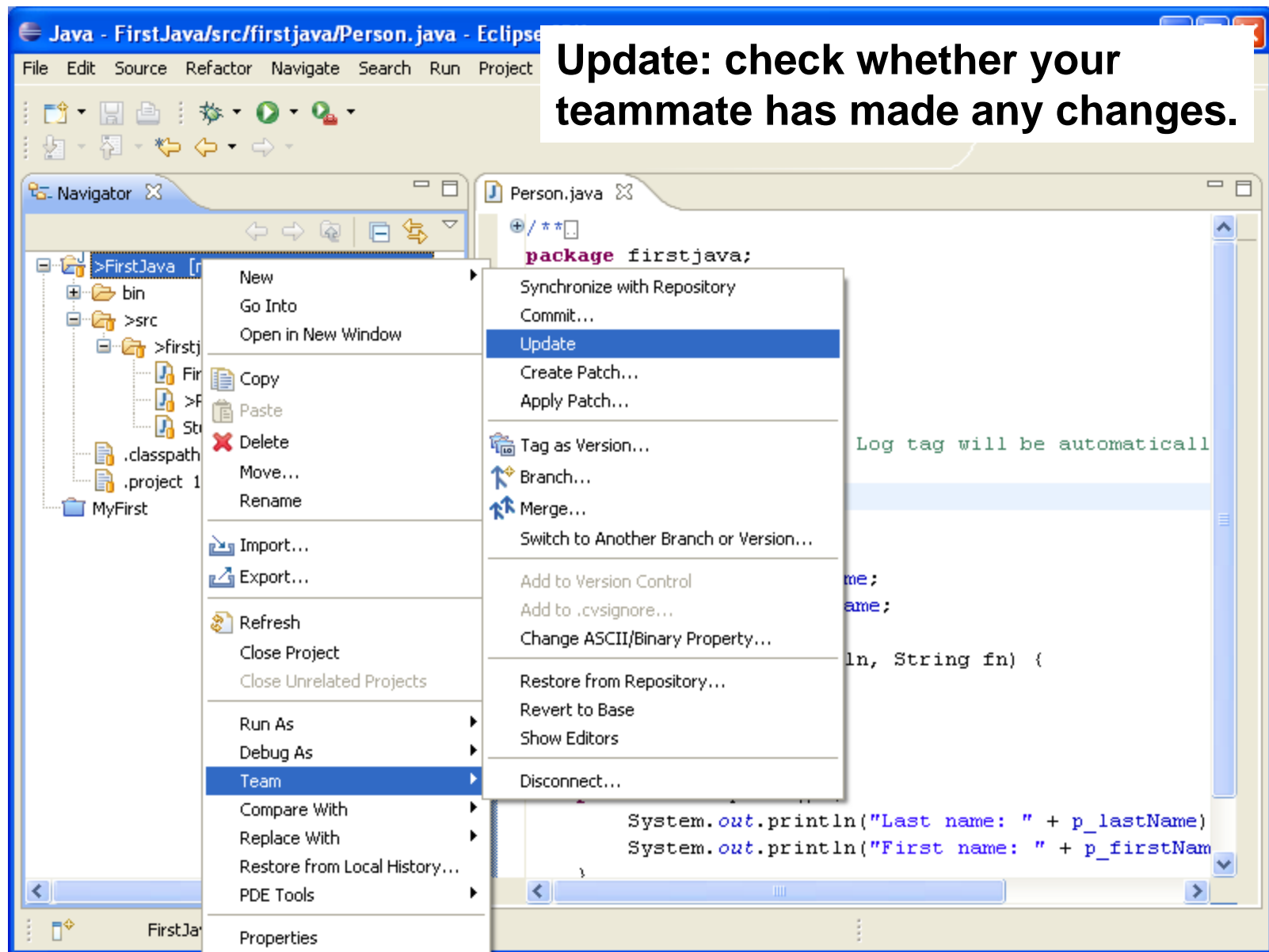




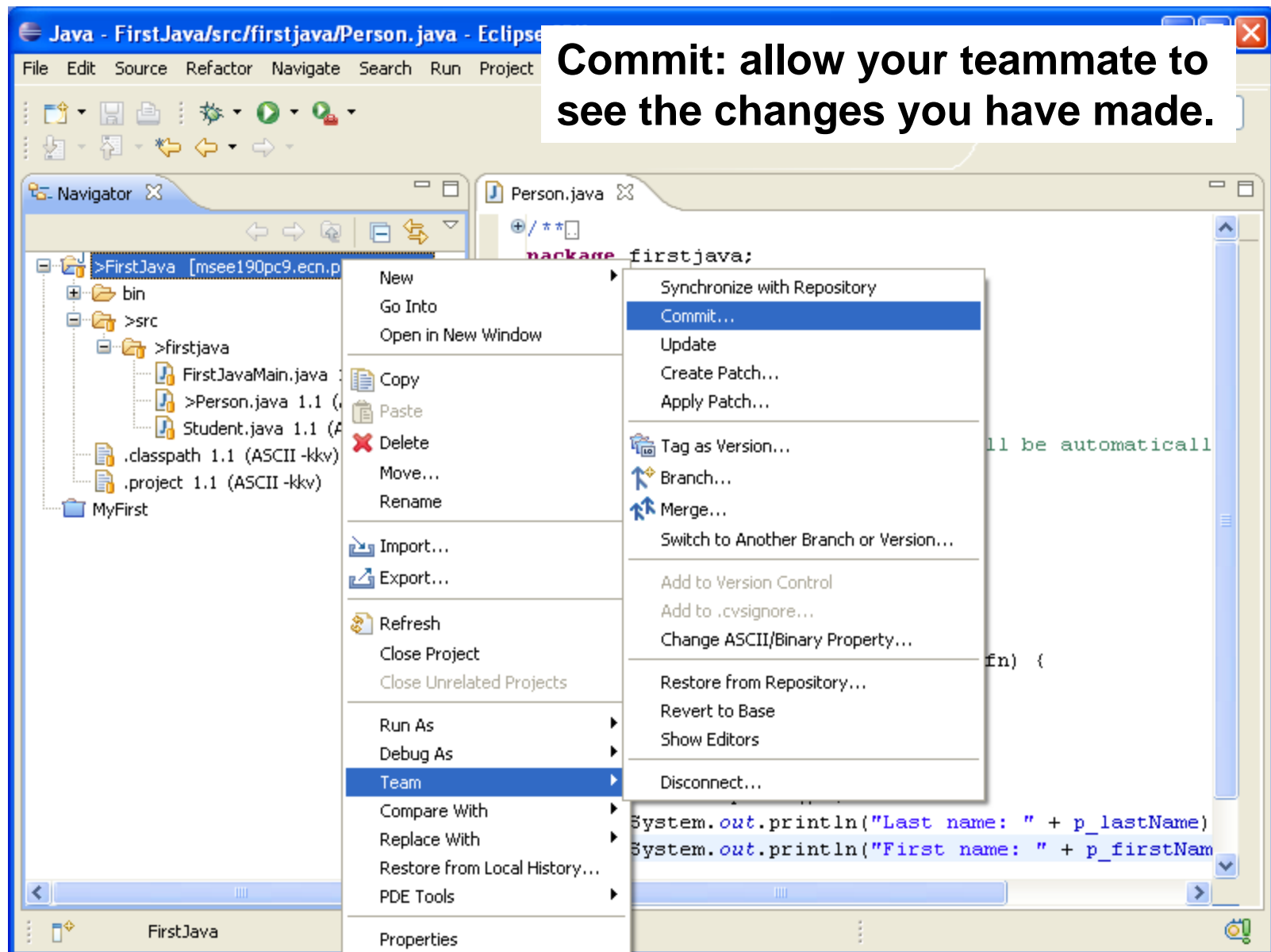








**Update: check whether your teammate has made any changes.**

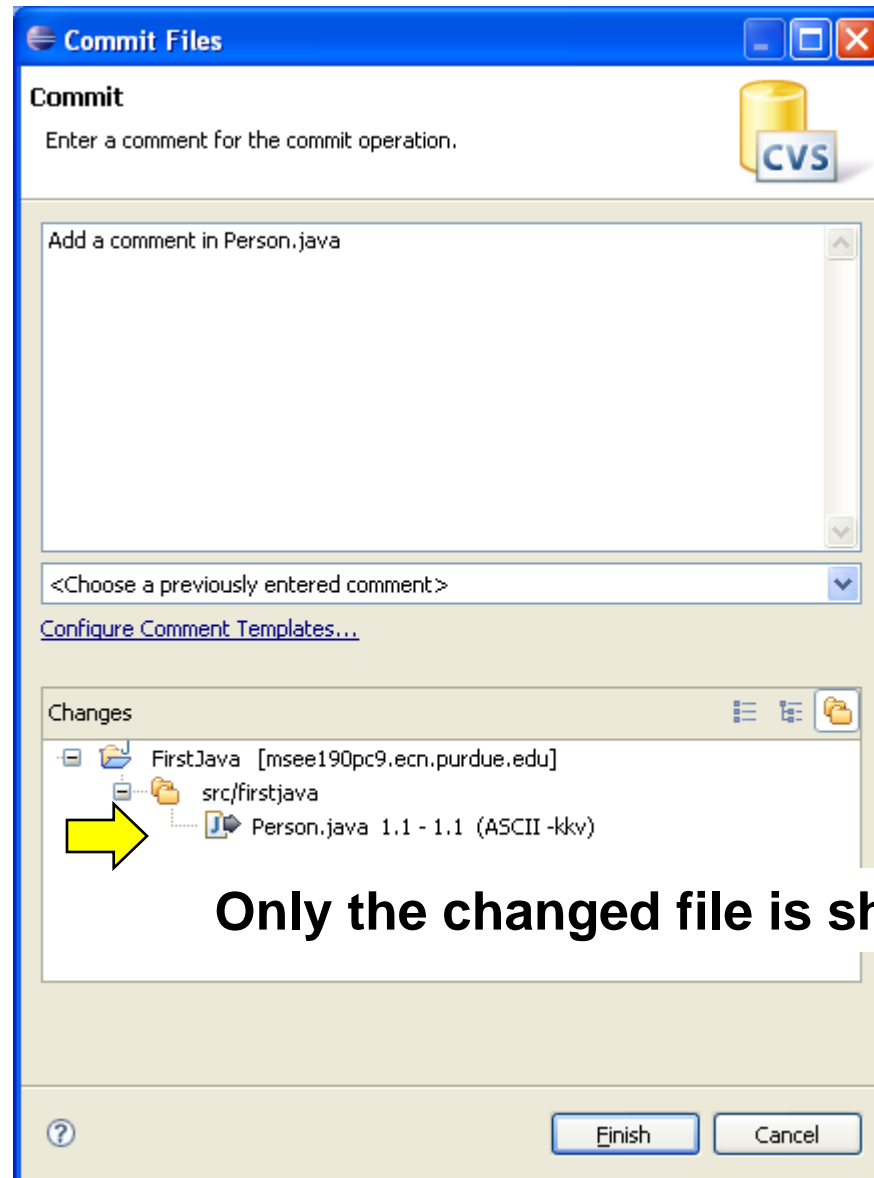


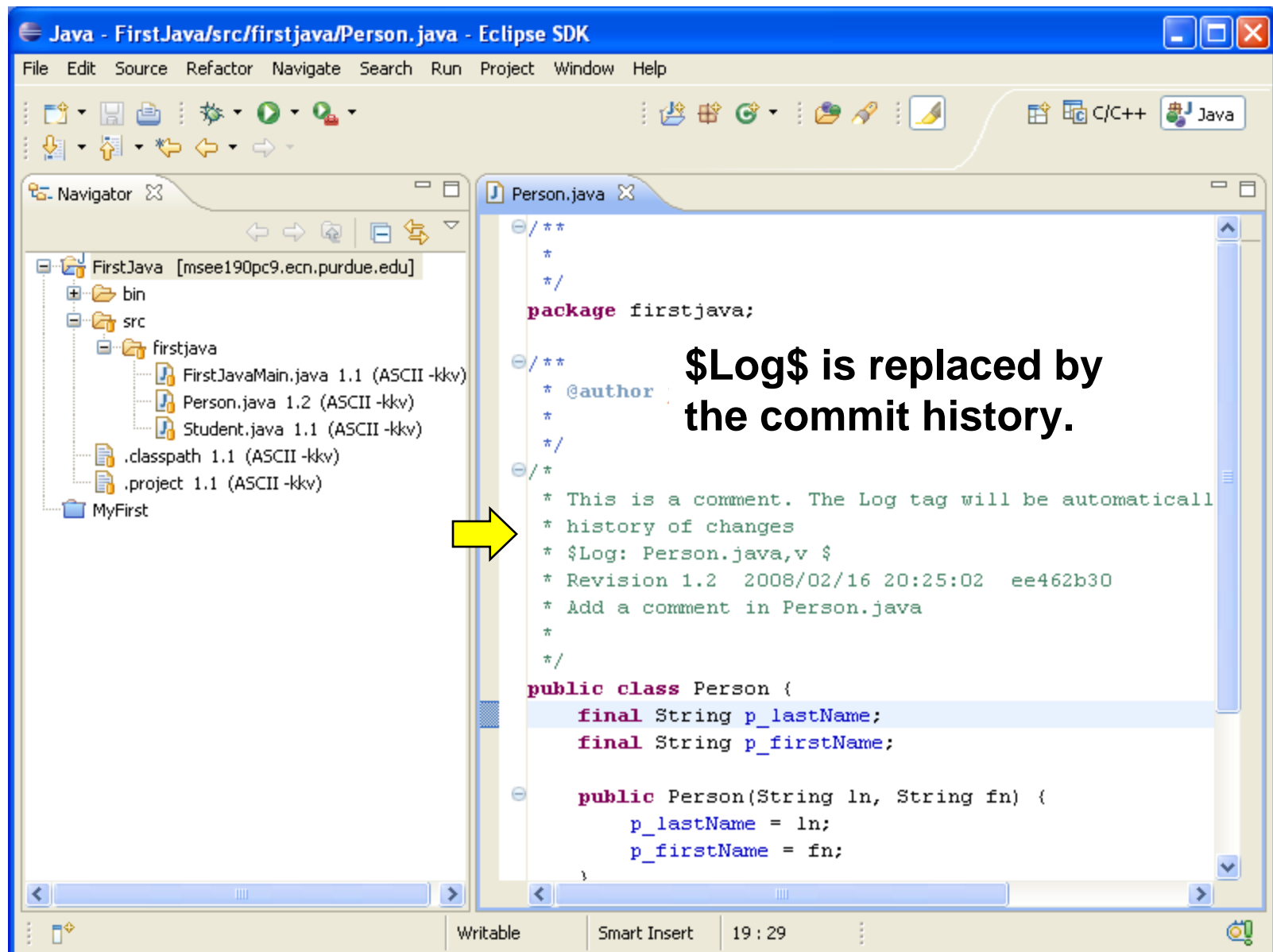
**Commit: allow your teammate to see the changes you have made.**

# Always update before commit.

Otherwise, you **may overwrite** your teammate's changes.

It is recoverable but you should avoid such a problem.

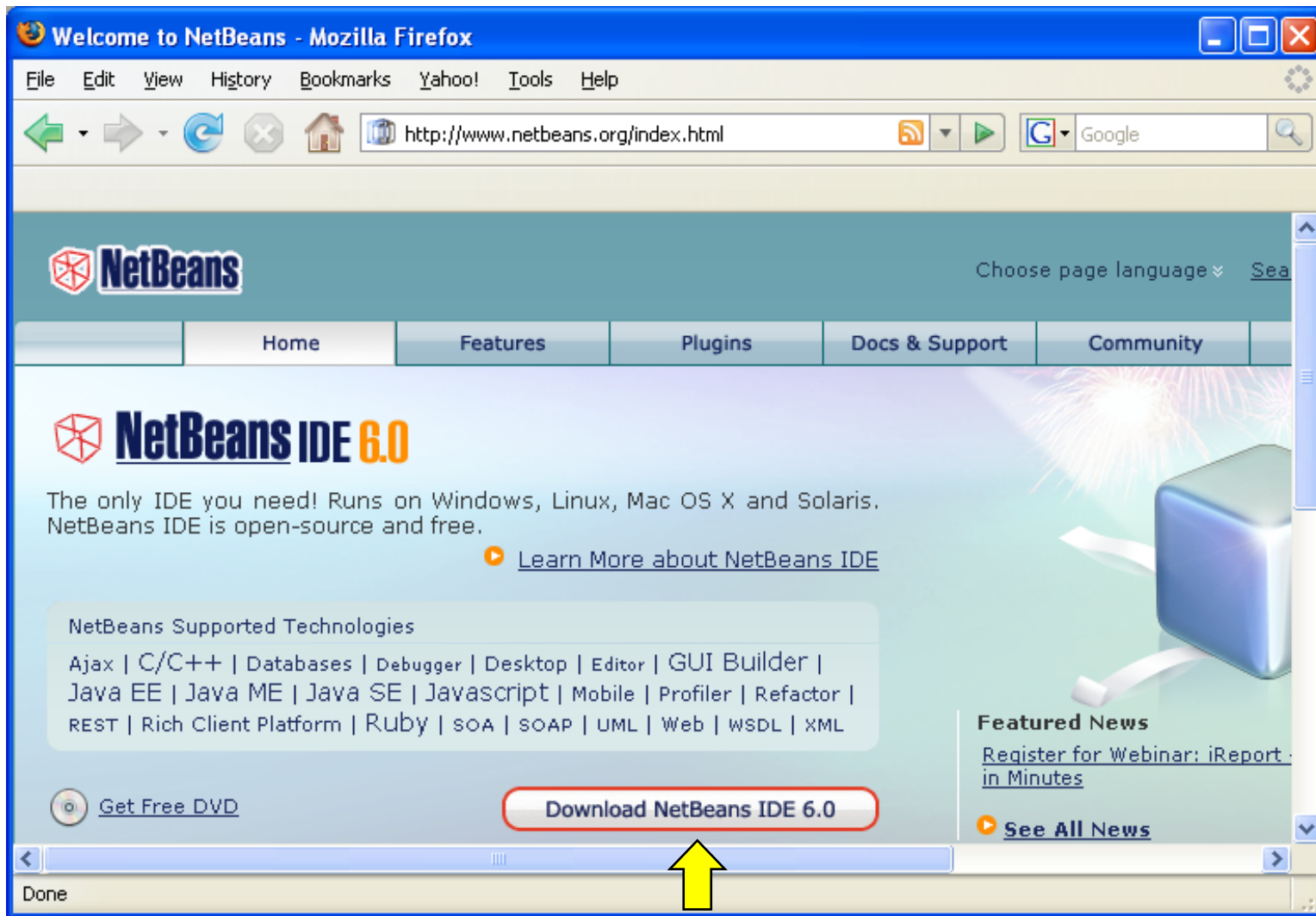


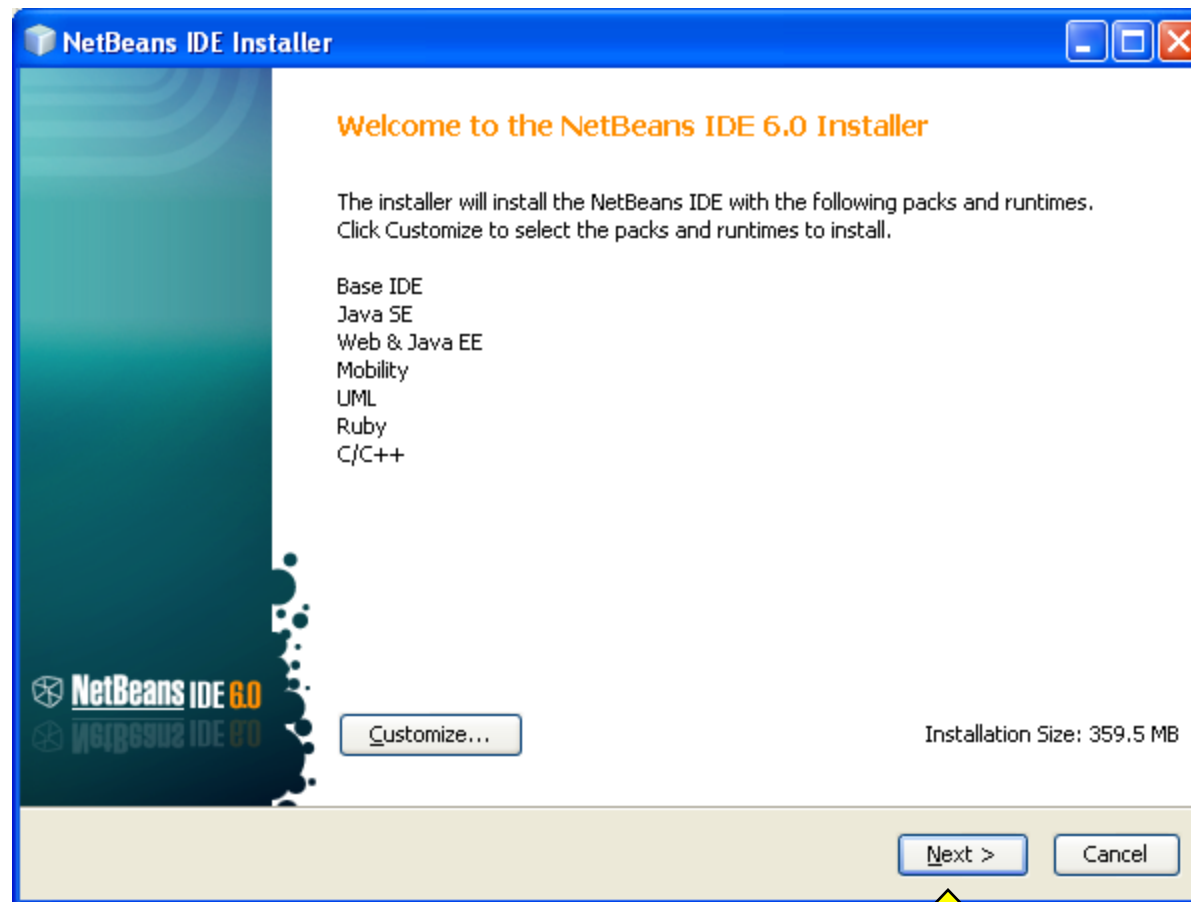


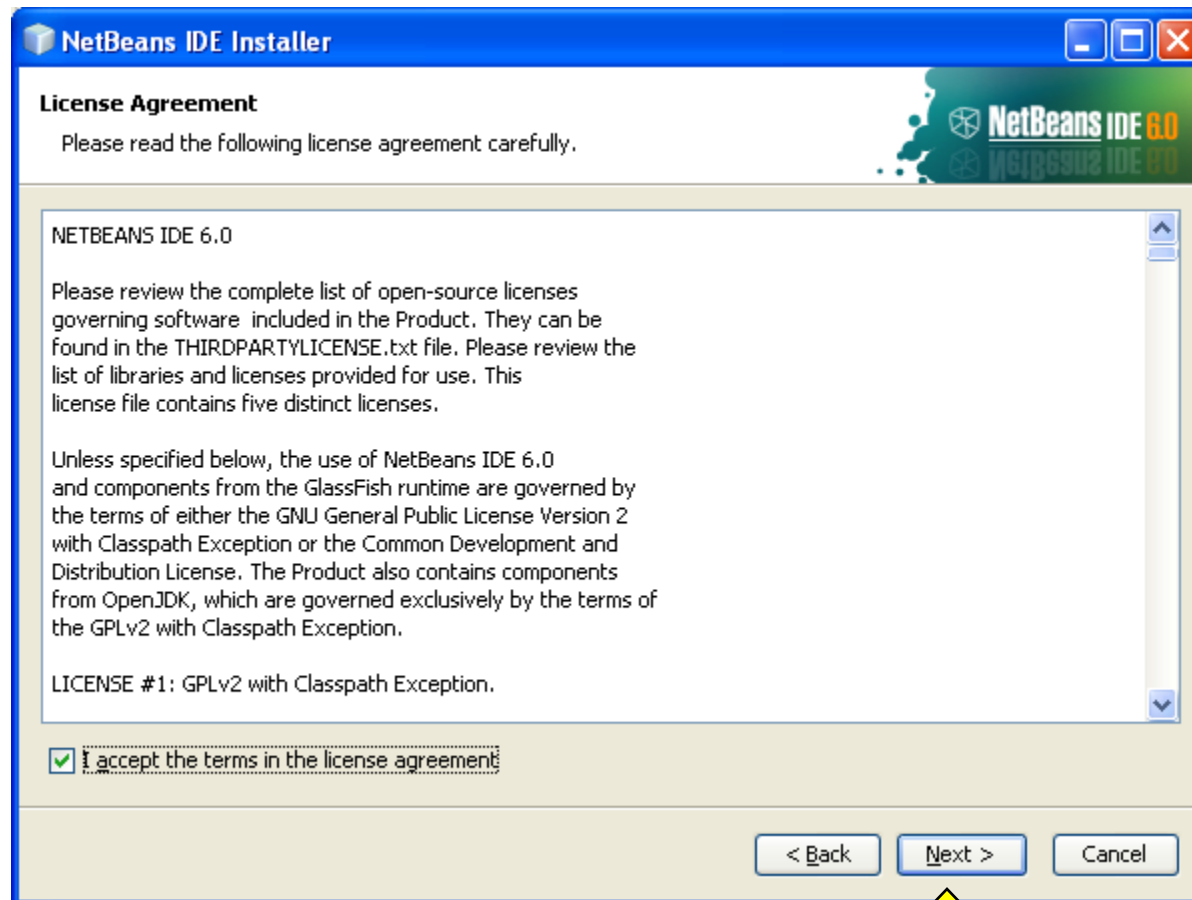
# **Develop Java Projects in Netbeans**

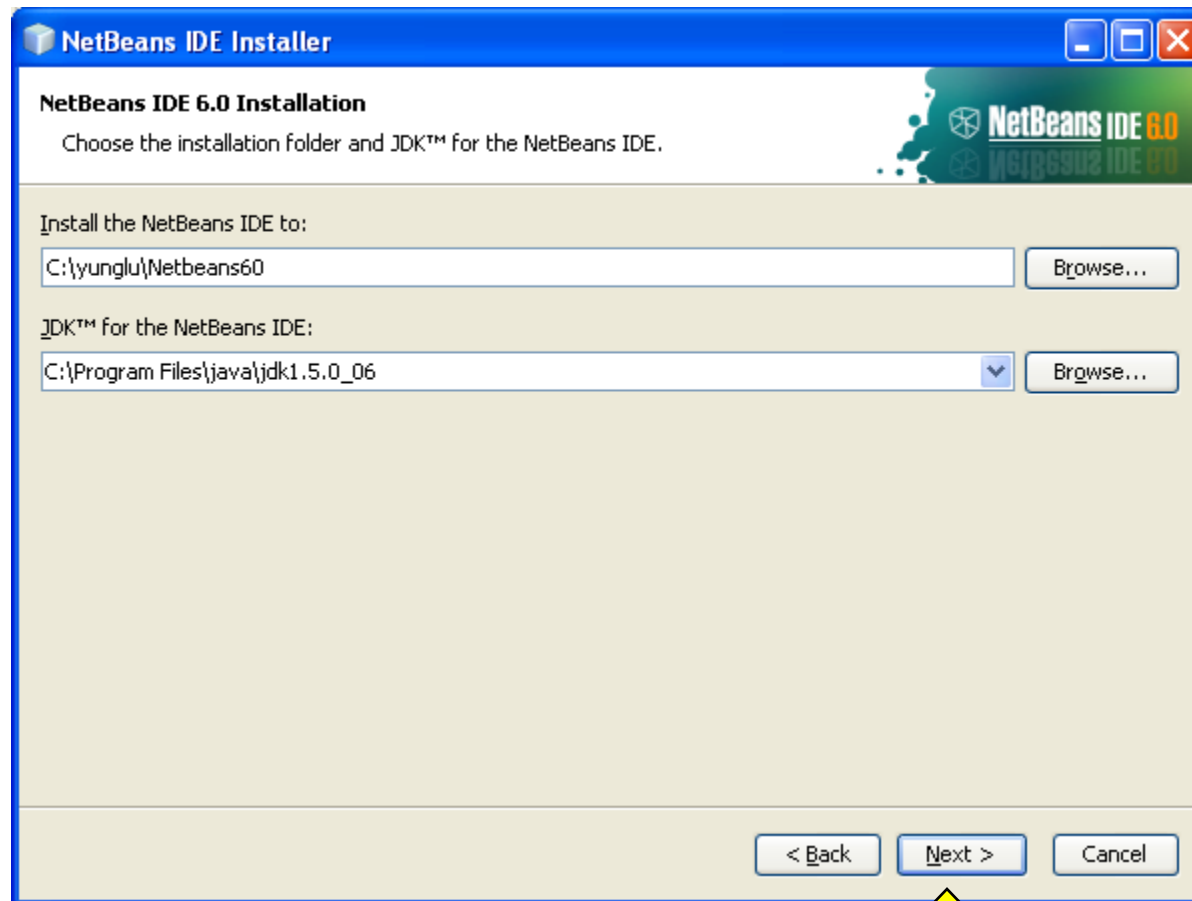
# **Install Netbeans at Your Own Computer**

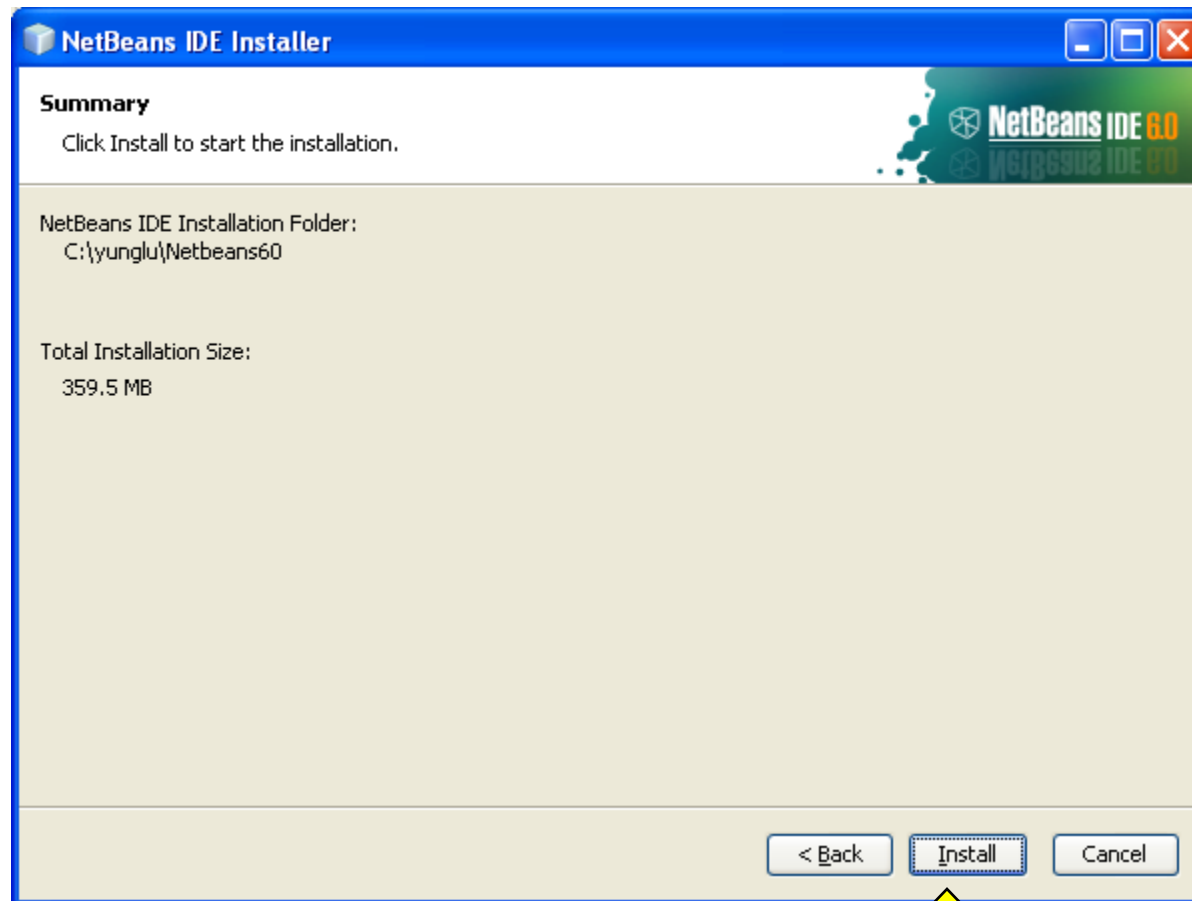
# http://www.netbeans.org/

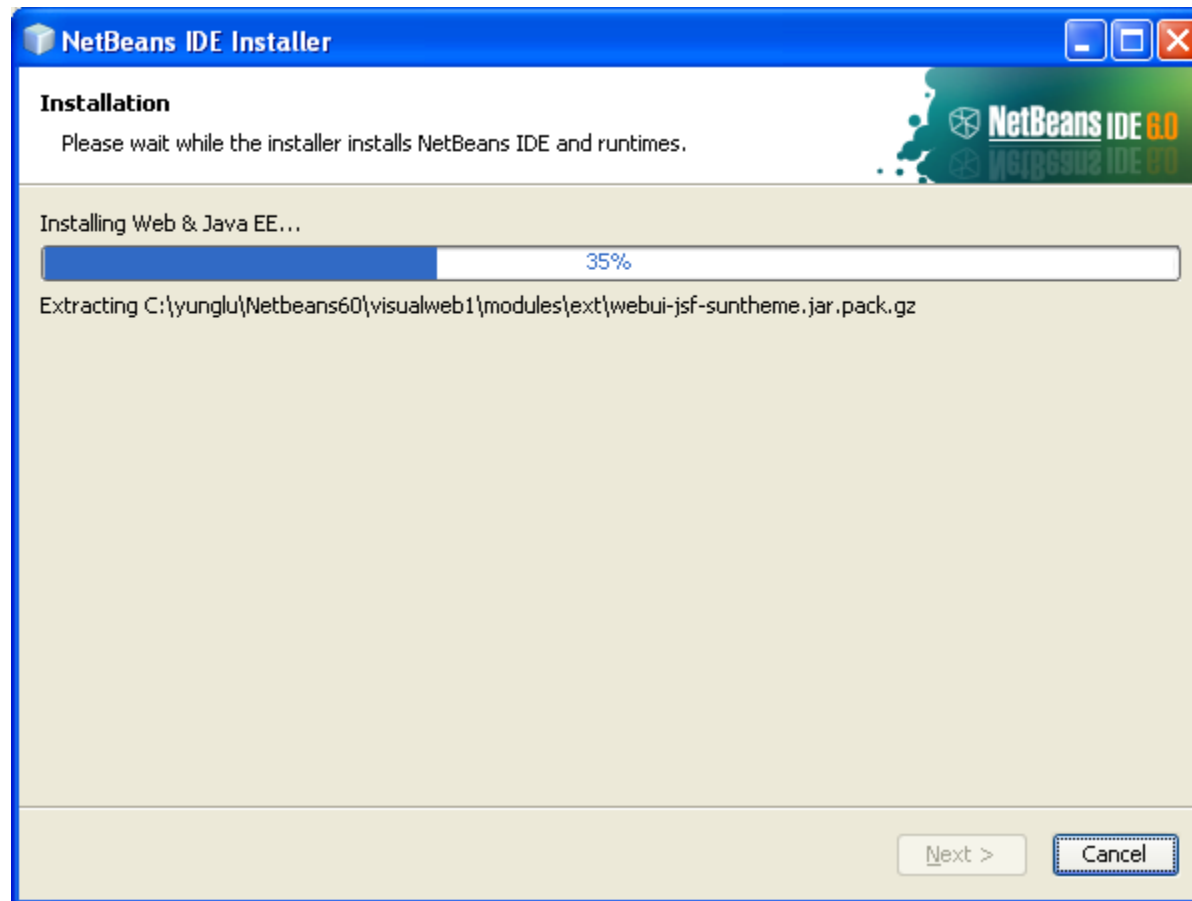


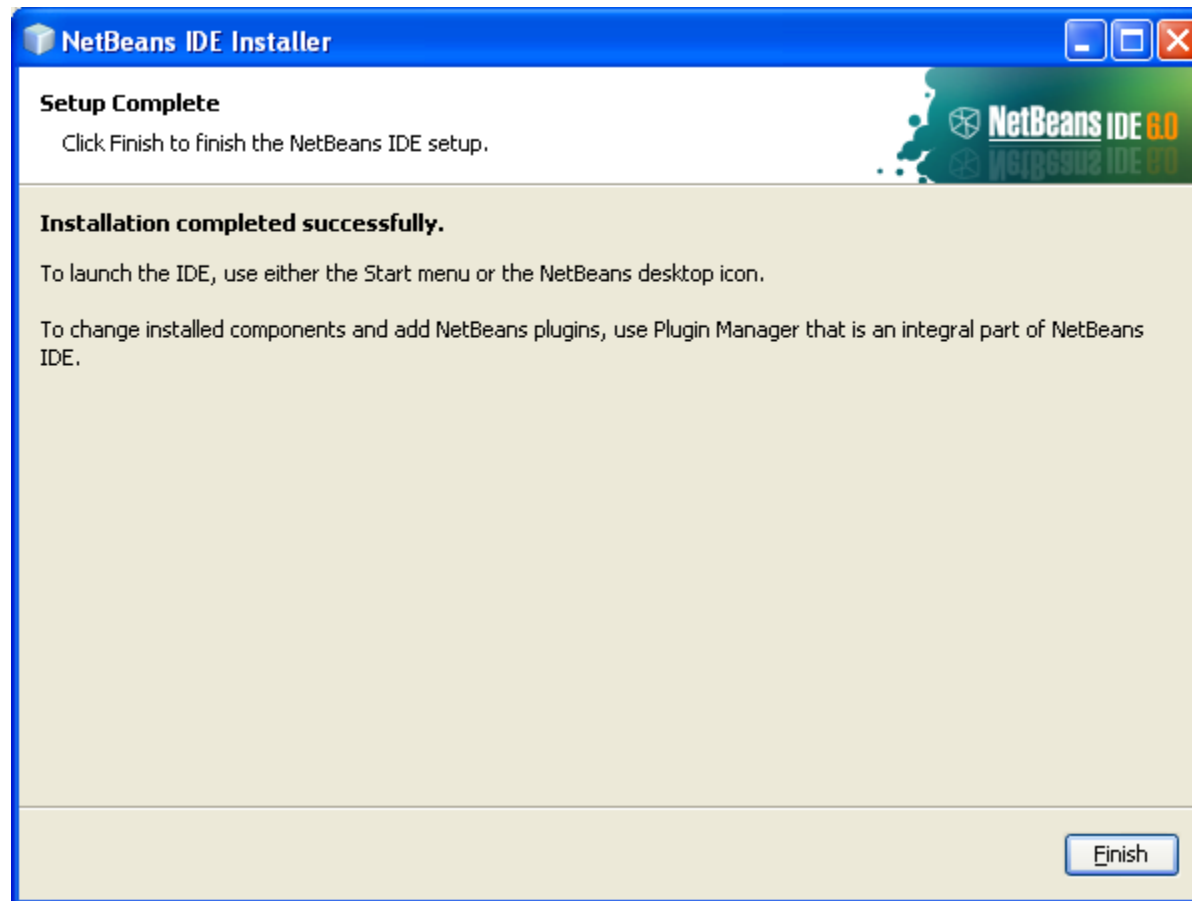








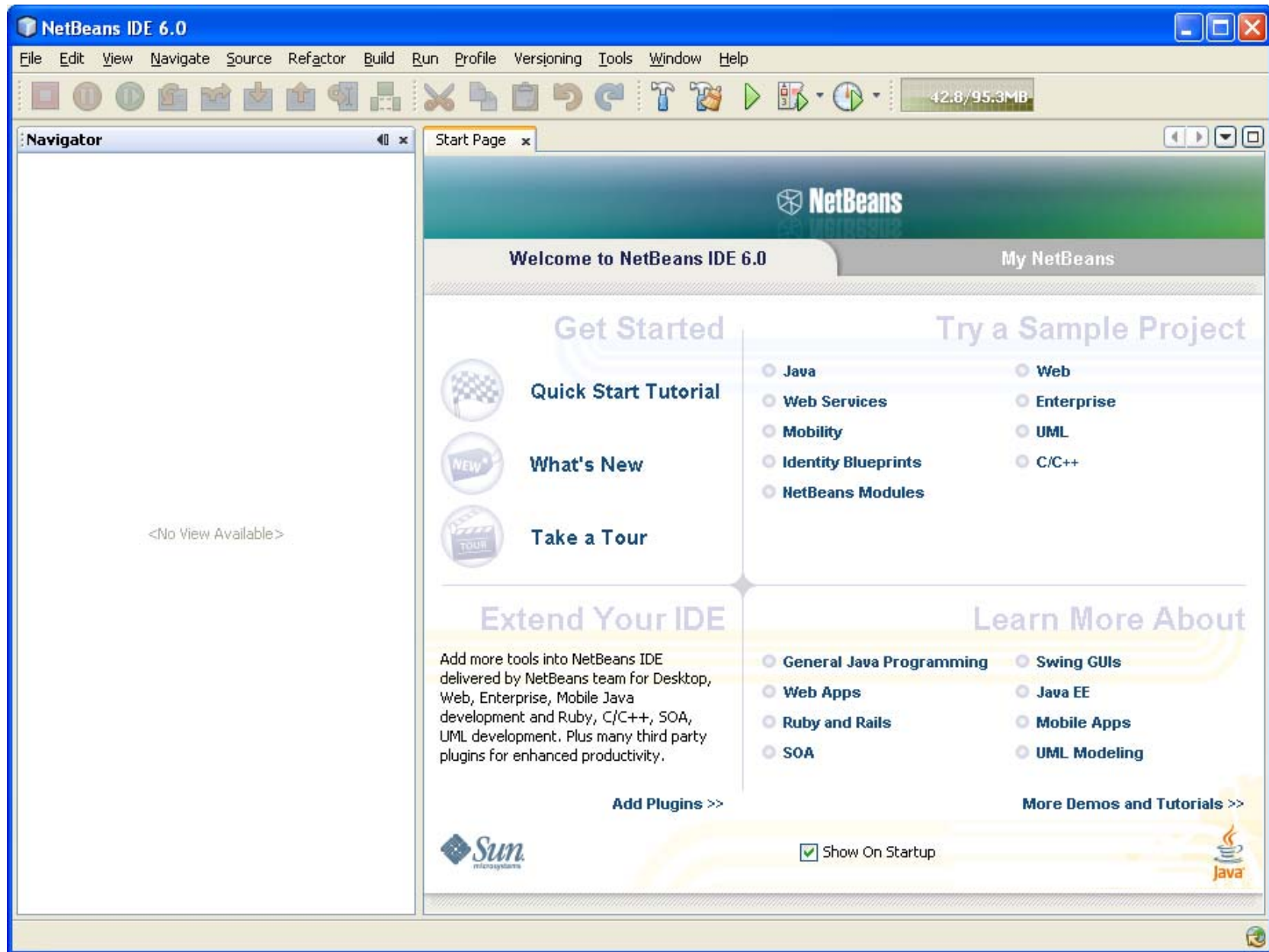


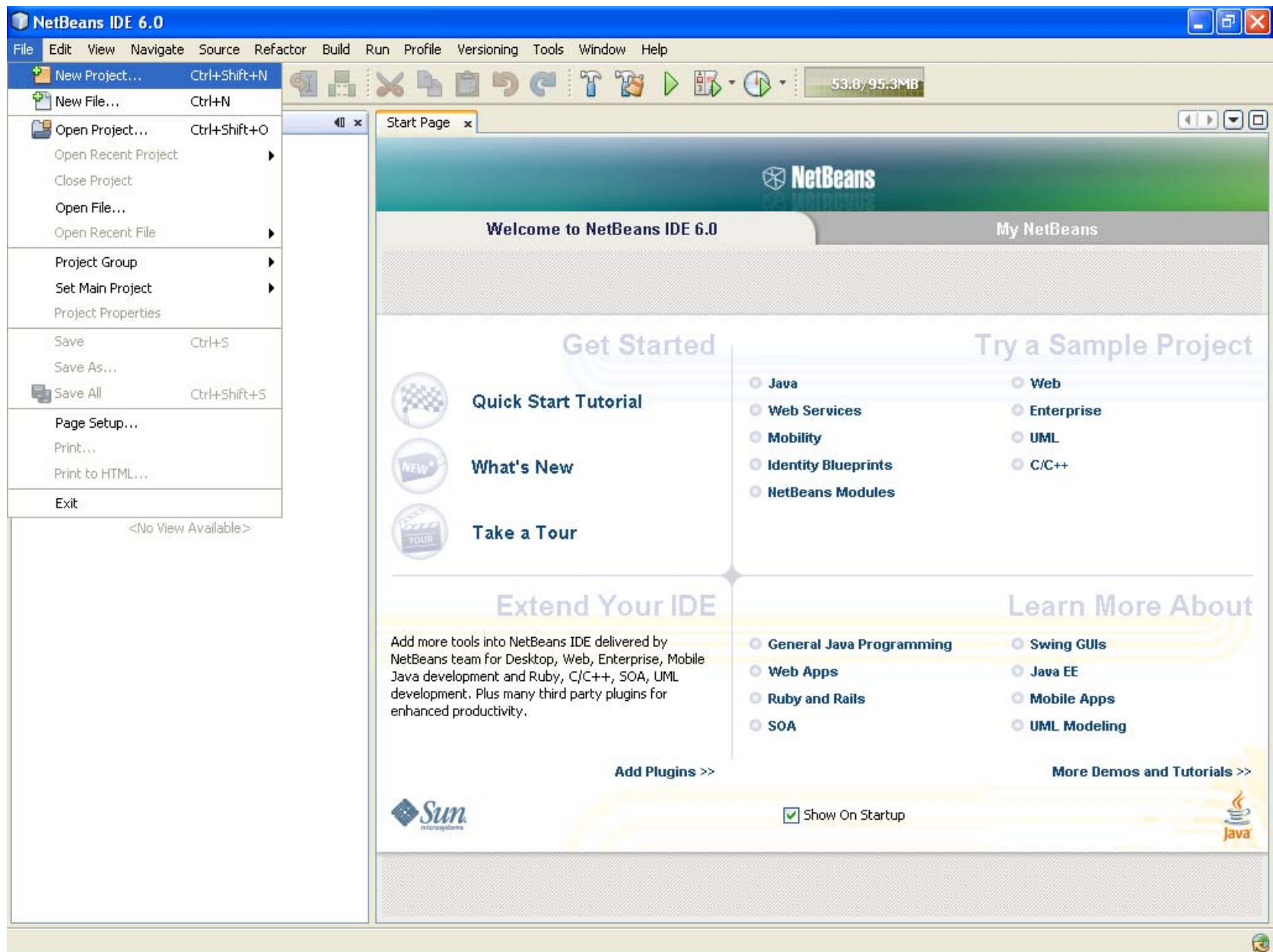


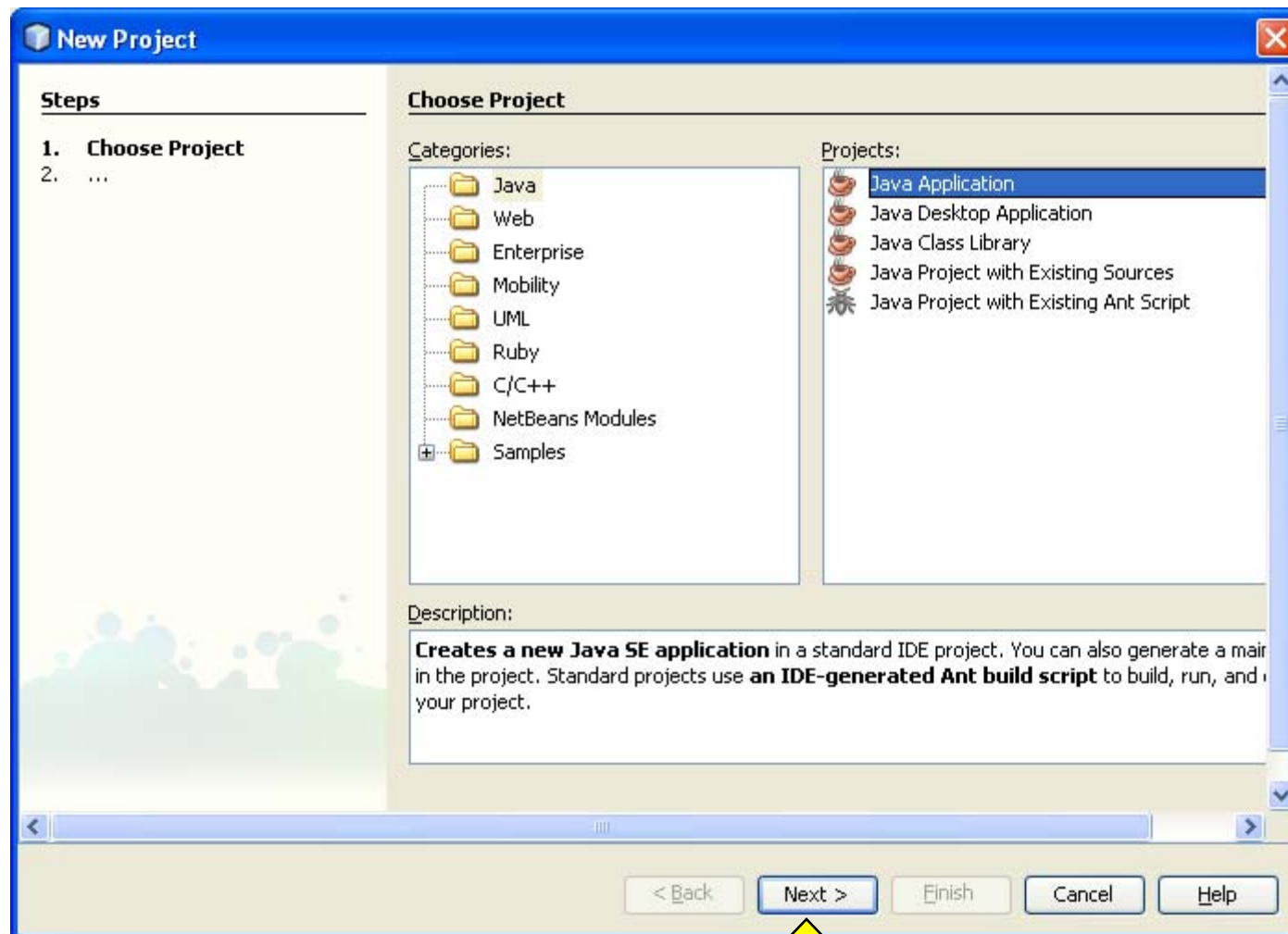


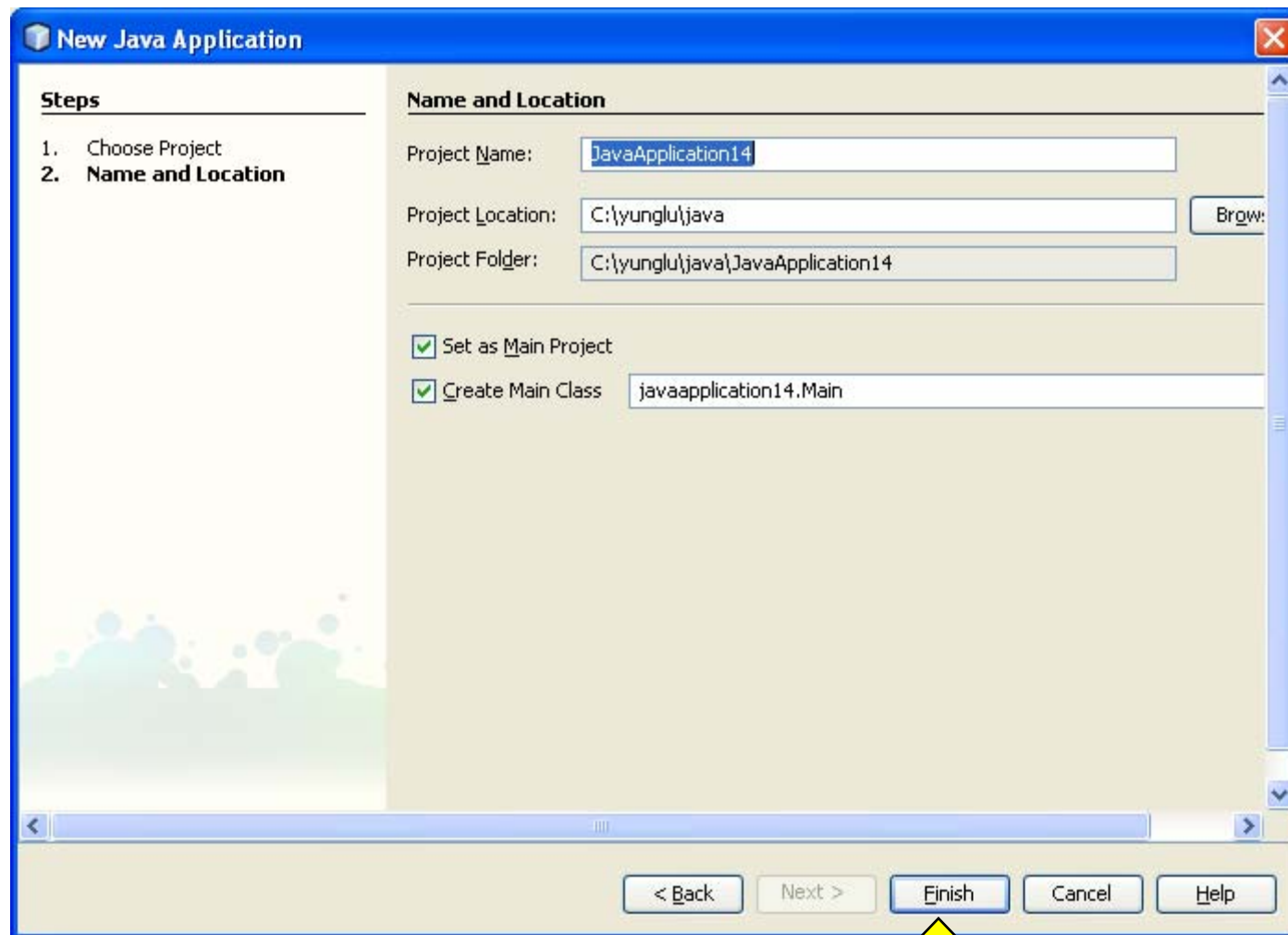
Loading modules...

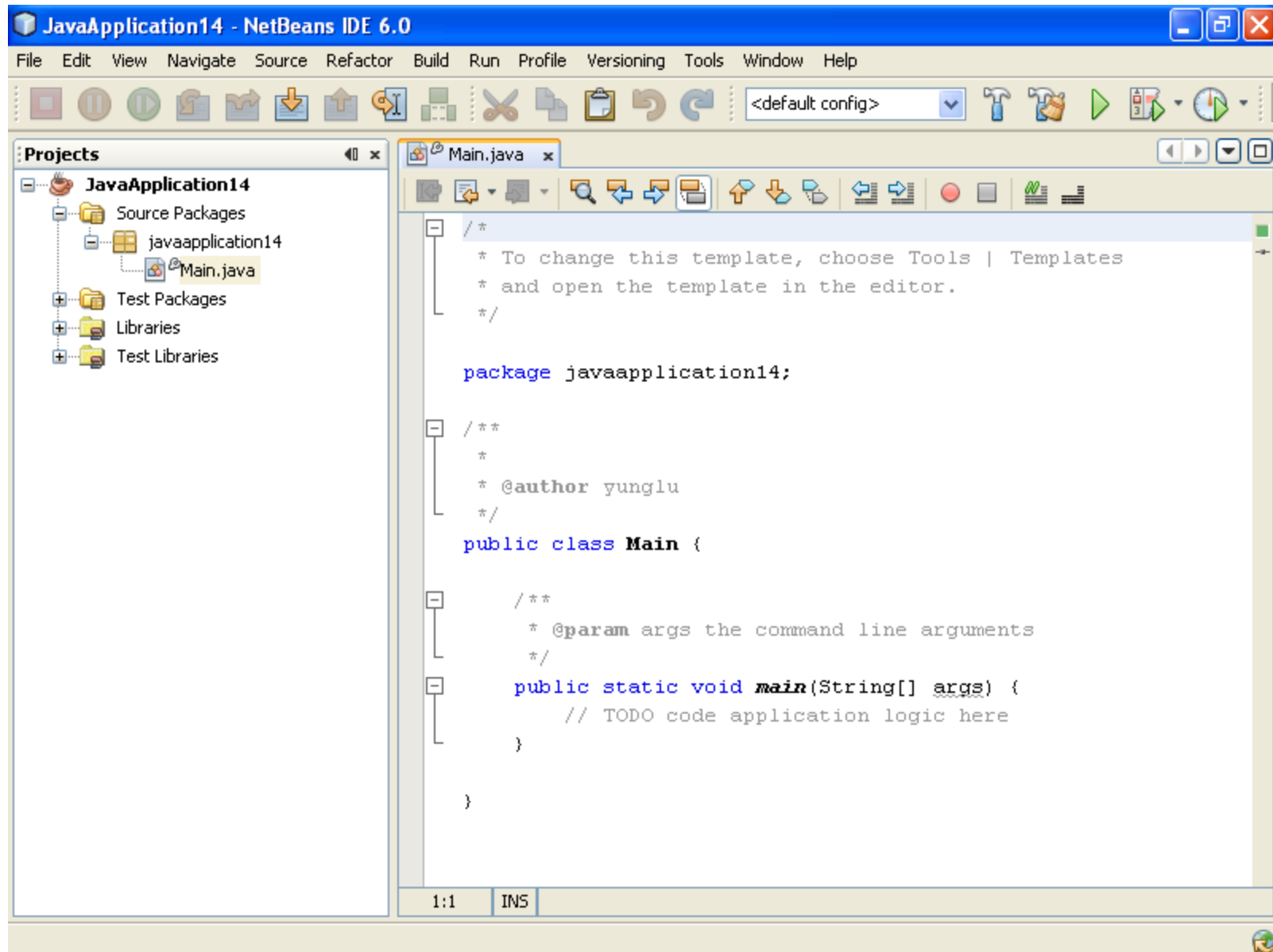
NetBeans IDE and NetBeans Platform are based on software from [netbeans.org](http://netbeans.org), which has been dual licensed under the Common Development and Distribution License (CDDL) and the GNU General Public License version 2 with Classpath exception. For more information, please visit [www.netbeans.org](http://www.netbeans.org).

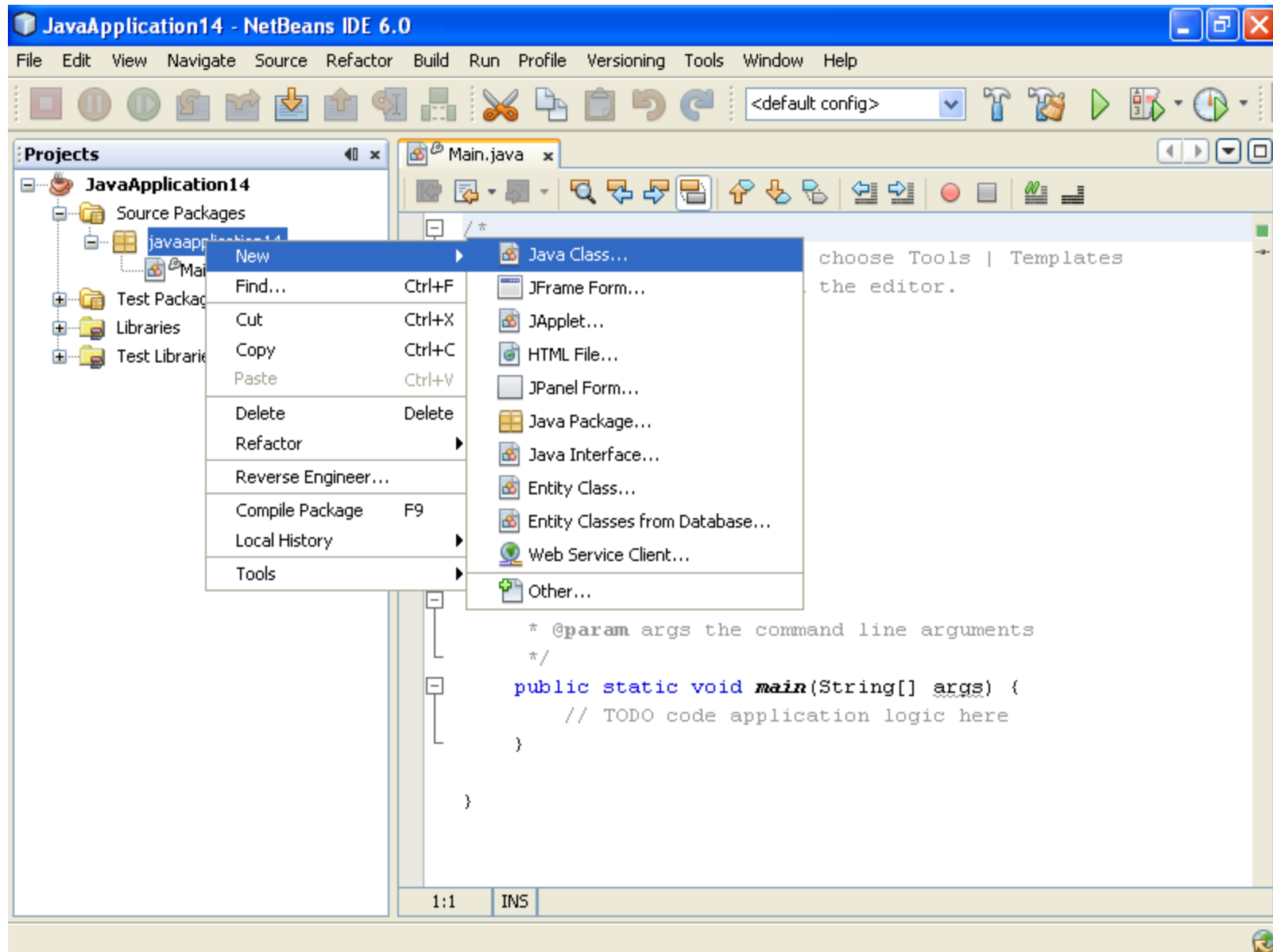


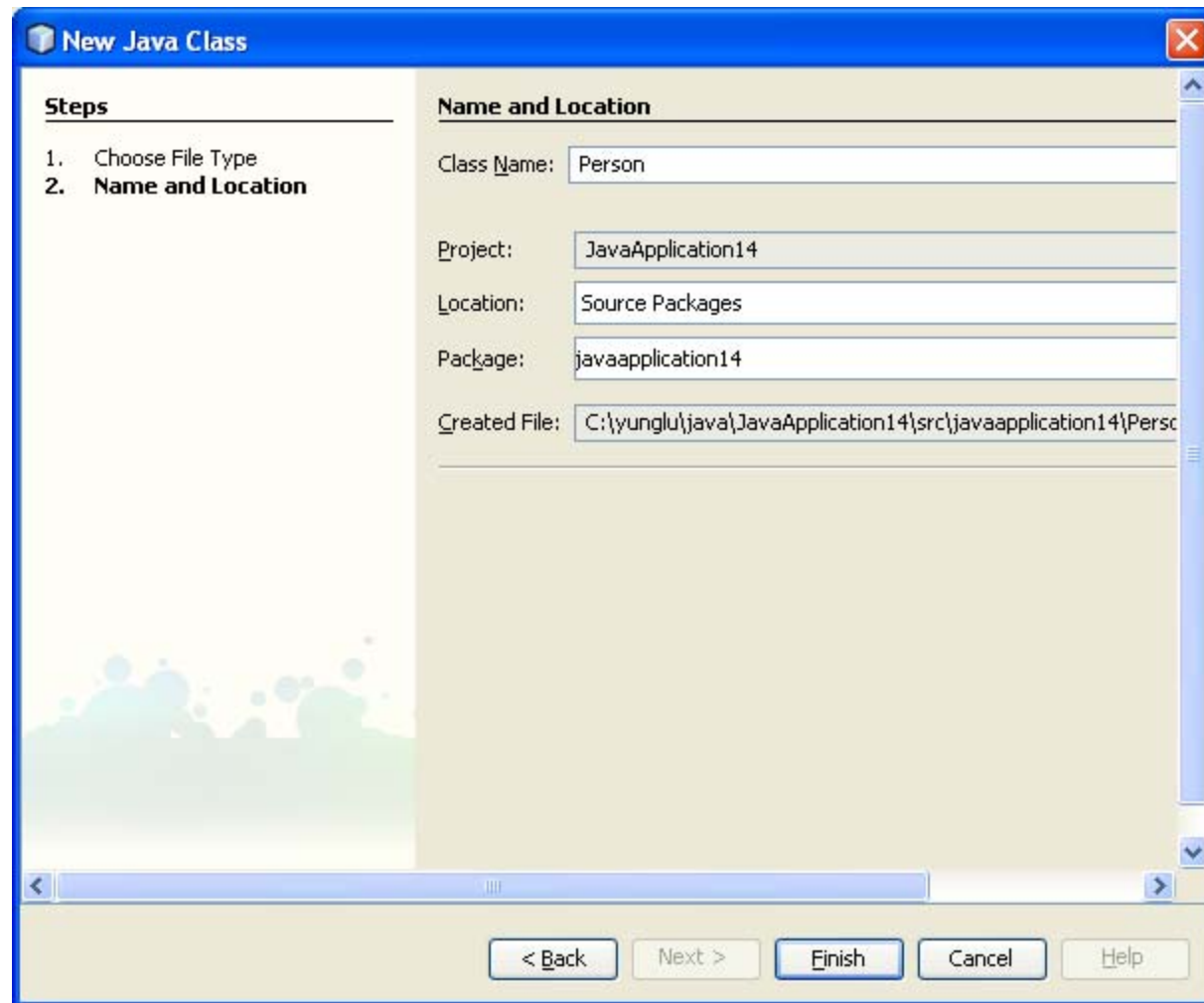


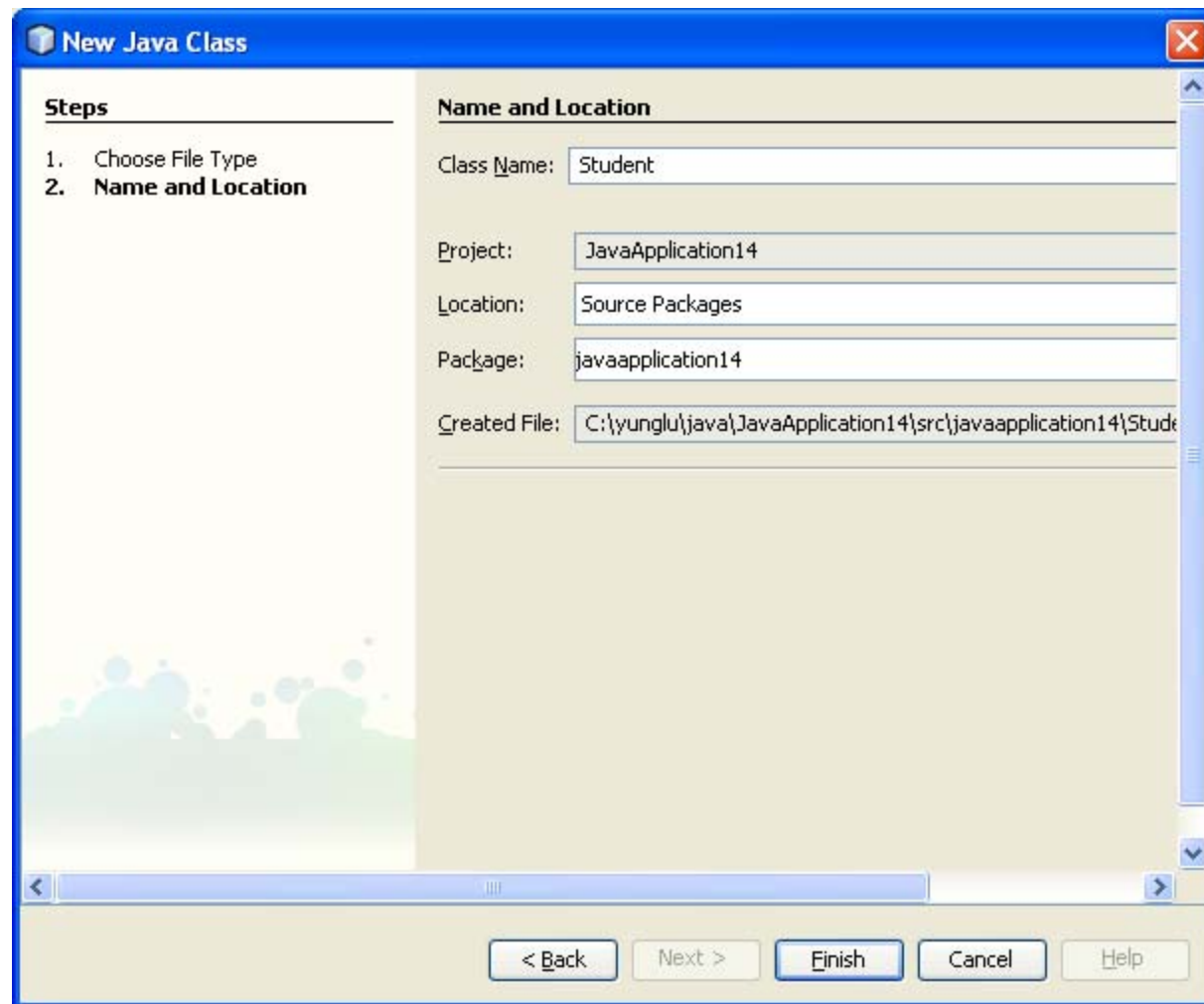


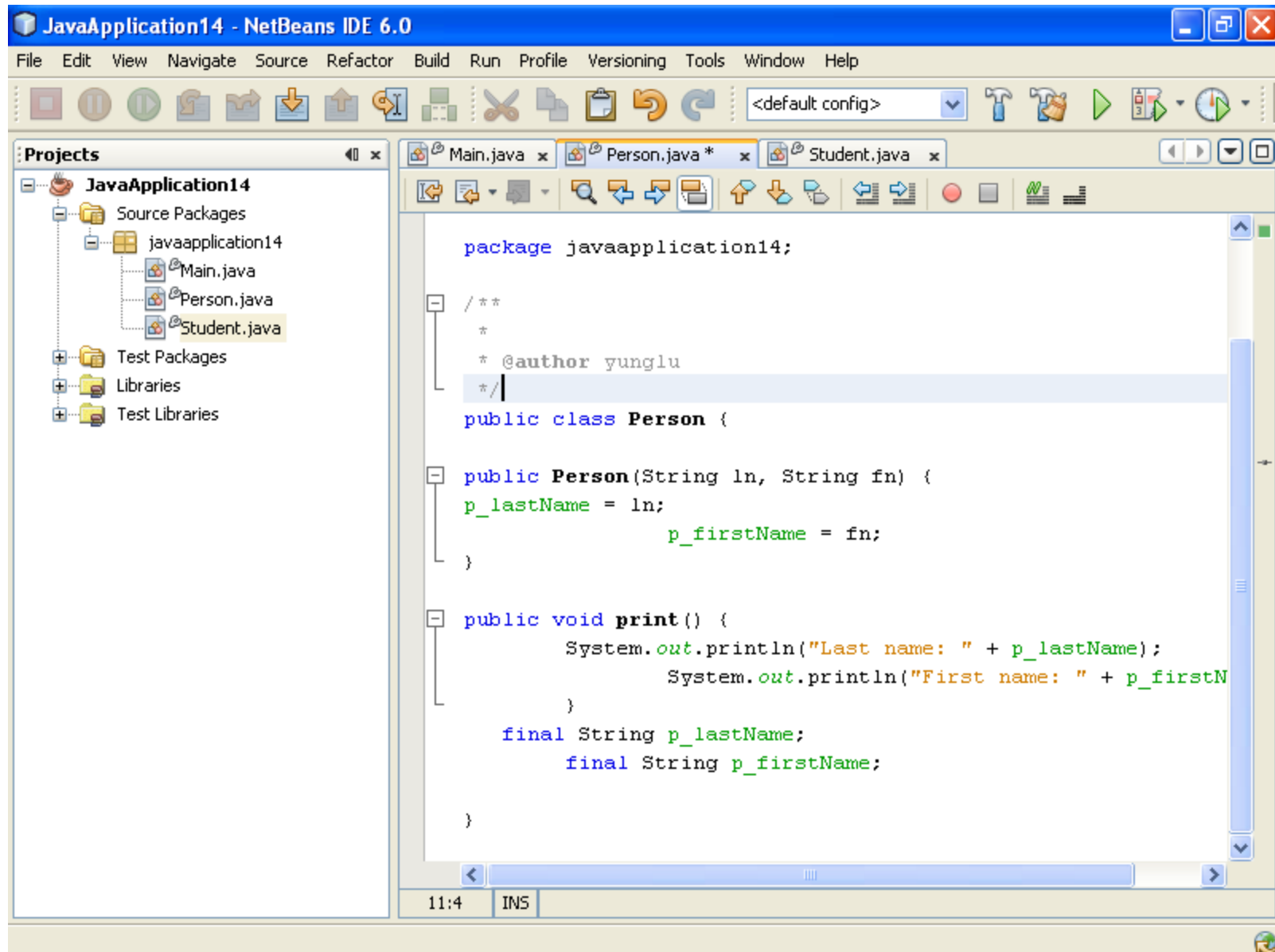


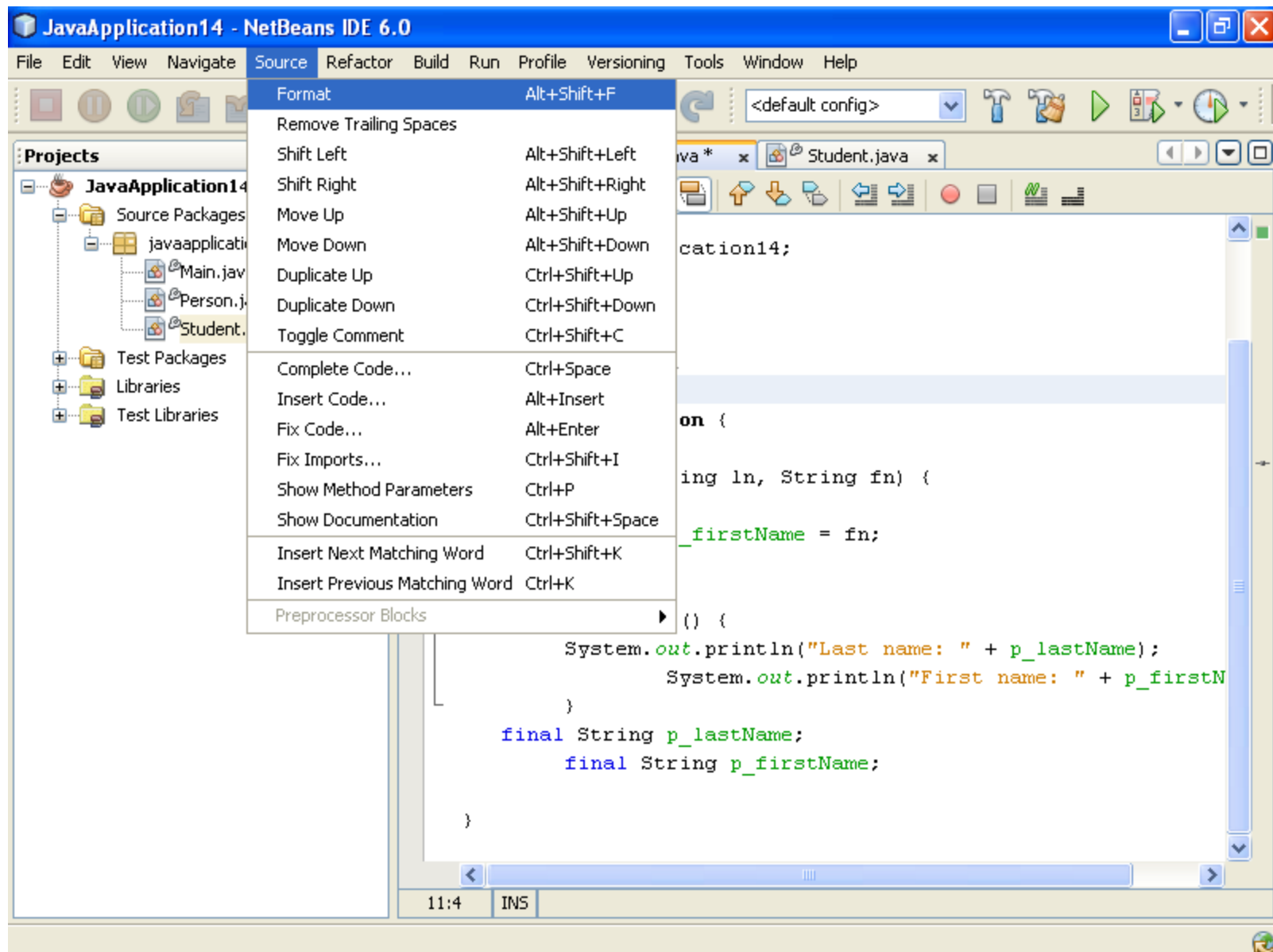


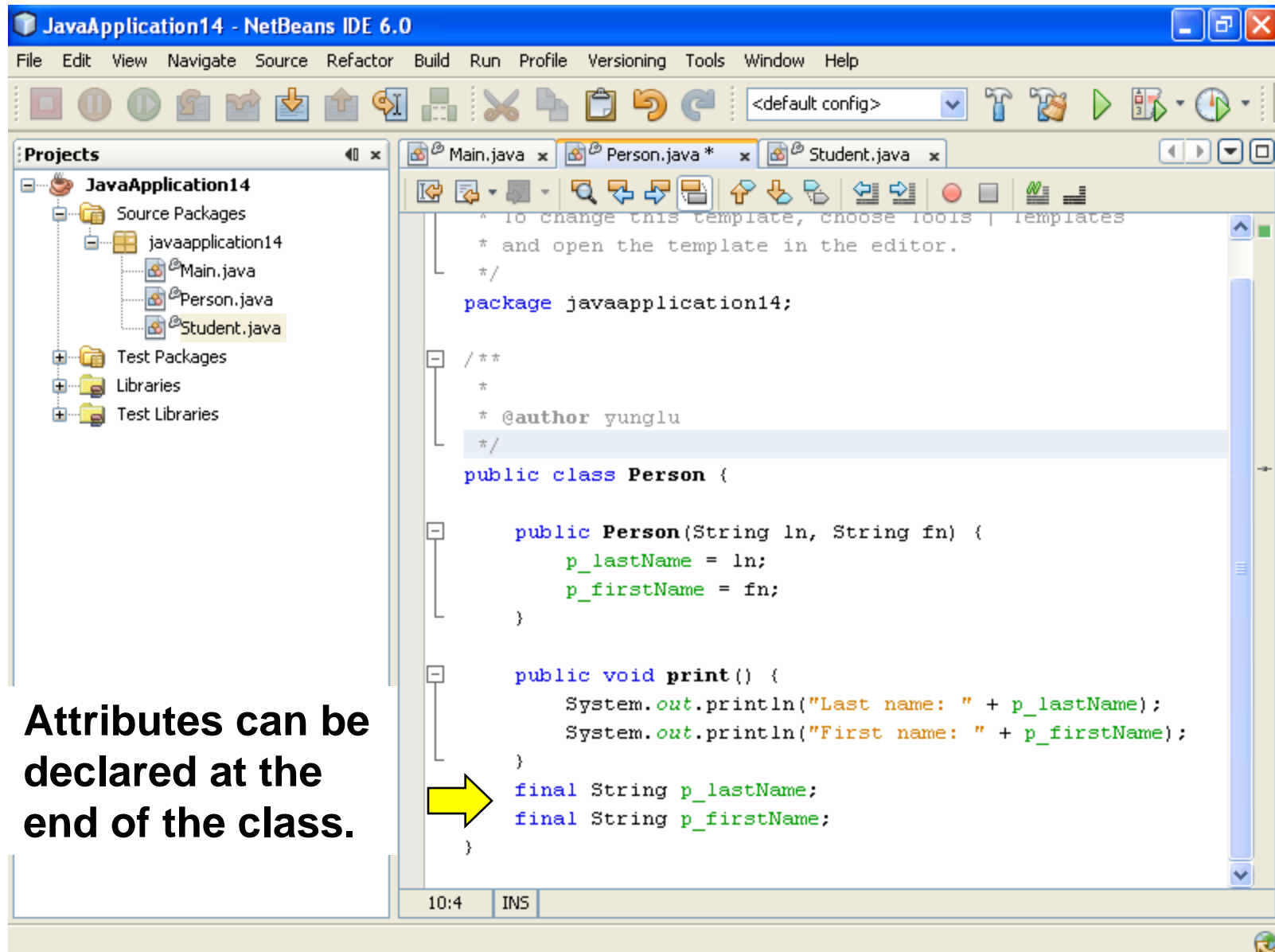


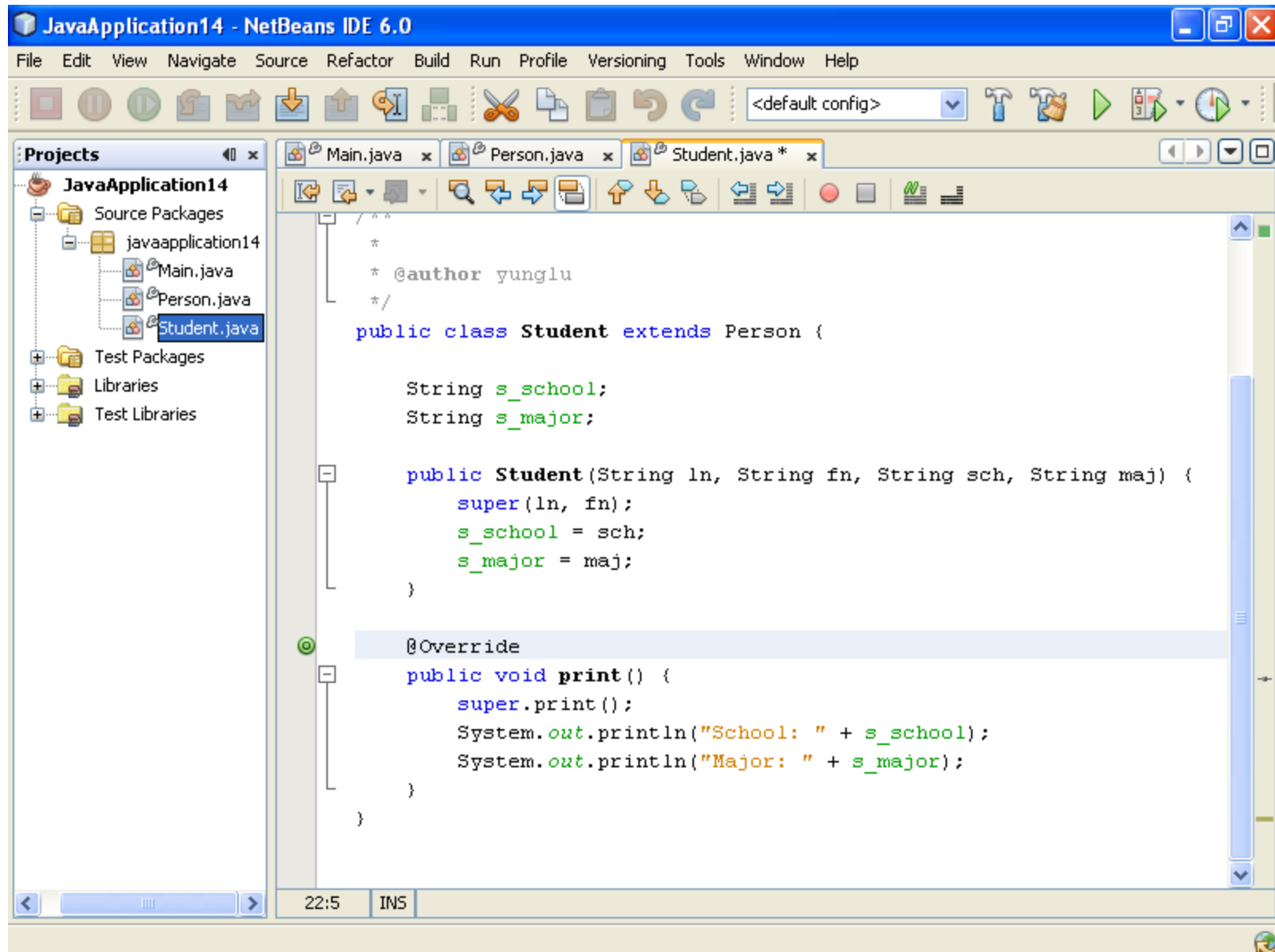


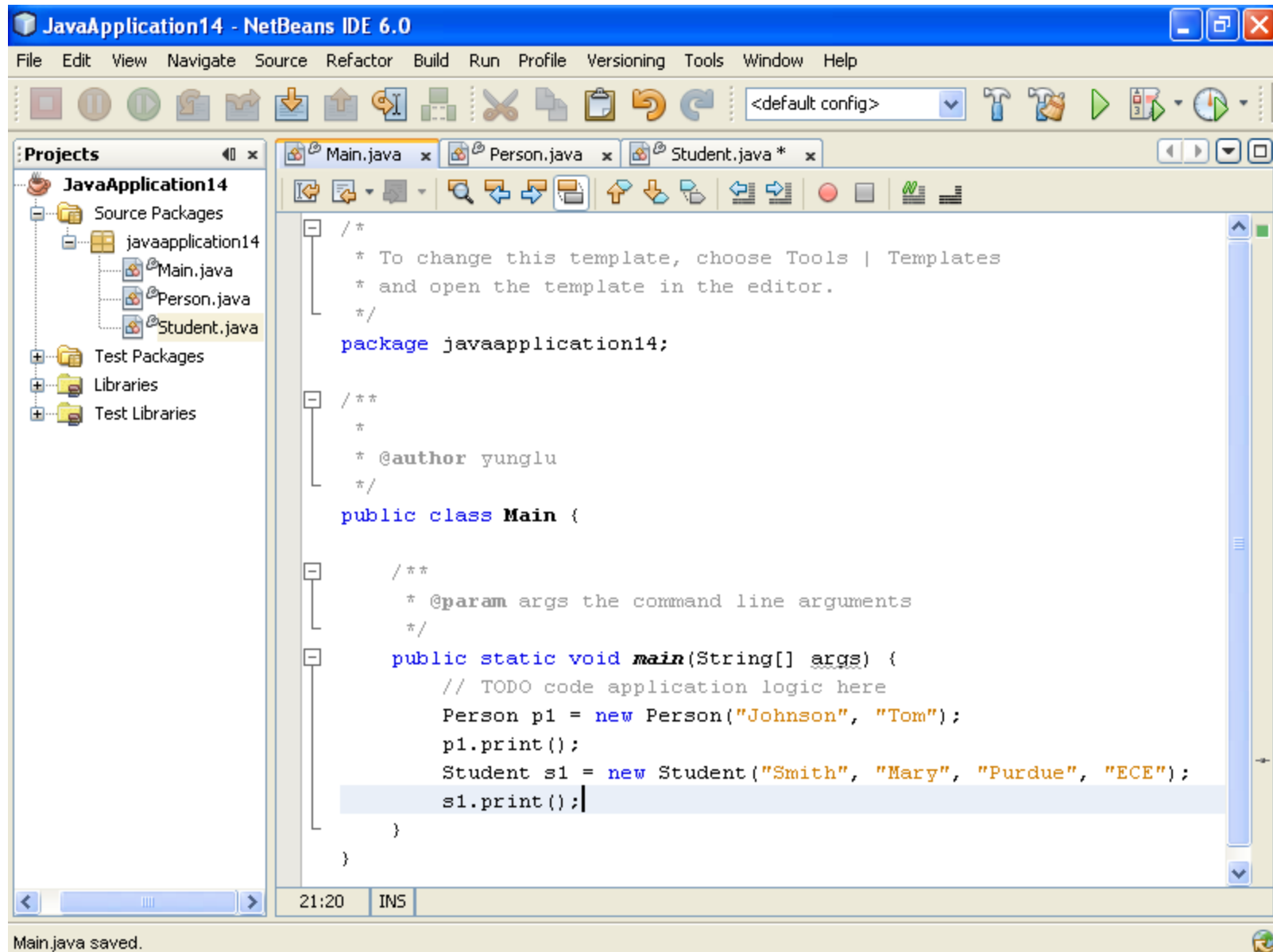


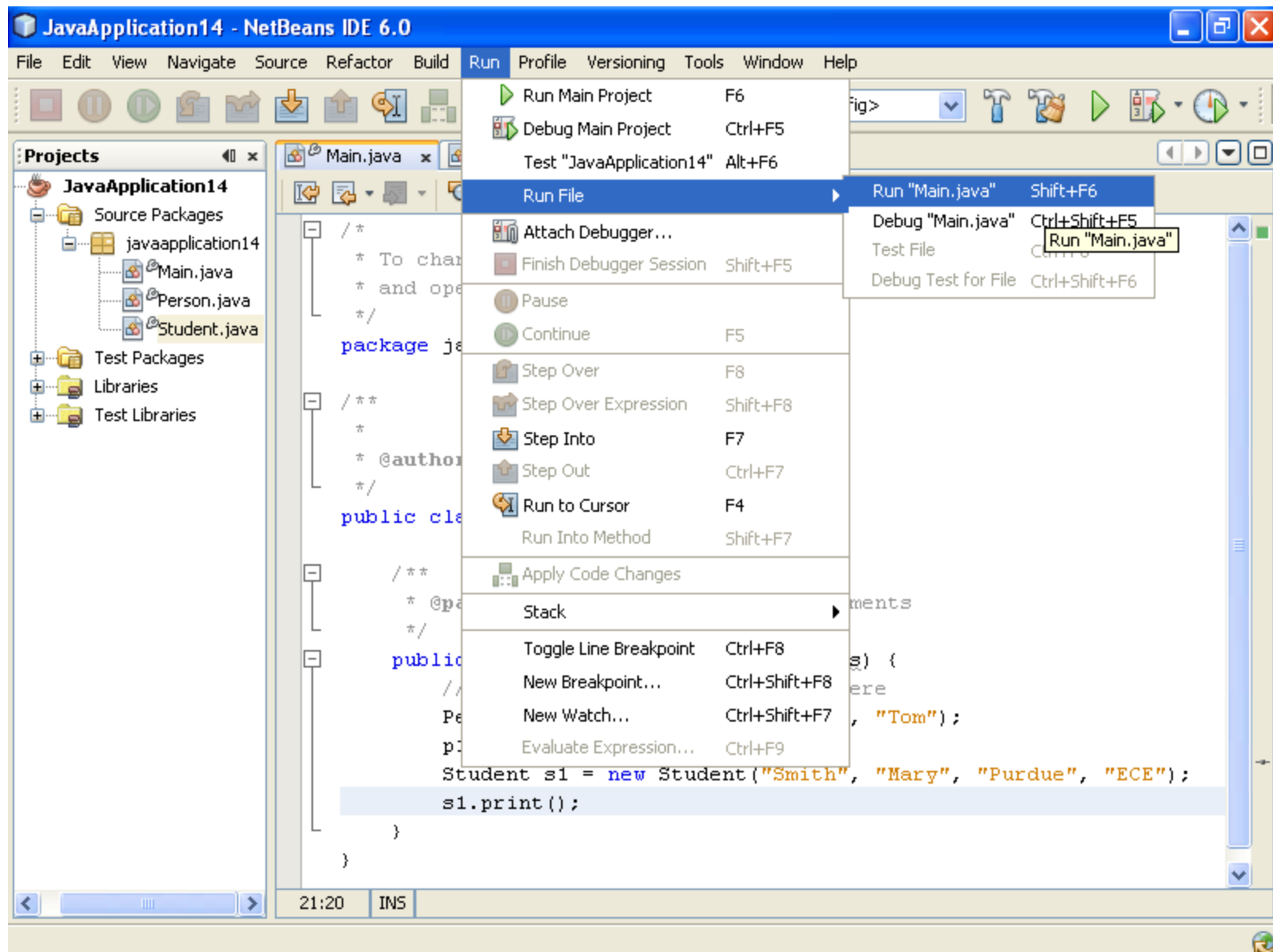


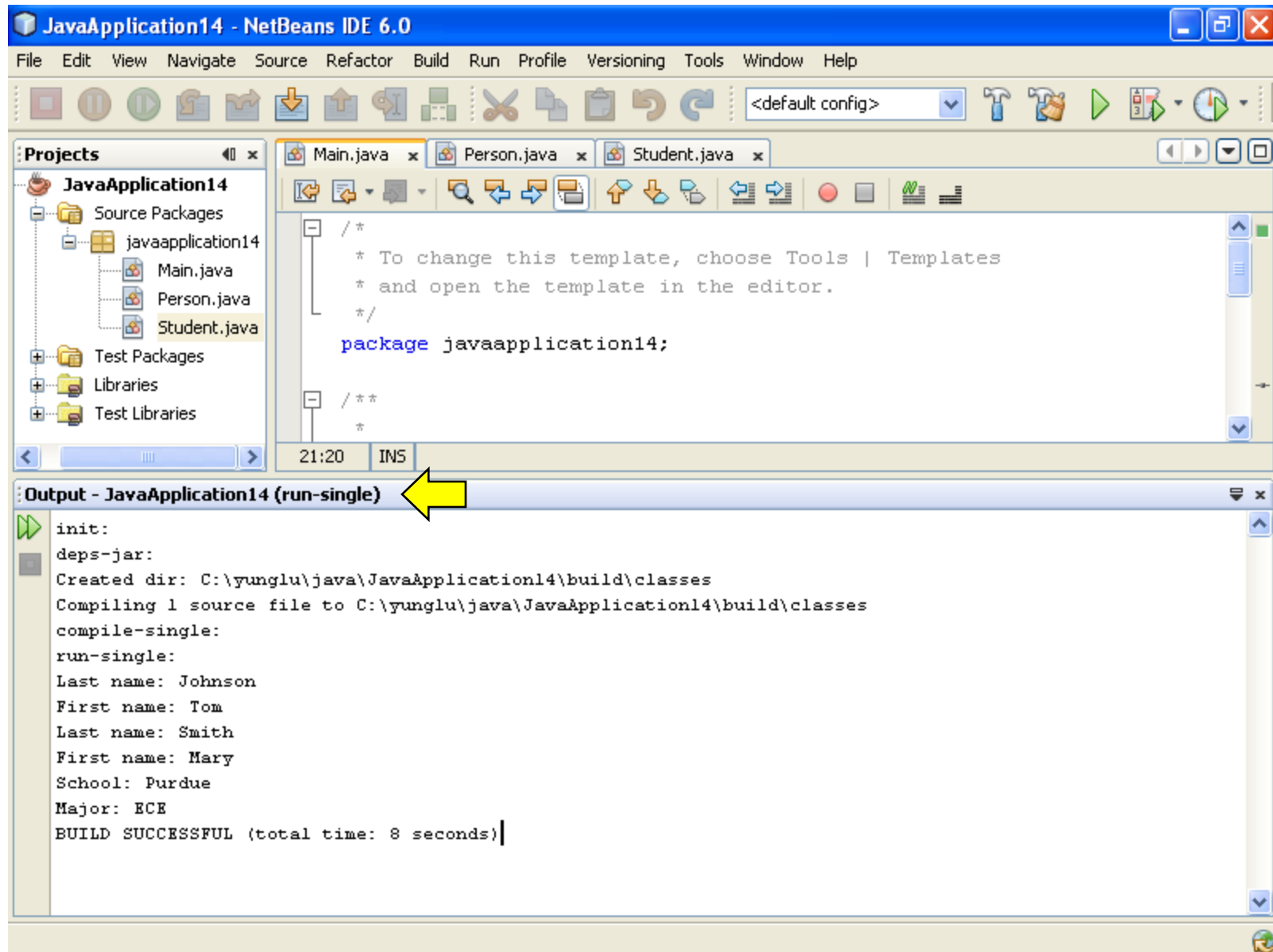


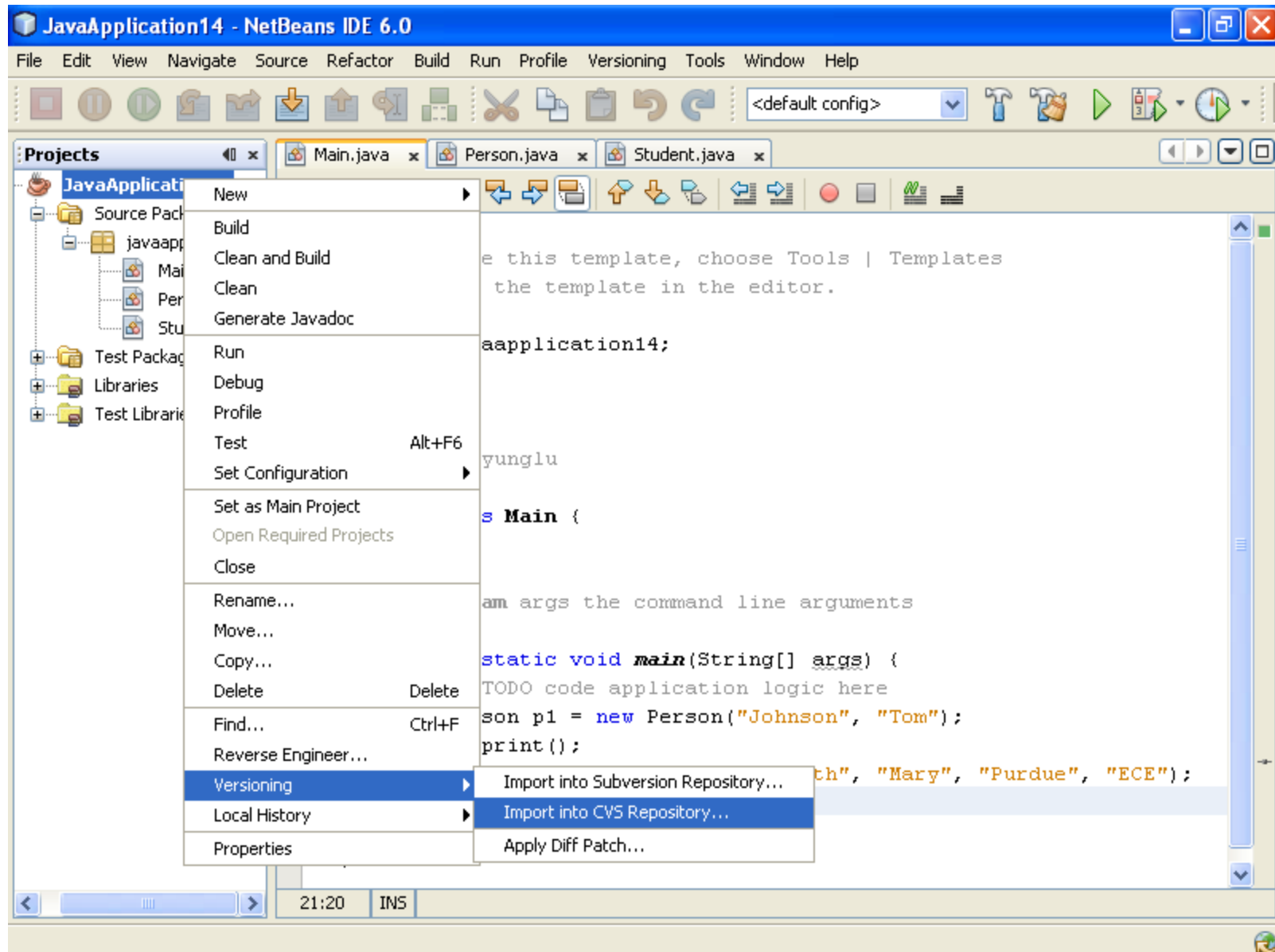


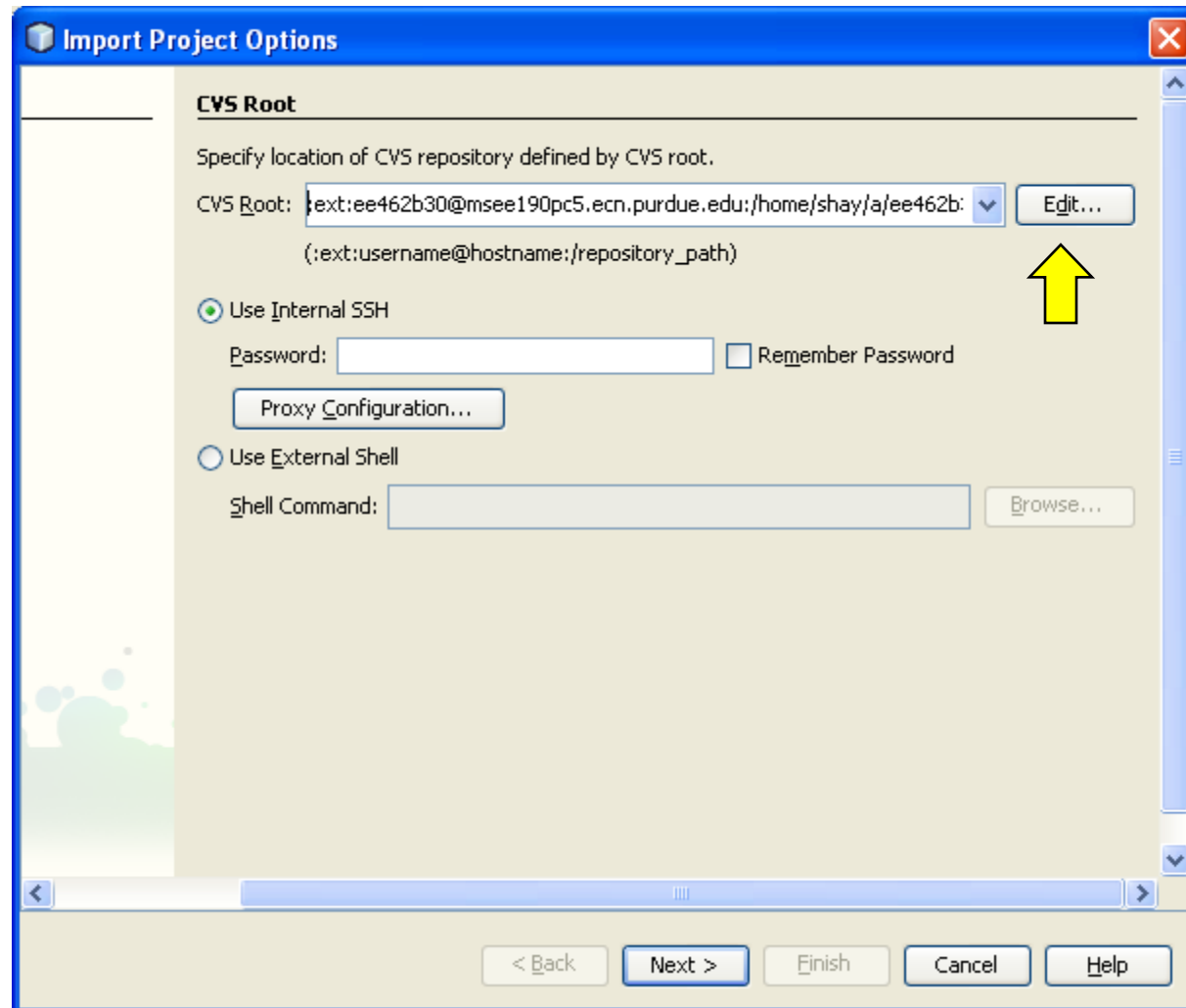


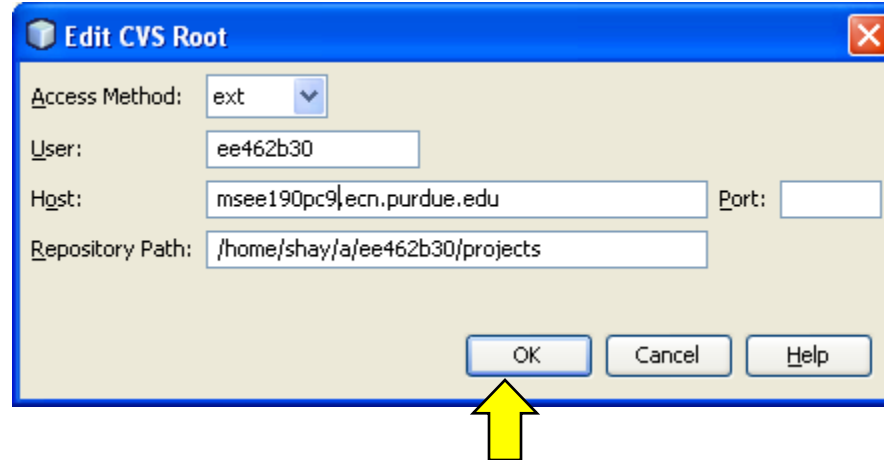


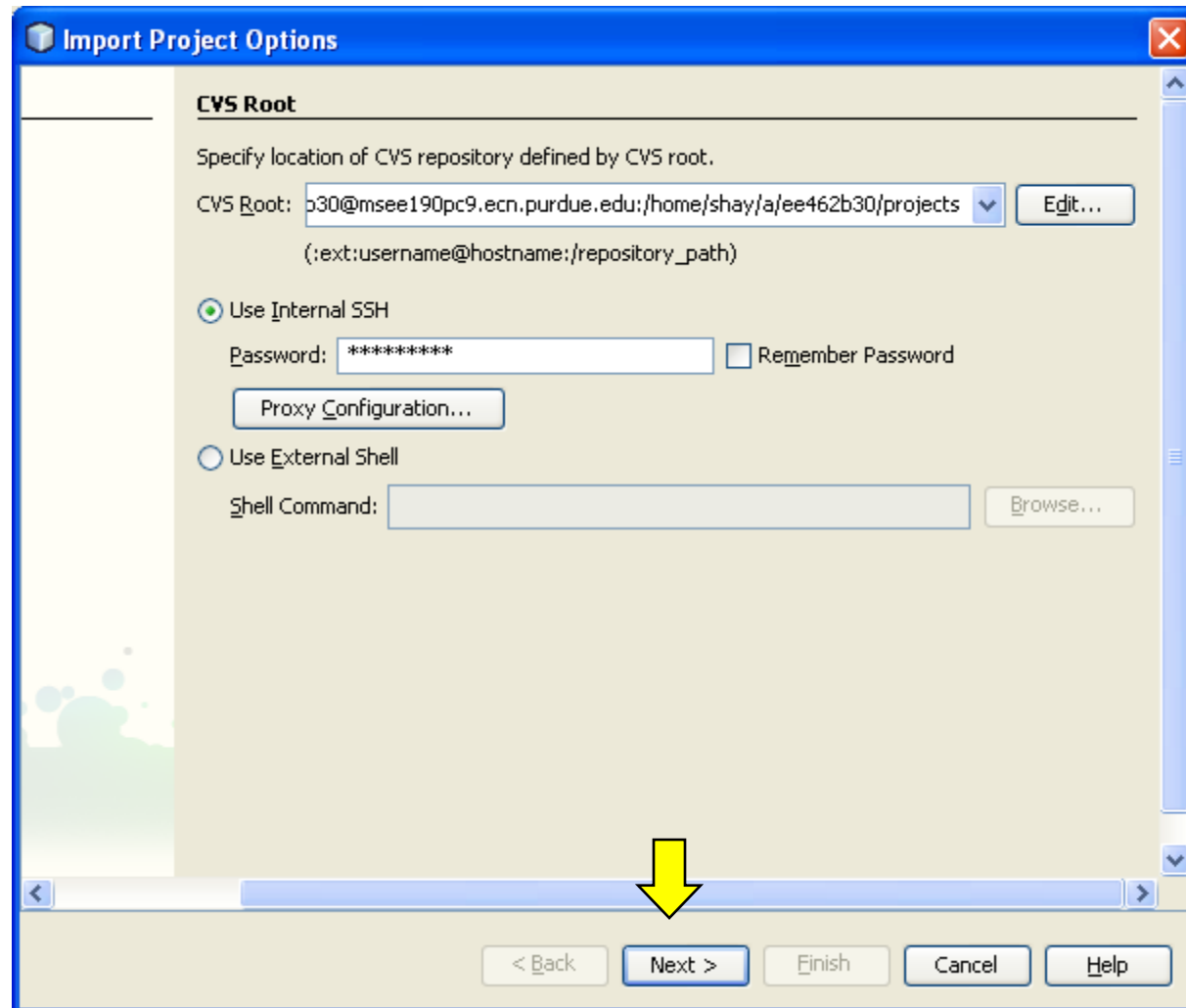


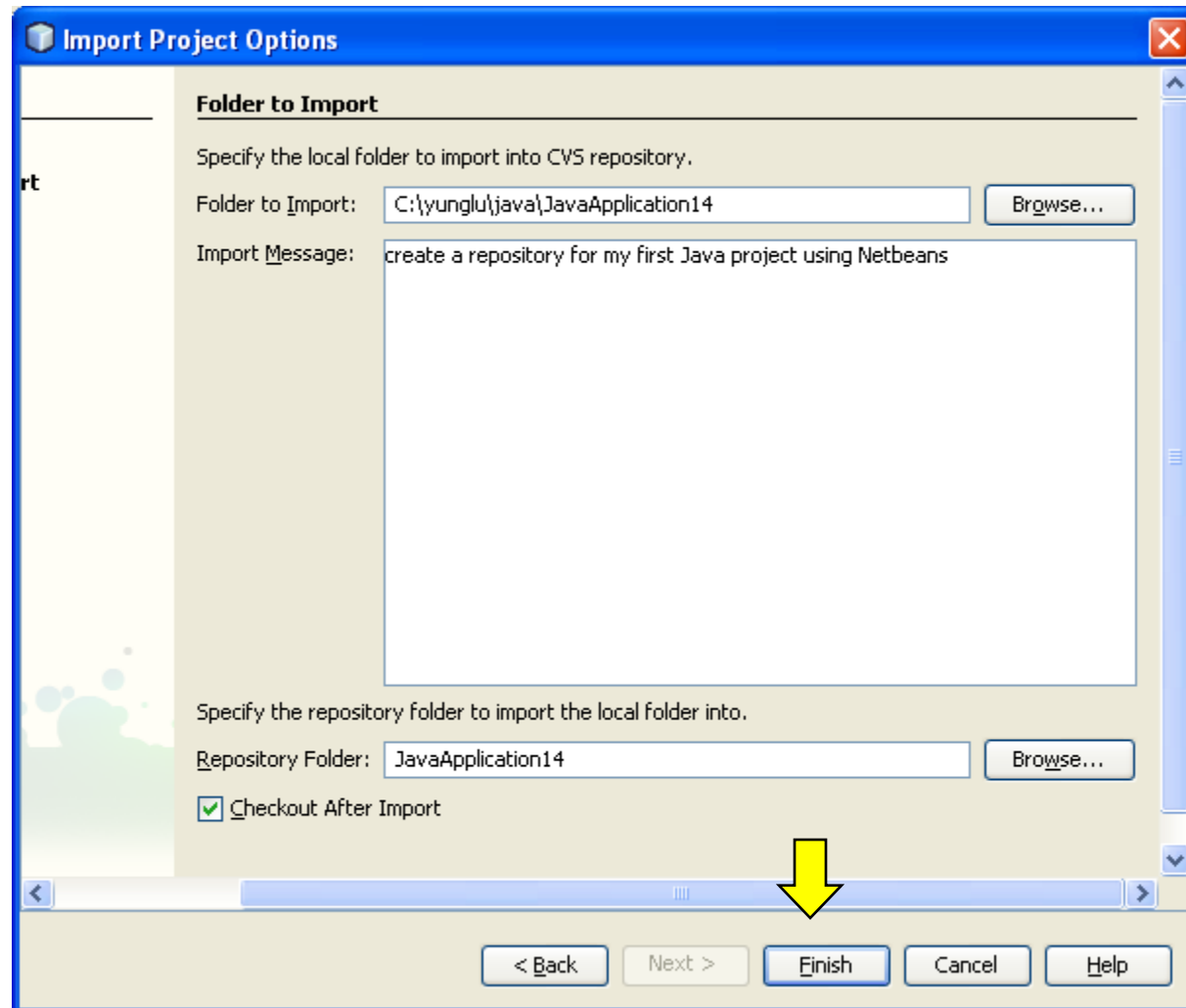


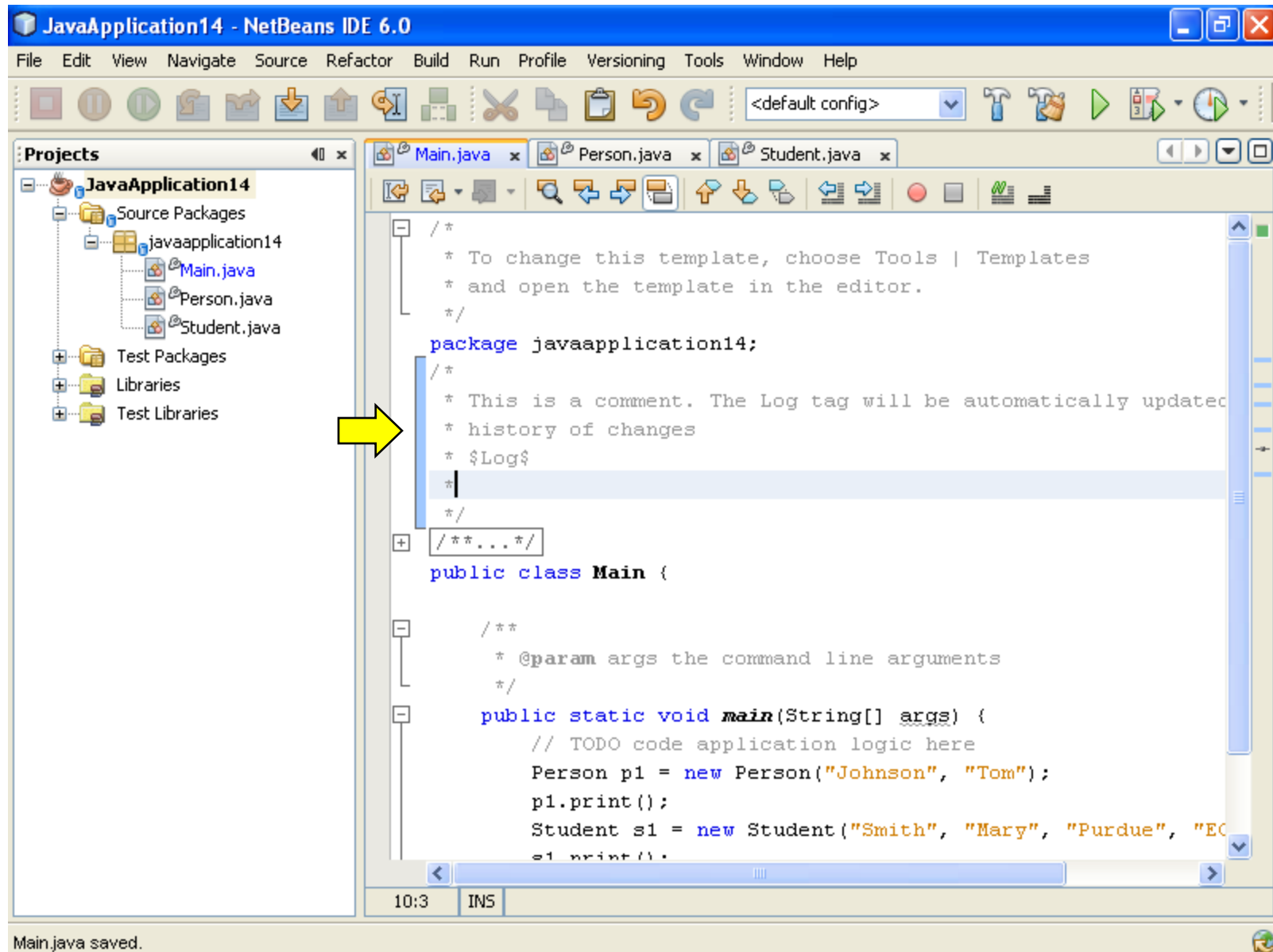


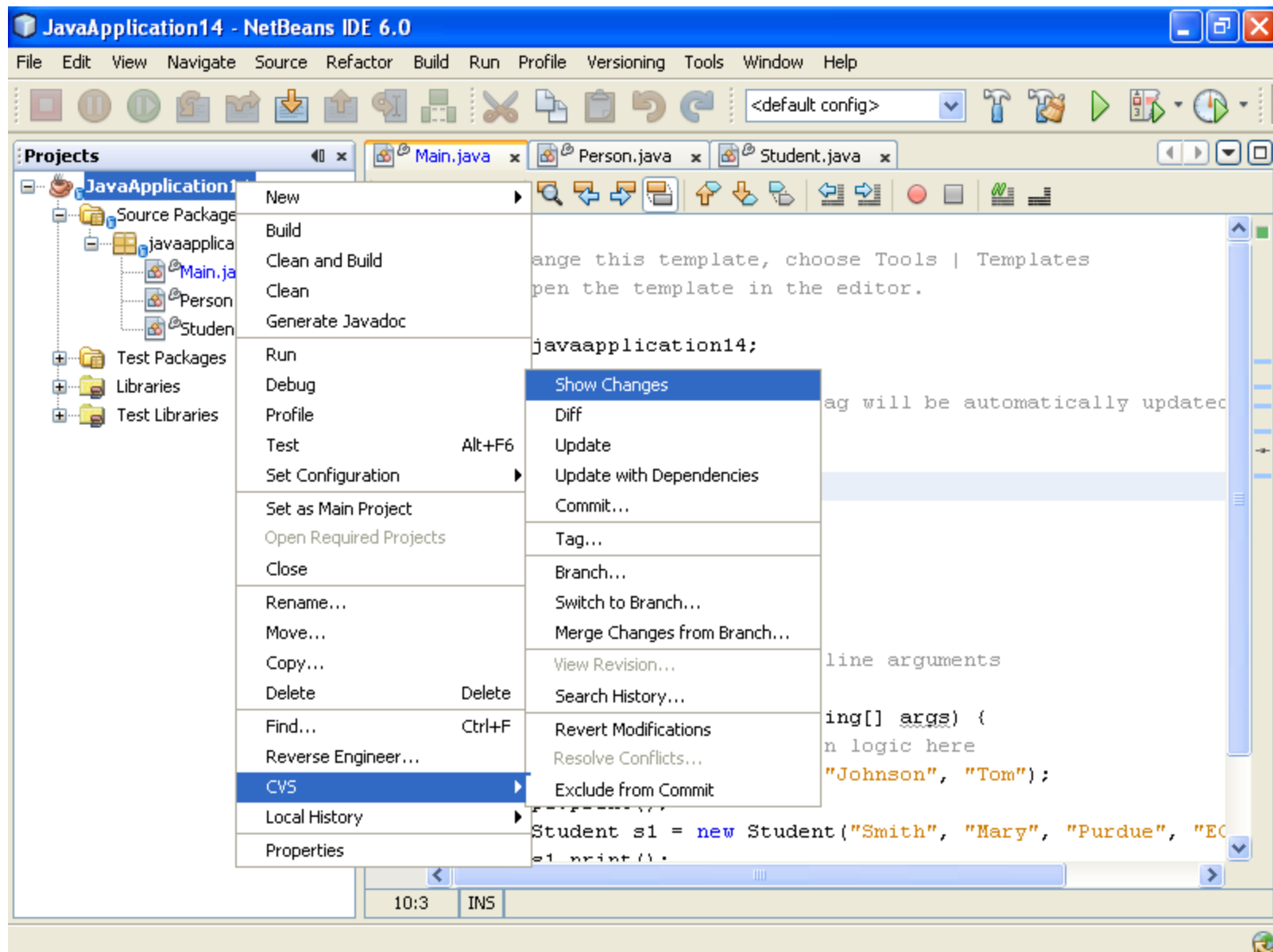


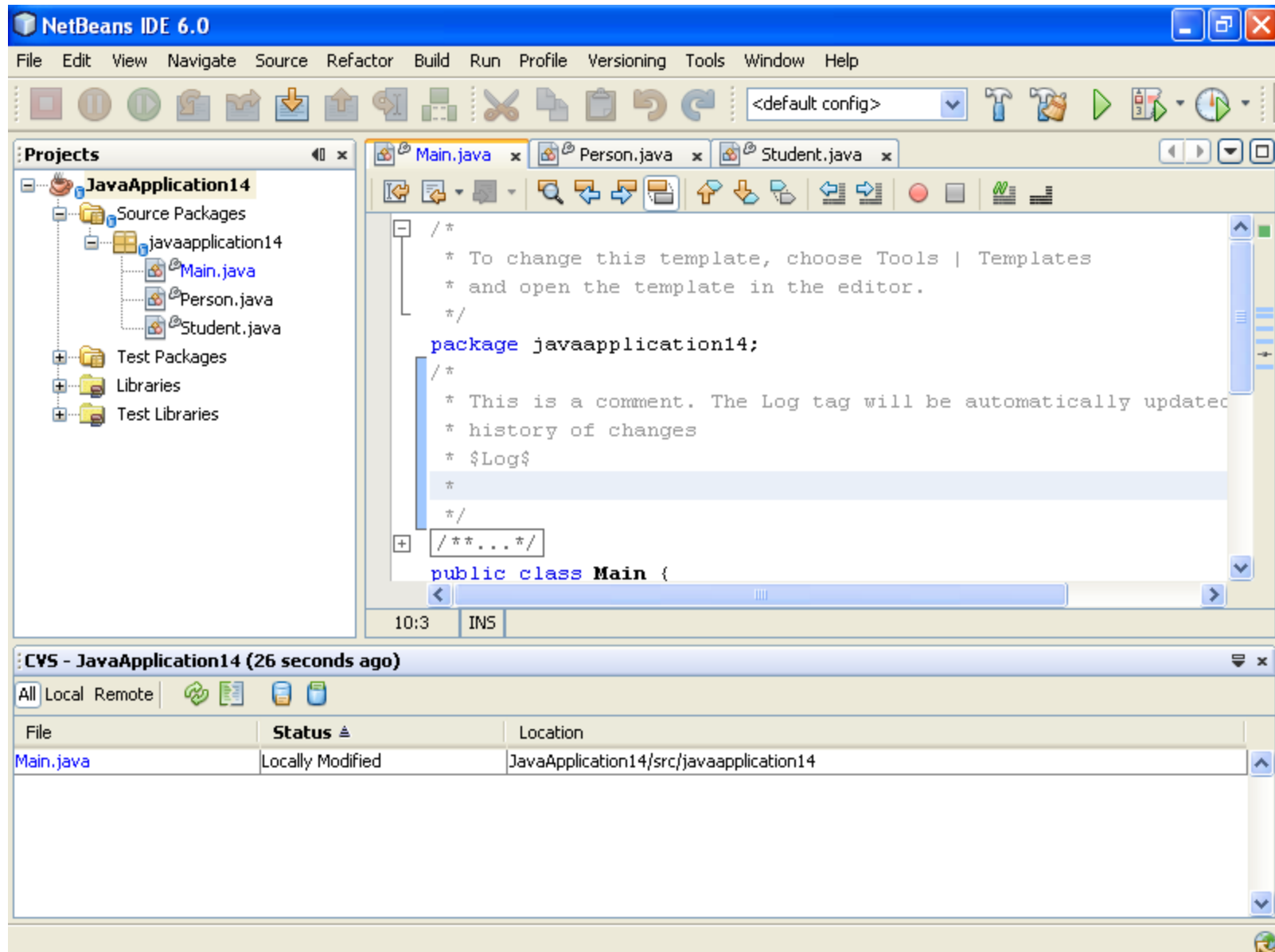


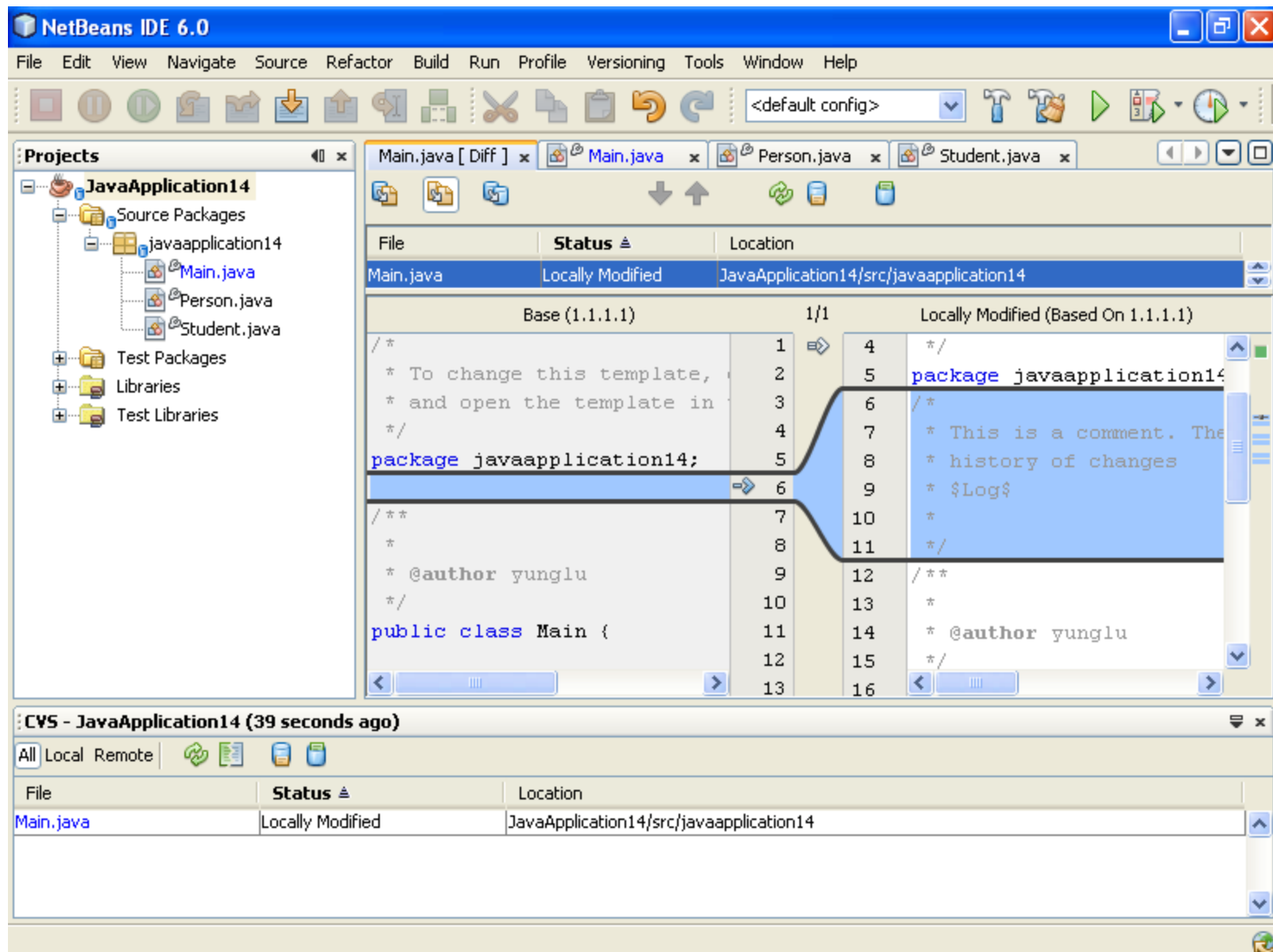


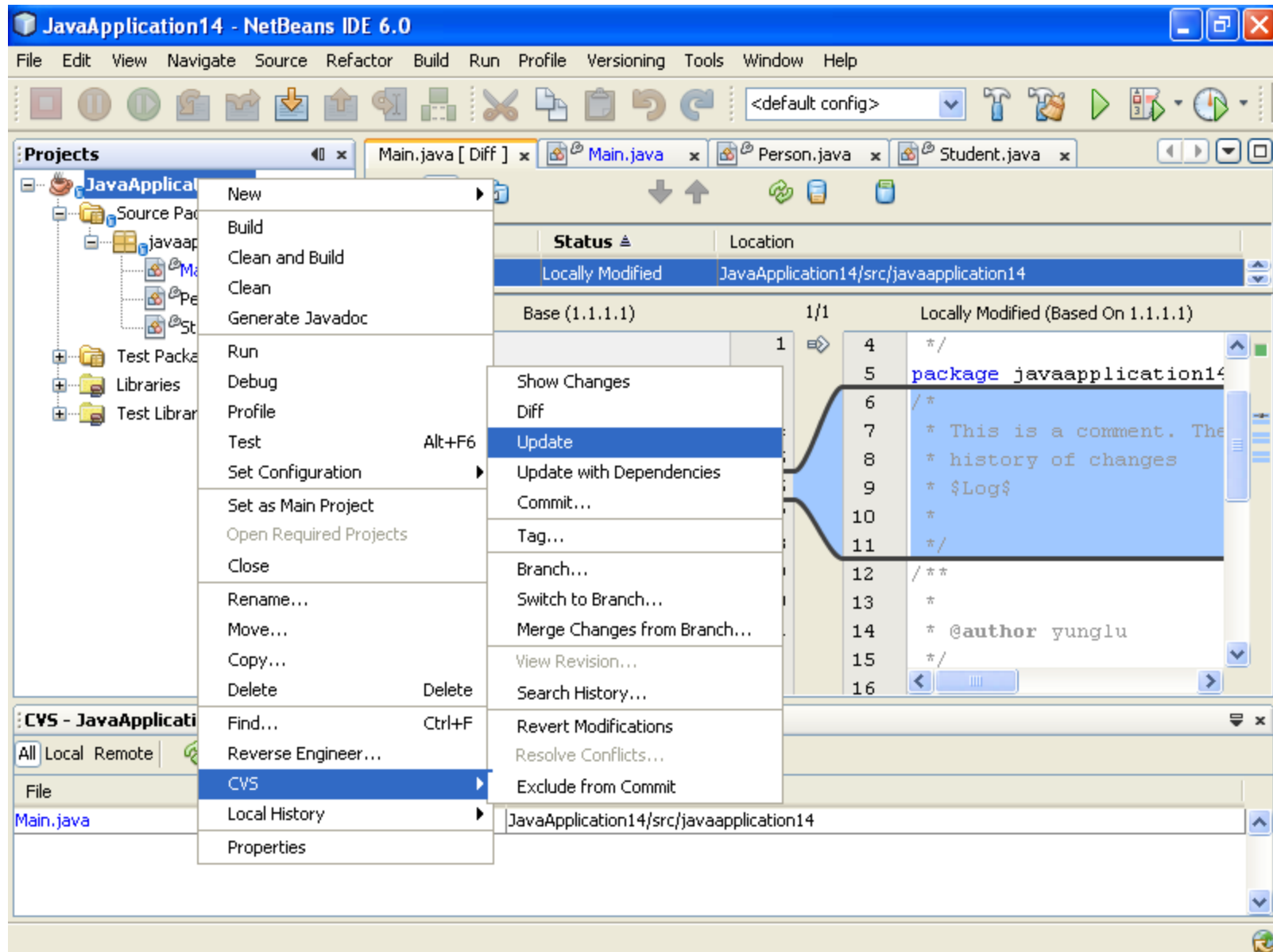


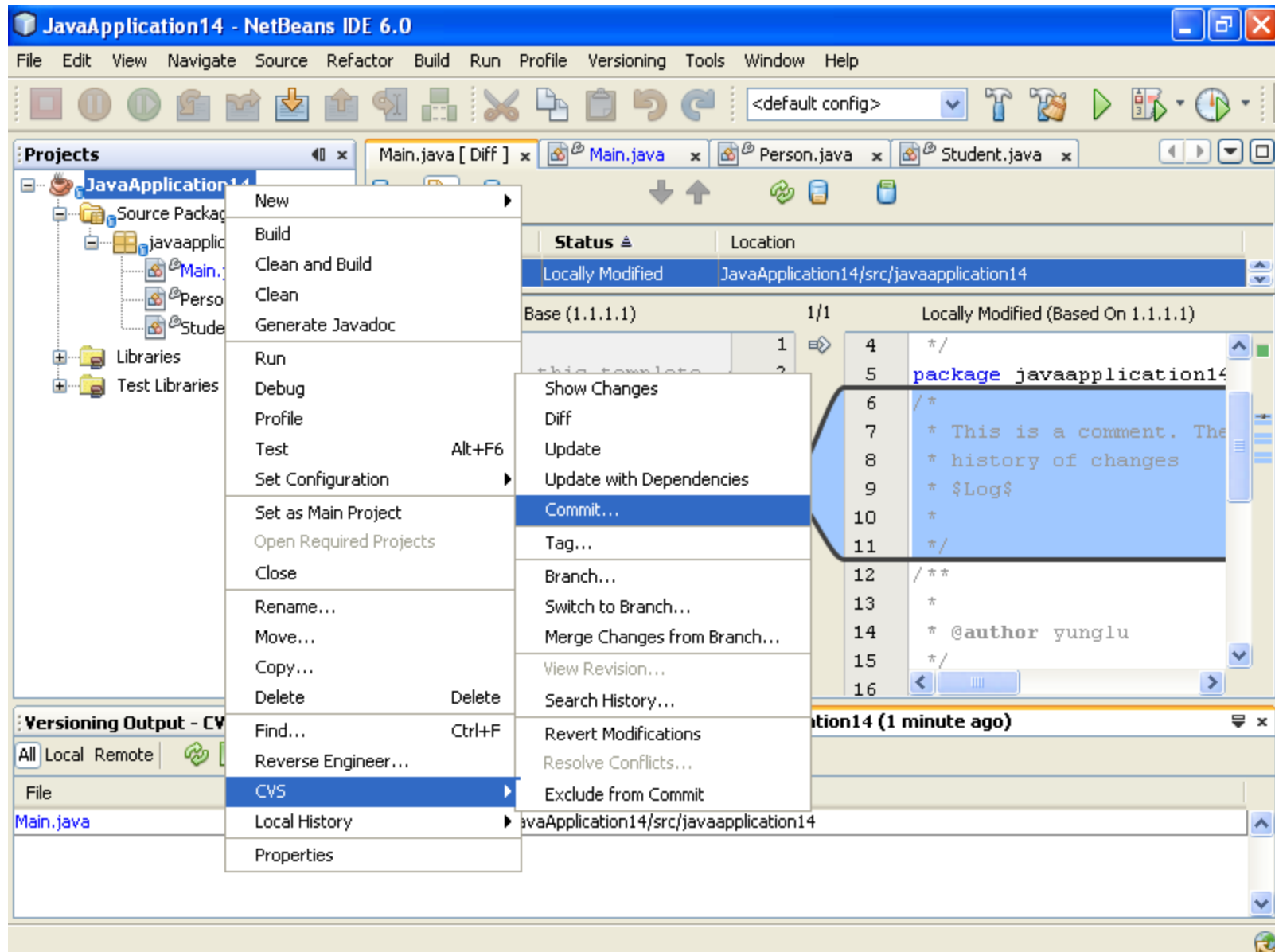


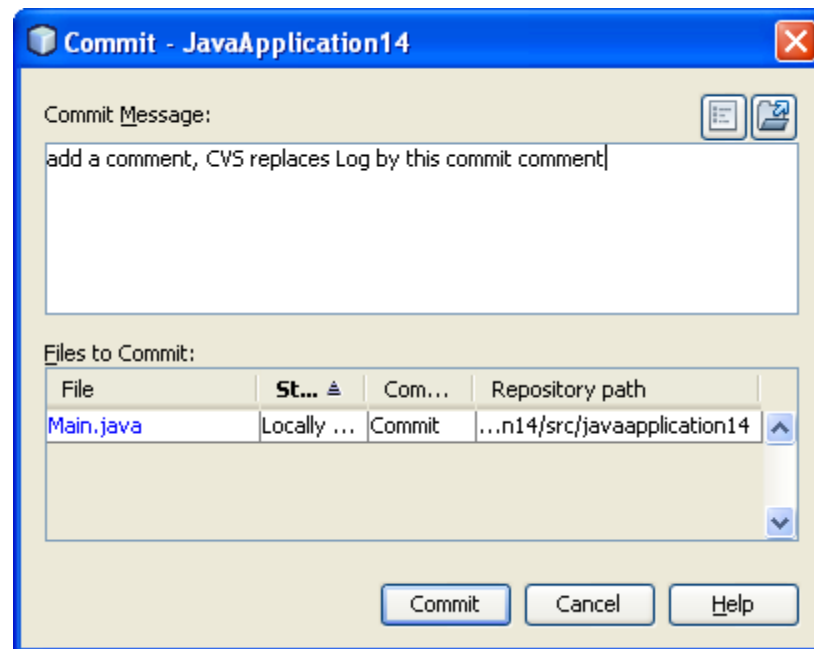


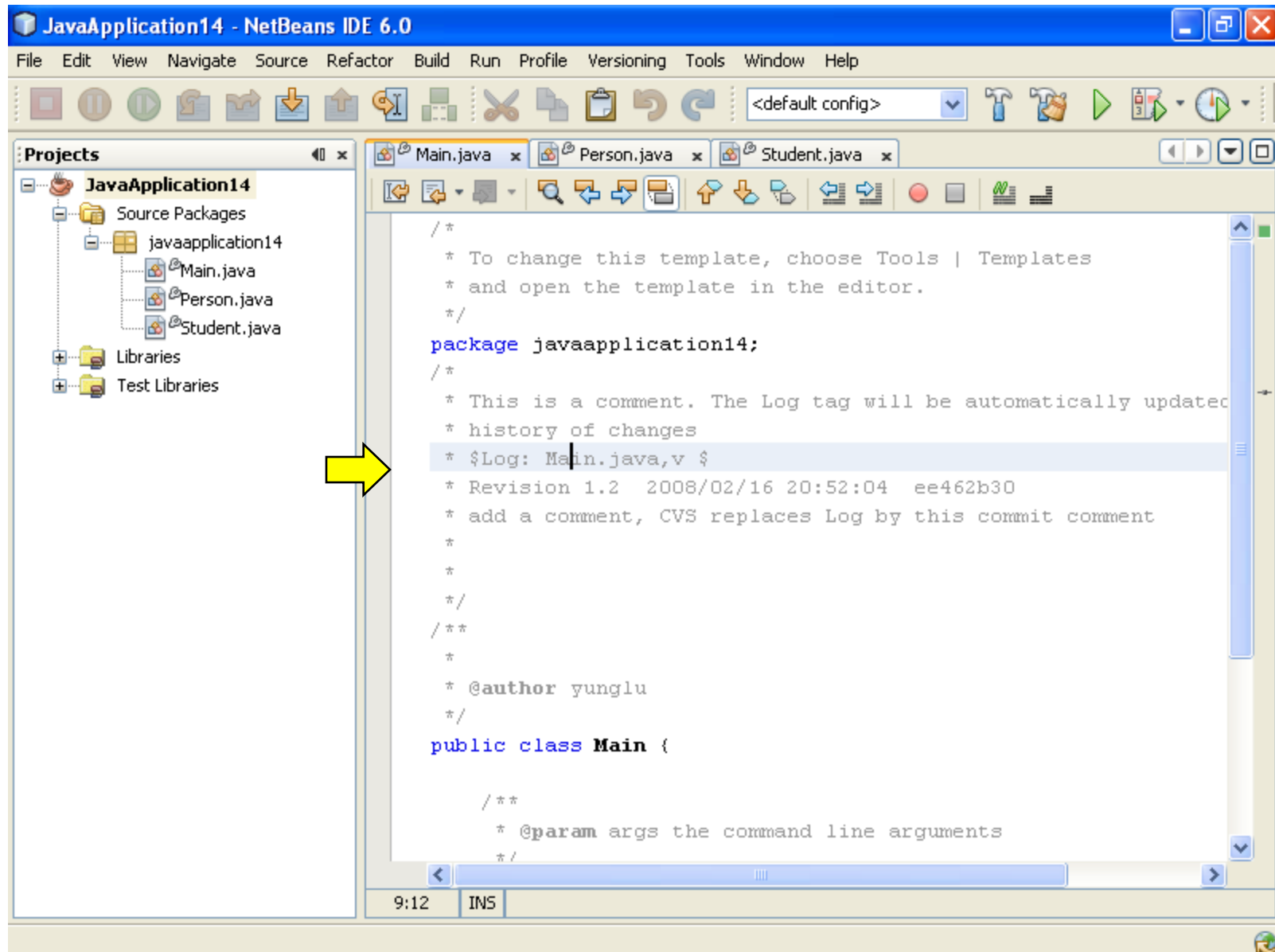




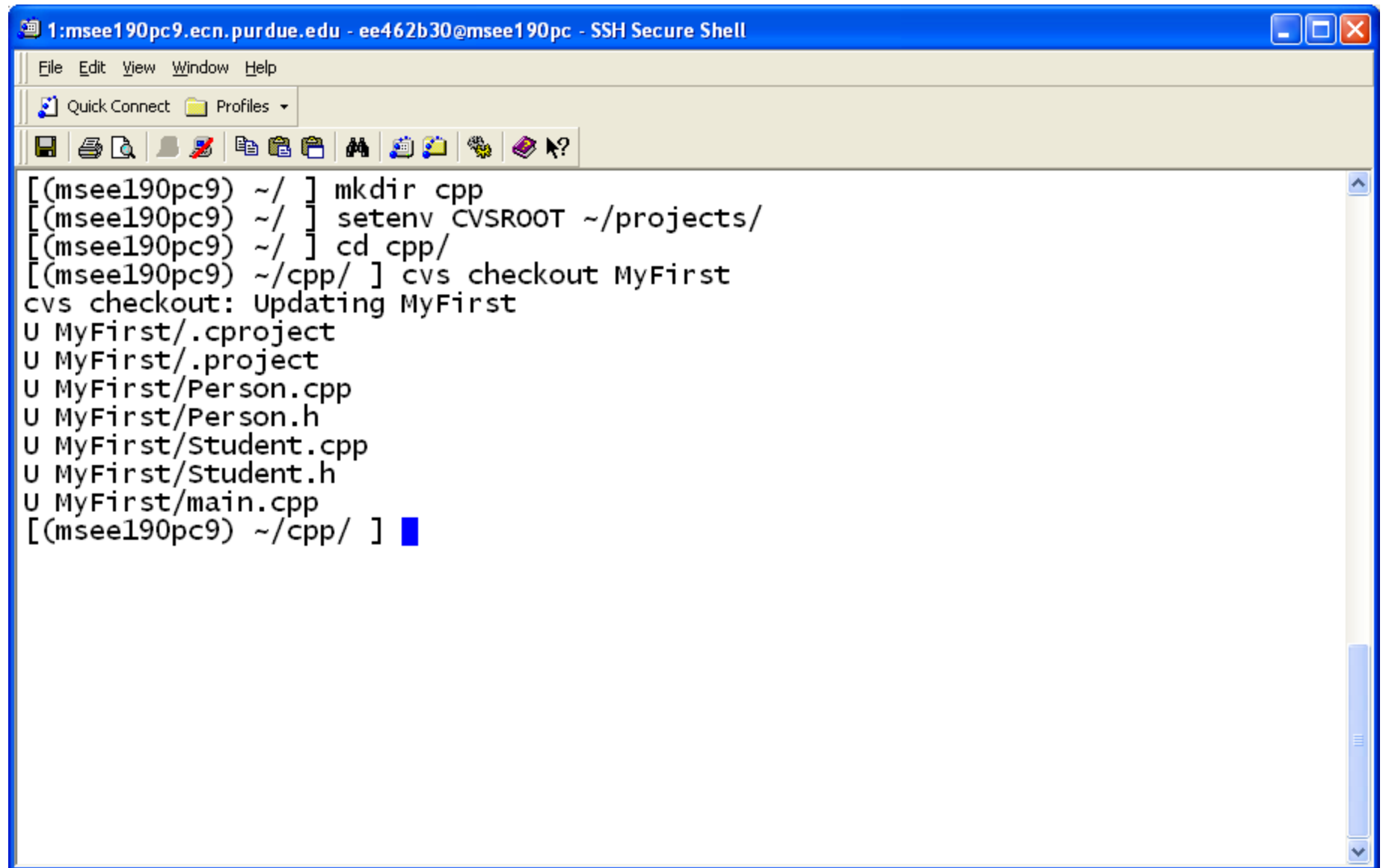








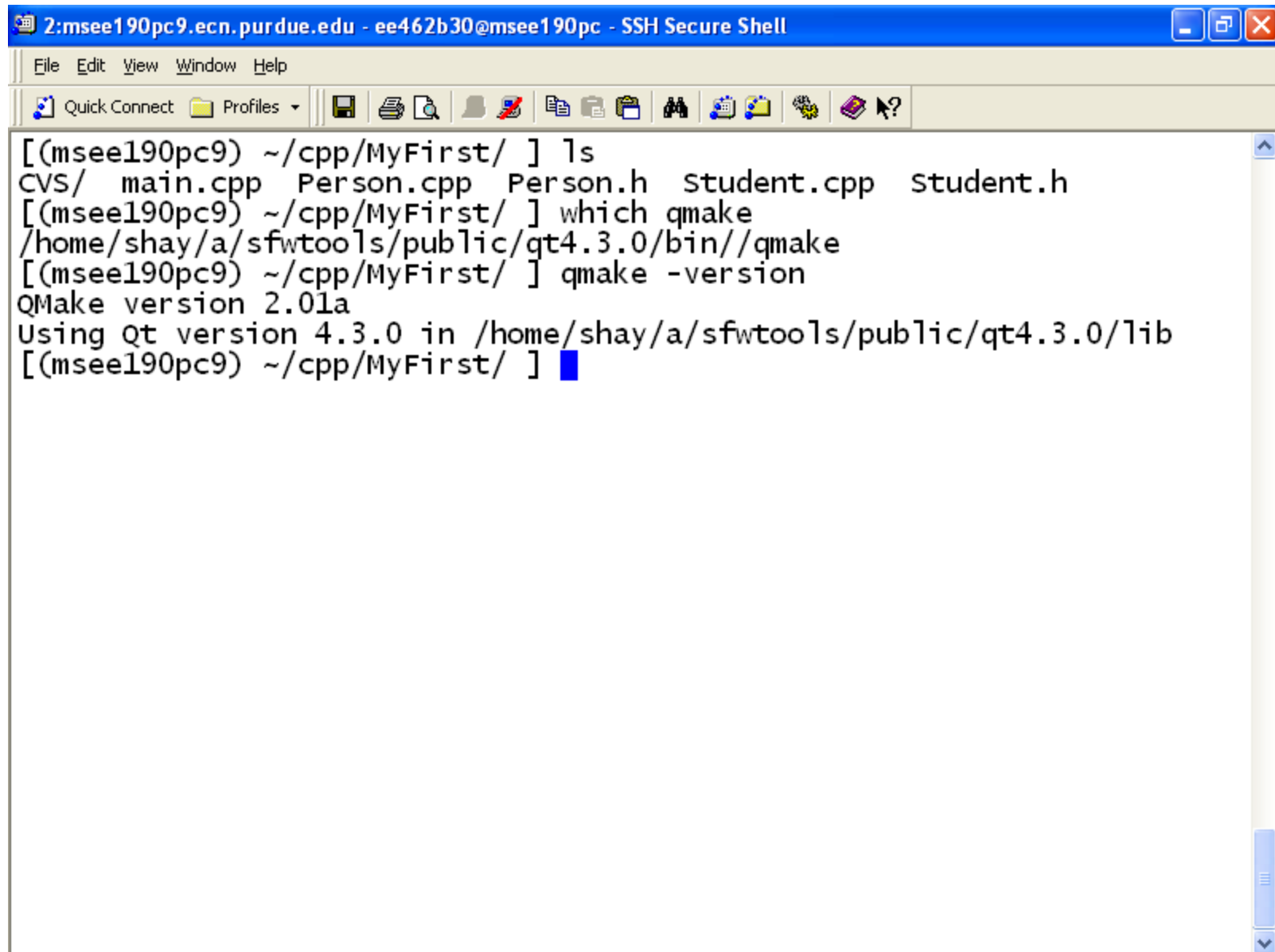
# **Compile / Execute C++ Programs in Linux Shell**



The image shows a terminal window titled "1:msee190pc9.ecn.purdue.edu - ee462b30@msee190pc - SSH Secure Shell". The window has a menu bar with "File", "Edit", "View", "Window", and "Help". Below the menu bar is a toolbar with icons for "Quick Connect" and "Profiles", and a row of standard file management icons. The terminal text shows the following sequence of commands and output:

```
[(msee190pc9) ~/ ] mkdir cpp
[(msee190pc9) ~/ ] setenv CVSR00T ~/projects/
[(msee190pc9) ~/ ] cd cpp/
[(msee190pc9) ~/cpp/ ] cvs checkout MyFirst
cvs checkout: Updating MyFirst
U MyFirst/.cproject
U MyFirst/.project
U MyFirst/Person.cpp
U MyFirst/Person.h
U MyFirst/Student.cpp
U MyFirst/Student.h
U MyFirst/main.cpp
[(msee190pc9) ~/cpp/ ]
```

```
[msee190pc9) ~/cpp/MyFirst/ ] ls
CVS/ main.cpp Person.cpp Person.h student.cpp student.h
[msee190pc9) ~/cpp/MyFirst/ ]
```

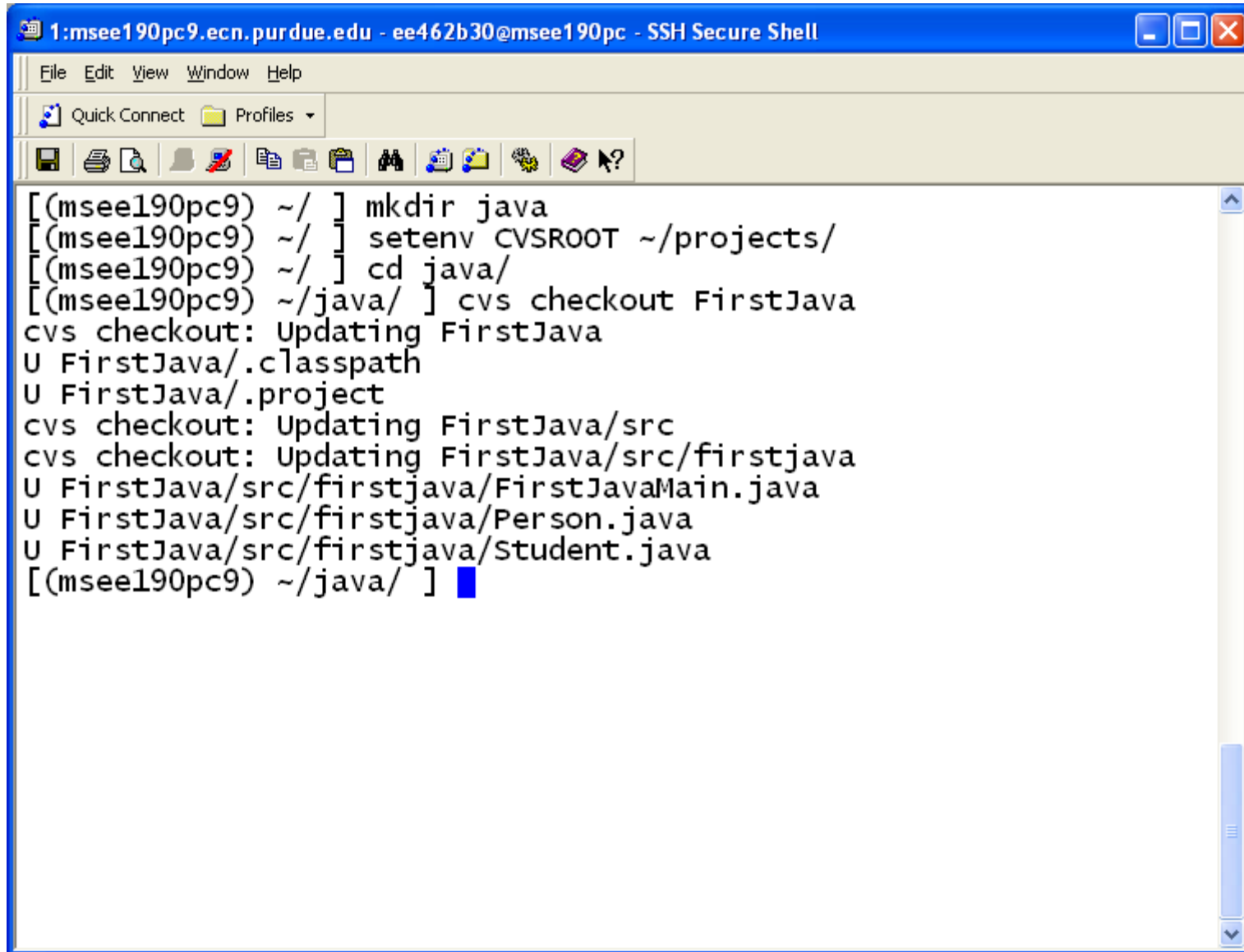


```
[msee190pc9) ~/cpp/MyFirst/ ] ls
CVS/  main.cpp  Person.cpp  Person.h  Student.cpp  Student.h
[msee190pc9) ~/cpp/MyFirst/ ] which qmake
/home/shay/a/sfwtools/public/qt4.3.0/bin//qmake
[msee190pc9) ~/cpp/MyFirst/ ] qmake -version
QMake version 2.01a
Using Qt version 4.3.0 in /home/shay/a/sfwtools/public/qt4.3.0/lib
[msee190pc9) ~/cpp/MyFirst/ ]
```

```
2:msee190pc9.ecn.purdue.edu - ee462b30@msee190pc - SSH Secure Shell
File Edit View Window Help
Quick Connect Profiles
CVS/ main.cpp Person.cpp Person.h student.cpp student.h
[(msee190pc9) ~/cpp/MyFirst/ ] which qmake
/home/shay/a/sfwtools/public/qt4.3.0/bin//qmake
[(msee190pc9) ~/cpp/MyFirst/ ] qmake -version
QMake version 2.01a
Using Qt version 4.3.0 in /home/shay/a/sfwtools/public/qt4.3.0/lib
[(msee190pc9) ~/cpp/MyFirst/ ] qmake -project
[(msee190pc9) ~/cpp/MyFirst/ ] qmake
[(msee190pc9) ~/cpp/MyFirst/ ] make
g++ -c -m64 -pipe -O2 -Wall -W -D_REENTRANT -DQT_NO_DEBUG -DQT_GUI_LIB
-DQT_CORE_LIB -DQT_SHARED -I../.../sfwtools/public/qt4.3.0/mkspecs/
linux-g++-64 -I. -I../.../sfwtools/public/qt4.3.0/include/QtCore -I.
../.../sfwtools/public/qt4.3.0/include/QtCore -I../.../sfwtools/pub
lic/qt4.3.0/include/QtGui -I../.../sfwtools/public/qt4.3.0/include/Q
tGui -I../.../sfwtools/public/qt4.3.0/include -I. -I. -I. -o main.o
main.cpp
main.cpp:6: warning: unused parameter 'argc'
main.cpp:6: warning: unused parameter 'argv'
g++ -c -m64 -pipe -O2 -Wall -W -D_REENTRANT -DQT_NO_DEBUG -DQT_GUI_LIB
-DQT_CORE_LIB -DQT_SHARED -I../.../sfwtools/public/qt4.3.0/mkspecs/
linux-g++-64 -I. -I../.../sfwtools/public/qt4.3.0/include/QtCore -I.
../.../sfwtools/public/qt4.3.0/include/QtCore -I../.../sfwtools/pub
lic/qt4.3.0/include/QtGui -I../.../sfwtools/public/qt4.3.0/include/Q
tGui -I../.../sfwtools/public/qt4.3.0/include -I. -I. -I. -o Person.
o Person.cpp
g++ -c -m64 -pipe -O2 -Wall -W -D_REENTRANT -DQT_NO_DEBUG -DQT_GUI_LIB
```

```
2:msee190pc9.ecn.purdue.edu - ee462b30@msee190pc - SSH Secure Shell
File Edit View Window Help
Quick Connect Profiles
lic/qt4.3.0/include/QtGui -I../.../sfwtools/public/qt4.3.0/include/Q
tGui -I../.../sfwtools/public/qt4.3.0/include -I. -I. -I. -o Person.
o Person.cpp
g++ -c -m64 -pipe -O2 -Wall -W -D_REENTRANT -DQT_NO_DEBUG -DQT_GUI_LIB
-DQT_CORE_LIB -DQT_SHARED -I../.../sfwtools/public/qt4.3.0/mkspecs/
linux-g++-64 -I. -I../.../sfwtools/public/qt4.3.0/include/QtCore -I.
../.../sfwtools/public/qt4.3.0/include/QtCore -I../.../sfwtools/pub
lic/qt4.3.0/include/QtGui -I../.../sfwtools/public/qt4.3.0/include/Q
tGui -I../.../sfwtools/public/qt4.3.0/include -I. -I. -I. -o Student
.o Student.cpp
g++ -m64 -Wl,-rpath,/home/shay/a/sfwtools/public/qt4.3.0/lib -o MyFirs
t main.o Person.o Student.o -L/home/shay/a/sfwtools/public/qt4.3.0/
lib -lQtGui -L/home/shay/a/sfwtools/public/qt4.3.0/lib -L/usr/X11R6/li
b64 -lpng -lSM -lICE -pthread -pthread -lXi -lXrender -lXrandr -lXcurs
or -lXinerama -lfreetype -lfontconfig -lXext -lX11 -lQtCore -lz -lm -p
thread -lgthread-2.0 -lglib-2.0 -lrt -ldl -lpthread
/usr/bin/ld: warning: libstdc++.so.5, needed by /home/shay/a/sfwtools/
public/qt4.3.0/lib/libQtGui.so, may conflict with libstdc++.so.6
[(msee190pc9) ~/cpp/MyFirst/ ] ./MyFirst
last name: Johnson
first name: Tom
last name: Smith
first name: Mary
school: Purdue
major: ECE
[(msee190pc9) ~/cpp/MyFirst/ ]
```

# **Compile / Execute Java Programs in Linux Shell**

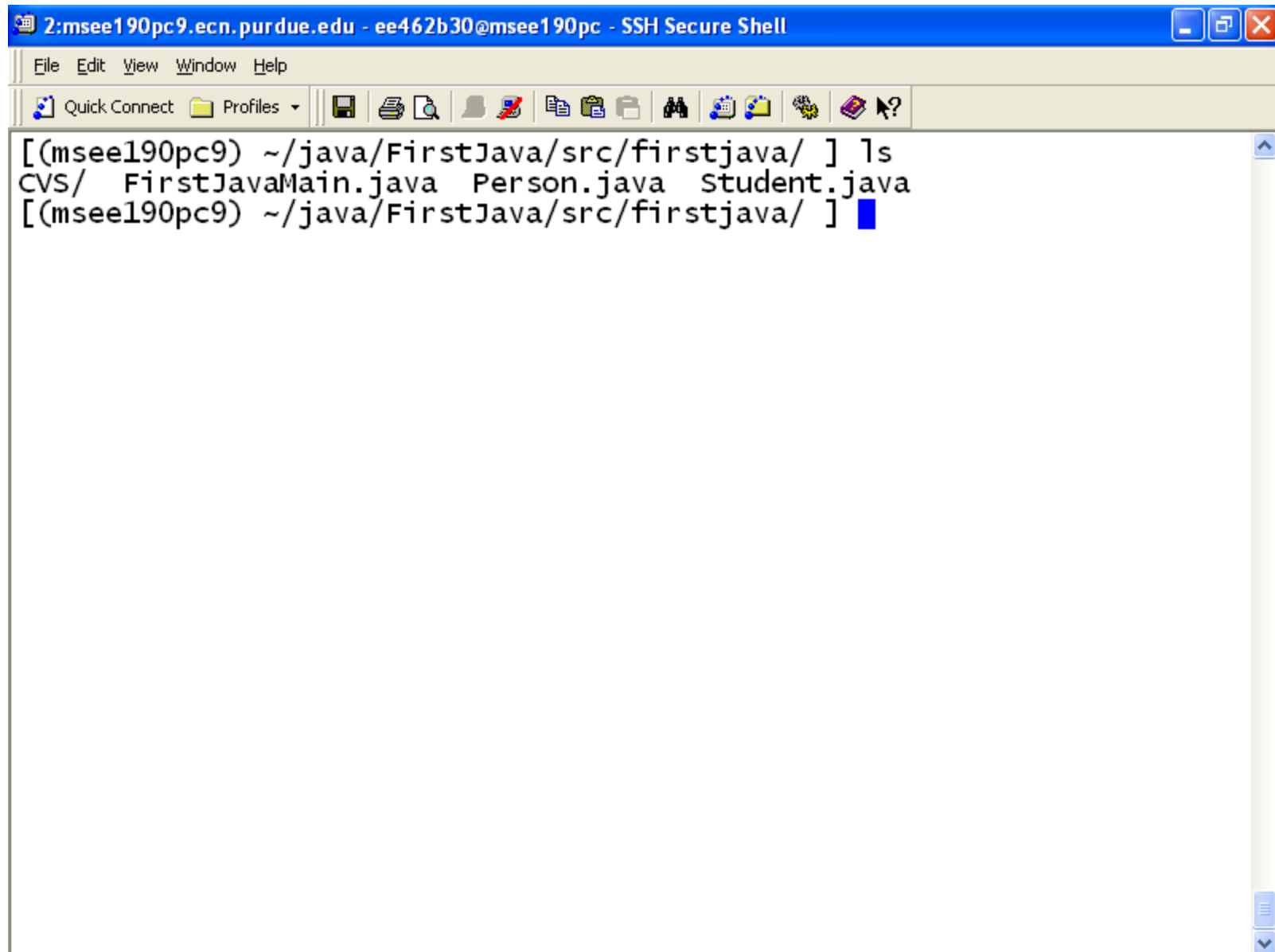


1:msee190pc9.ecn.purdue.edu - ee462b30@msee190pc - SSH Secure Shell

File Edit View Window Help

Quick Connect Profiles

[(msee190pc9) ~/ ] mkdir java  
[(msee190pc9) ~/ ] setenv CVSROOT ~/projects/  
[(msee190pc9) ~/ ] cd java/  
[(msee190pc9) ~/java/ ] cvs checkout FirstJava  
cvs checkout: Updating FirstJava  
U FirstJava/.classpath  
U FirstJava/.project  
cvs checkout: Updating FirstJava/src  
cvs checkout: Updating FirstJava/src/firstjava  
U FirstJava/src/firstjava/FirstJavaMain.java  
U FirstJava/src/firstjava/Person.java  
U FirstJava/src/firstjava/Student.java  
[(msee190pc9) ~/java/ ]



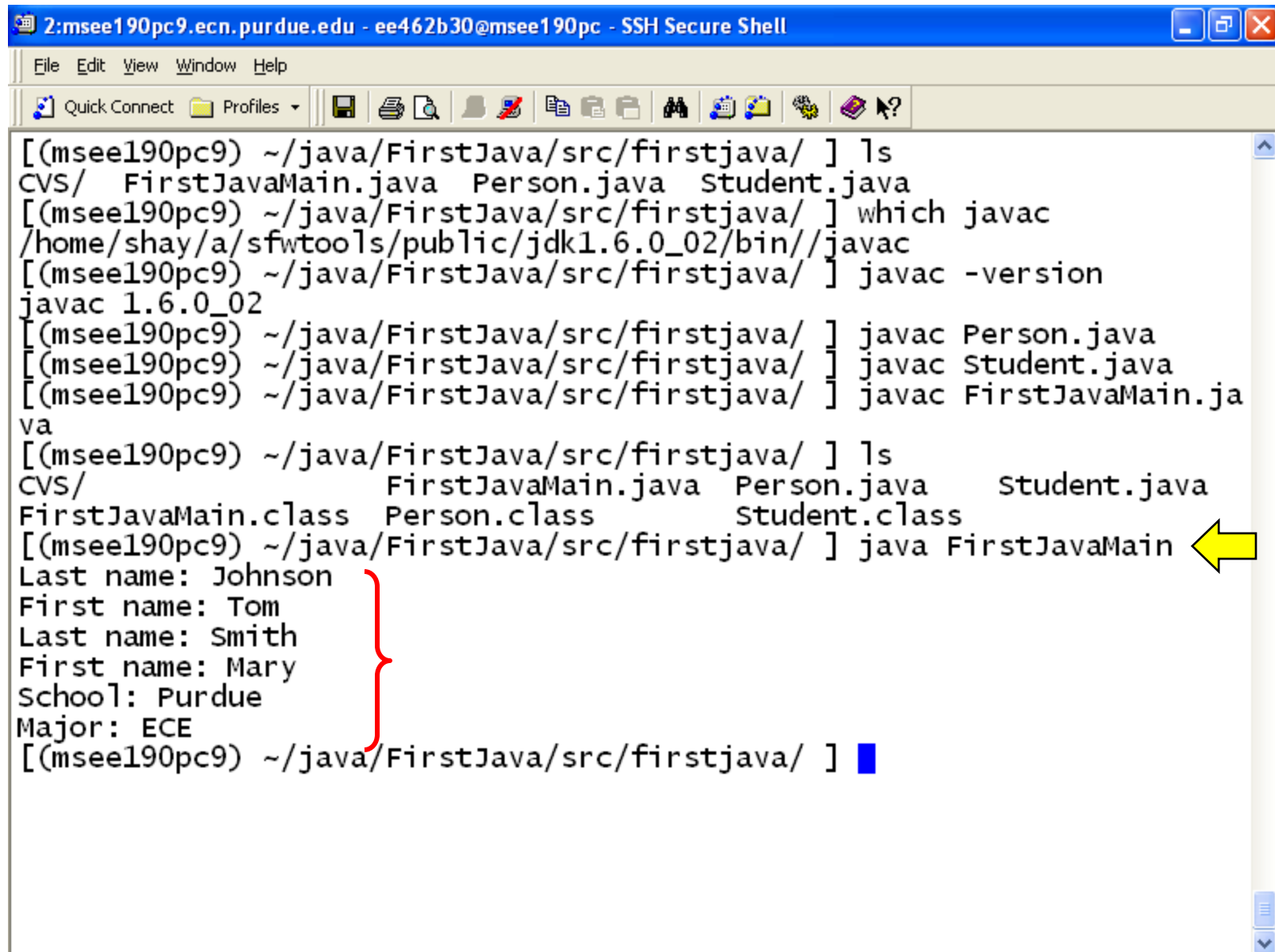
The image shows a screenshot of an SSH Secure Shell terminal window. The title bar at the top reads "2:msee190pc9.ecn.purdue.edu - ee462b30@msee190pc - SSH Secure Shell". Below the title bar is a menu bar with "File", "Edit", "View", "Window", and "Help". Underneath the menu bar is a toolbar with various icons for file operations like "Quick Connect", "Profiles", "Save", "Print", "Find", "Copy", "Paste", "Undo", "Redo", "Home", "Up", "Down", "Left", "Right", "Search", and "Help". The main area of the window is a text-based terminal. It shows a prompt "[msee190pc9) ~/java/FirstJava/src/firstjava/ ]" followed by the command "ls". The output of the command is "CVS/ FirstJavaMain.java Person.java Student.java". Below the output, the prompt is shown again with a blue cursor: "[msee190pc9) ~/java/FirstJava/src/firstjava/ ]".

```
[msee190pc9) ~/java/FirstJava/src/firstjava/ ] ls
CVS/ FirstJavaMain.java Person.java Student.java
[msee190pc9) ~/java/FirstJava/src/firstjava/ ]
```

```
2:msee190pc9.ecn.purdue.edu - ee462b30@msee190pc - SSH Secure Shell
File Edit View Window Help
Quick Connect Profiles
CVS/ FirstJavaMain.java Person.java Student.java
[(msee190pc9) ~/java/FirstJava/src/firstjava/ ] cvs diff
cvs diff: Diffing .
Index: FirstJavaMain.java
=====
RCS file: /home/shay/a/ee462b30/projects/FirstJava/src/firstjava/First
JavaMain.java,v
retrieving revision 1.1
diff -r1.1 FirstJavaMain.java
4d3
< package firstjava;
Index: Person.java
=====
RCS file: /home/shay/a/ee462b30/projects/FirstJava/src/firstjava/Person
.java,v
retrieving revision 1.2
diff -r1.2 Person.java
4d3
< package firstjava;
Index: Student.java
=====
RCS file: /home/shay/a/ee462b30/projects/FirstJava/src/firstjava/Student
.java,v
retrieving revision 1.1
diff -r1.1 Student.java
4,5d3
```



**Remove  
package firstjava;  
in the files**



The image shows a terminal window titled "2:msee190pc9.ecn.purdue.edu - ee462b30@msee190pc - SSH Secure Shell". The window has a menu bar (File, Edit, View, Window, Help) and a toolbar with icons for Quick Connect, Profiles, and various file operations. The terminal content shows the following sequence of commands and output:

```
[(msee190pc9) ~/java/FirstJava/src/firstjava/ ] ls
CVS/ FirstJavaMain.java Person.java Student.java
[(msee190pc9) ~/java/FirstJava/src/firstjava/ ] which javac
/home/shay/a/sfwtools/public/jdk1.6.0_02/bin/javac
[(msee190pc9) ~/java/FirstJava/src/firstjava/ ] javac -version
javac 1.6.0_02
[(msee190pc9) ~/java/FirstJava/src/firstjava/ ] javac Person.java
[(msee190pc9) ~/java/FirstJava/src/firstjava/ ] javac Student.java
[(msee190pc9) ~/java/FirstJava/src/firstjava/ ] javac FirstJavaMain.java
[(msee190pc9) ~/java/FirstJava/src/firstjava/ ] ls
CVS/ FirstJavaMain.java Person.java Student.java
FirstJavaMain.class Person.class Student.class
[(msee190pc9) ~/java/FirstJava/src/firstjava/ ] java FirstJavaMain
Last name: Johnson
First name: Tom
Last name: Smith
First name: Mary
School: Purdue
Major: ECE
[(msee190pc9) ~/java/FirstJava/src/firstjava/ ]
```

A yellow arrow points to the command `java FirstJavaMain`, and a red bracket highlights the output of the program.

# Self Test