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Introduction

Welcome to Grinder

Welcome to Grinder: The Java Browser.

We intend for Grinder to become the premier development environment for the Java language, and at the same time make sure that every developer can afford it. We are firmly convinced that Java will become the preeminent development language of most individuals as well as companies in the near future.

In keeping with this commitment, we are offering you this preview of Grinder before it has even made it into Beta. Partly, we would like to start getting feedback as early as possible so that we can apply our limited resources well, but also because we want the Java development process to be fun and rewarding for as many people as possible.

This is a limited time preview that will expire on June 30, 1995. All functions are fully enabled however. Make sure and download a newer version prior to that time.

If you like what we have done, tell a friend. Feel free to make copies and distribute this preview to anyone you want, as long as you don't change it or charge for it. (More details in the license agreement).

Remember, this preview will expire on June 30, 1996. Be sure and download a newer copy before that time.

Happy grinding !

Installation

The Basics

You have to have the Java IDE

The IDE (Integrated Deveopment Kit) can be obtained from several sites on the Internet. The official site is from Sun, the company that developed Java. Their Web Page can be found at: <todo: Suns URL>. Our Web Page also contains links to this and other sites. Look for us at: <todo: Our Web Page URL>.

It has to be the right version

This Preview version of Grinder only supports version 1.0 Beta of the Java Software Development Kit. It may support class files from other versions depending on the imbedded data. We will continue to upgrade Grinder to work with all new class file formats, and of course the class file format will stabilize as Java matures.

You need to point to the IDE

Before running Grinder, create 3 new environmental variables (use control panel, system settings):

CLASSPATH - points to where your java class files have been installed.

example:

CLASSPATH=e:\java\classes;

SOURCEPATH - points to where the java source files are.

example:

SOURCEPATH=e:\java\src;

TOOLPATH - points to where the java compiler and executables are.

example:

TOOLPATH=e:\java\bin

You must install Grinder

The setup program that comes with Grinder will guide you through the install process and will make all Registry entries for you needed to run Grinder. Follow the instructions carefully, and accept the defaults unless absolutely necessary.

A program group will be created for you that contains an Icon to launch the Grinder and one to remove Grinder from your system.

Frequently Asked Questions

What is Grinder ?

Grinder is a Graphical Integrated Development Environment for the Java language. Graphical, because it uses Windows and controls like list boxes, entry fields, etc. to display data to the user, and mouse and keyboard input to interact with the user. Integrated, because all of the Java tools are accessible and useable from the same tool. From editing source code, to executing applets you create, to debugging your application, all tools are available as menu choices from within Grinder.

Why would I want to use Grinder ?

Grinder will increase your productivity by placing the most used tasks a single mouse click away. These same tasks without Grinder would mean tedious typing of command lines, switching between applications like a text editor and the command window, etc.

Because you work in a more natural manner, with all functions available to you in the same tool, your thoughts can be implemented smoothly, without breaks in your concentration.

How do I learn how to use Grinder ?

Some people learn best by just jumping in and running Grinder, testing each menu item to see what it does. Others like a more structured introduction. For those people, we have our 10 minute tutorial.

<Todo: Jump to Tutorial>

How do I learn how to program in Java ?

There are numerous resources available to you, many of which are on the Internet and free !

Sun's Web Page <todo:>

Other Java Web Pages <todo:>

Java Tutorials <todo:>

What is my next step ?

Fire up Grinder and start exploring it's capabilities. Run through the 10 minute tutorial if you haven't done so yet, then you decide: Applet or Application ? Build one, or two, then let your imagination loose. Be sure and explore the thousands of new Java Applets being released onto the Internet on a daily basis. But most of all: have fun and be creative. Be a JavaHead.

The Grinder Browser

The Packages List Pane

The Packages List Pane shows all Java Packages found in all of the directories rooted by entries in your system settings under the environment variable named ClassPaths. See ClassPaths for more information.

The Classes List Pane

The Classes List Pane shows all Java Class files contained in the package currently selected in the Packages List Pane.

The Methods List Pane

The Methods List Pane shows all methods contained within the currently selected class in the Classes List Pane

The Notebook Pane

The Notebook Pane is a collection of panes represented in a folder-like fashion with tabs at the top representing each pane. Selecting a tab will bring its pane into focus. We will be adding several more in upcoming releases, but right now Grinder has these:

Source Code Pane

Except for rare exceptions (such as when a Java Class file has no source code file), the Source Code Pane contains the file that was the source of the compiled Java class file you are browsing. This pane is where you will add your new Applets or Applications into Grinder and the Java Class hierarchy.

Output Pane

The Output Pane is used to show you the results of executing any Java Development tool such as the compiler or Applet Viewer. You should consider this a "read-only" pane, since there are no operations available on it to you.

HTML Pane

When you have defined or modified a Java Applet and execute it using Grinder, Grinder will first build an HTML file which is the required input to the AppletViewer tool. This file is sufficient to execute your Applet in a pre-defined window. You may edit this text, resave it and test again. <todo: right now its read-only. We need to add the editing capabilities>

Class Details Pane

A specialized form of the Output Pane, this pane shows you the results of executing the class disassembler (javap). We have the output go into a seperate pane so that you can keep it handy for consultation. <todo: really ?>

The Menu Bar

File

Right now the only choice is Exit. <todo: Update this when we get Open working for the tutorial>

Edit

Undo

Undo the last edit operation.

Cut

Remove the selected text from the pane and place it onto the clipboard.

Copy

Make a copy of the selected text from the pane and place it onto the clipboard.

Paste

Copy the contents of the clipboard onto the pane at the cursor location.

Delete

Remove the selected text from the pane.

Select All

Select all of the text in the pane visible or not.

Print Selection...

Send the currently selected text to the printer. Can be combined with Select All above to print the entire contents of the pane.

Find...

Invokes a dialog box where you can enter a string of text to search for. Case is ignored.

Again

Repeats the previous Find operation starting from the current cursor location.

Format

Font

Invokes a dialog box that will allow you to set the font of the selected text in the current notebook pane.

Color

Invokes a dialog box that will allow you to set the color of the selected text in the current notebook pane.

Paragraph

Invokes a dialog box that will allow you to set various paragraph formatting of the selected text in the current notebook pane.

Tabs

Invokes a dialog box that will allow you to set the tabs of the selected text in the current notebook pane.

Zoom

Zooms the current notebook pane to the entire size of the Grinder window. If already zoomed, it restores the entire window to the standard dimensions.

Compile

Compiles the source code in the Source Code Pane regardless of the selected Class or method. The results of the compile will be shown in the Output Pane.

If the compile resulted in the creation of a new class, the Classes Pane and Methods Pane will be dynamically updated to reflect the new Class.

Classes

New...

Brings up the New Class Dialog allowing you to specify all of the information necessary to create a new Java Class file. When you dismiss the dialog, the resulting generated source code is compiled. If the compilation is successful the new class is shown in its new place in the browser.

Execute Applet (HTML)

Invokes the AppletViewer utility on the currently selected class. Stdout is redirected to the output pane, but all other output in the form of graphics is provided by the viewer.

Execute Application

Executes the Java interpreter passing the currently selected class as an argument. The output from the application is directed to the output pane.

Disassemble Class File

Invokes the Java utility javap to read the currently selected file, sending the output to the output pane.

Help

See the How to Use Help Menu Item on any Help Window.

Tutorial

Applet or Application ?

Finding a Super Class

Creating a New Class

Adding methods

Adding variables

Support

How to Contact Us

This preview version is an unsupported product. That means we cannot address individual bugs or problem requests. We are interested in your feedback, comments or bug reports, however, and will do our best to incorporate them into the next release.

Our preferred method of contact is Internet mail at:

lsmith3@sunset.net

We have a full time Web page (that should be operational by the time you read this) at:

<http://www.psginc.com/grinder/>

If you only have access to compuserve:

72330,1310

You can try calling, but its going to be very busy:

Leon Smith
The Paradise Software Group,, Inc.
(916) 877-1787

Or the slowest and most painful:

5446 Jensen Court
Paradise Ca. 95969

Legal Issues

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Preview Version

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Good data processing procedure dictates that any program be thoroughly tested with non-critical data before relying on it.

The user must assume the entire risk of using the program. ANY LIABILITY OF THE SELLER WILL BE LIMITED EXCLUSIVELY TO PRODUCT REPLACEMENT OR REFUND OF PURCHASE PRICE.

