

## **Avajava\_Contents**

Setup

Getting Started

### **Developing:**

AvaJava is compatable with Microsoft and Sun Development Kits.

Sun Java Development Kit (JSDK)

Microsoft Java Development Kit (MSDK)

### **Registration**

Links to Java Documentation can be found online at <http://www.protags.com/java/>

## Getting Started

Before you begin you should download the development kit from Microsoft or Sun.

It is to your advantage to download the documentation as well.

You may find links to these sites at <http://www.protags.com/java/>

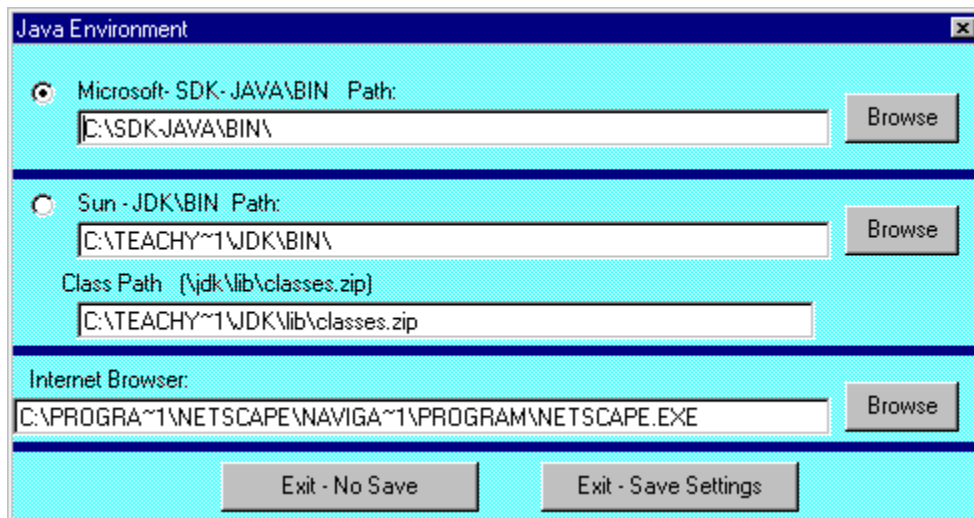
After you have downloaded and installed the development kit you need to setup Avajava for the developing environment.

## Setup

It is necessary to correctly set up the correct paths to the developing environment. The paths are usually something like **c:\jdk\bin for Sun** or **c:\sdk-java\bin for Microsoft**. The path may be the same or different depending on your machine.

If you are encountering errors using any component of the RUN menu check the environment paths.

Use the browse buttons to select the paths.



Make sure to Save Settings.

Now you are ready to start writing java applications or applets.



## MSDK

Compiling Classes

Running DOS Based Applications

Running WINDOWS Based Applications

Viewing Applets with the AppletViewer

Viewing Classes with the Class Viewer

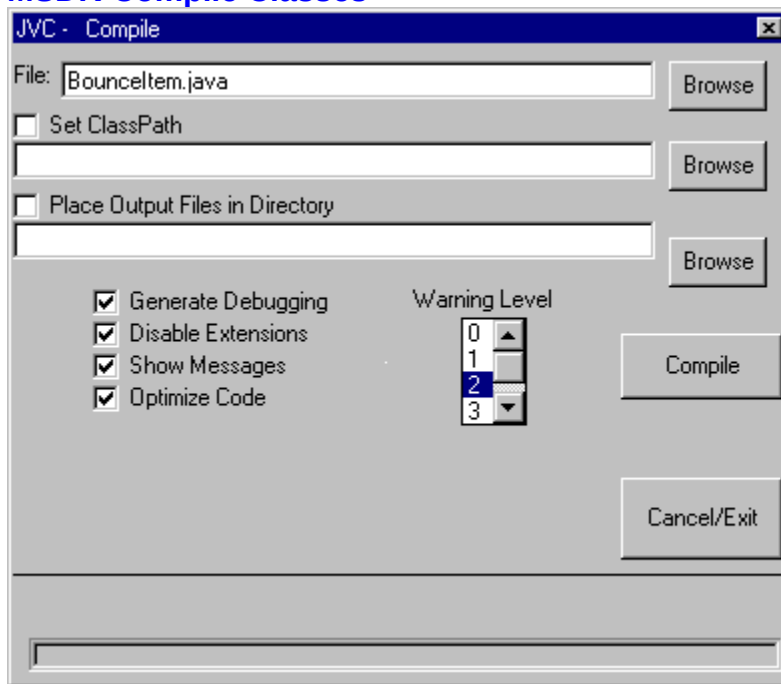
Converting OCX, DLL, etc... to JAVA Classes

Creating Global Identifiers

Making Standalone Application EXE files.

Making C Headers

## MSDK-Compile Classes



There is usually no need to change the default settings in the compilation window.

### FILE:

The first input box contains the filename of the java file to compile. The ".java" filename MUST be included.

### SET CLASSPATH

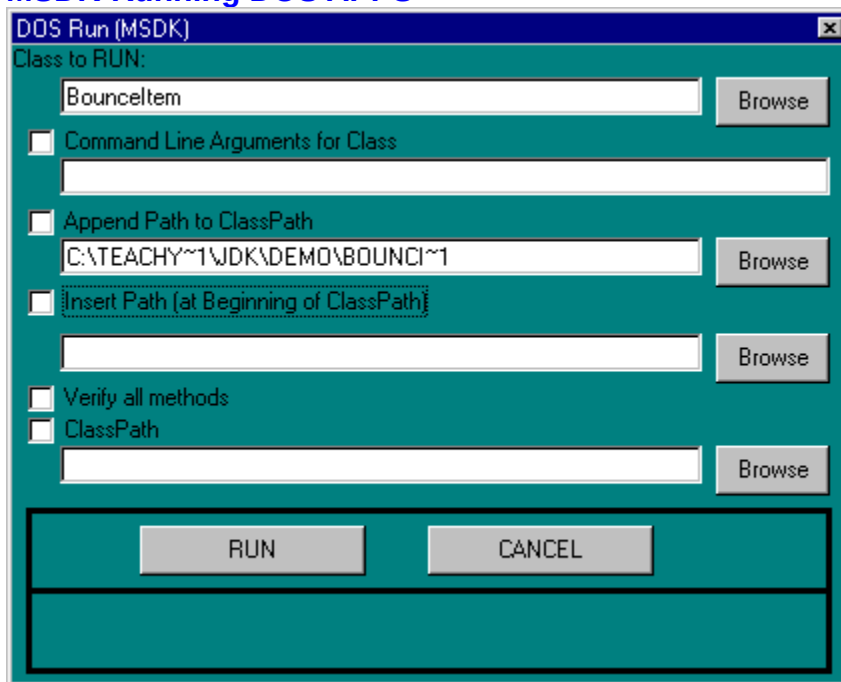
Check the box and use the browse button to specify a different classpath for this compilation. This box may be left blank.

### PLACE OUTPUT FILES IN DIRECTORY

Check the box and use the browse button to specify a different directory for compiled class files. This box may be left blank. The default is the current directory.

For more information consult the SDK.

## MSDK-Running DOS APPS



The default values will usually produce the desired results.

Note:

Java files must be compiled to class files before running.

### CLASS TO RUN

The default is the current file in the editor. To run a different class use the browse button.

### COMMAND LINE ARGUMENTS

Check the box then enter your arguments in the input box. Each argument separated by a space. Example code (below) prints the arguments.

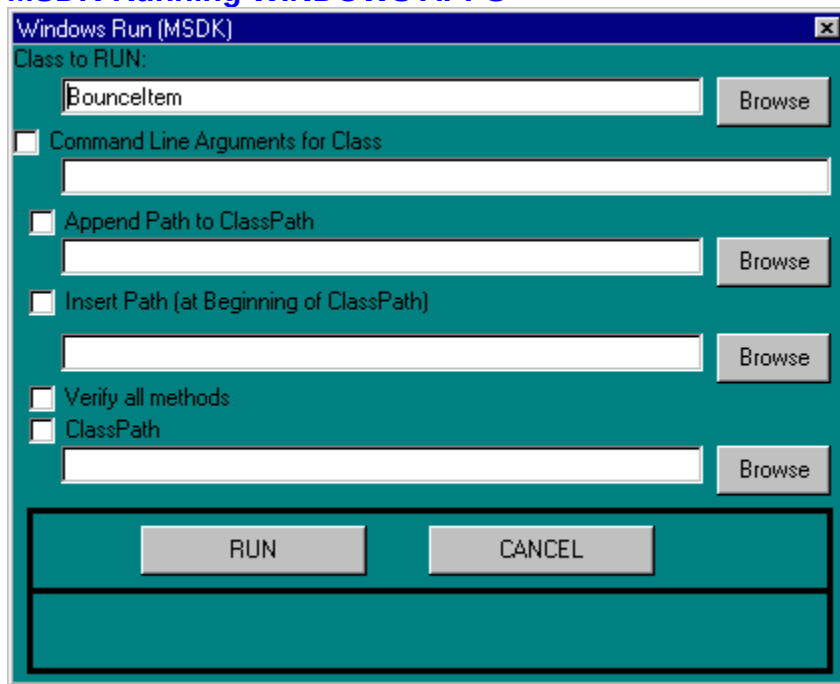
*Example Code:*

```
class PrntArguments {  
    public static void main (String args[]) {  
        for (int i = 0; i < args.length; i++){  
            System.out.println(args[i]);  
        }  
        System.out.println("Done!");  
    }  
}
```

The remaining boxes may be left blank.

For more information consult the SDK.

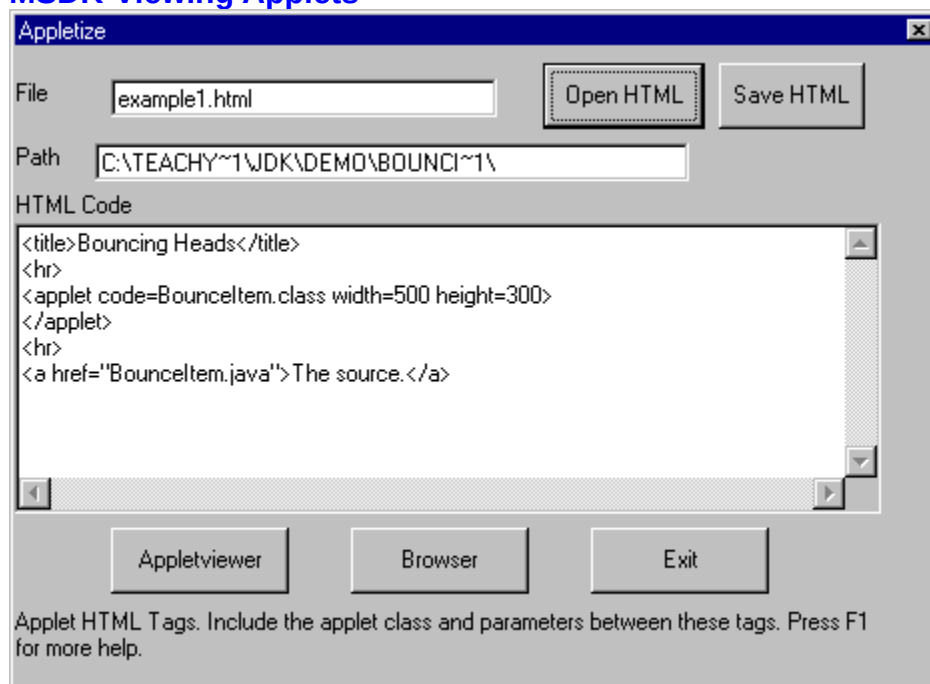
## MSDK-Running WINDOWS APPS



See Running DOS [Apps](#)



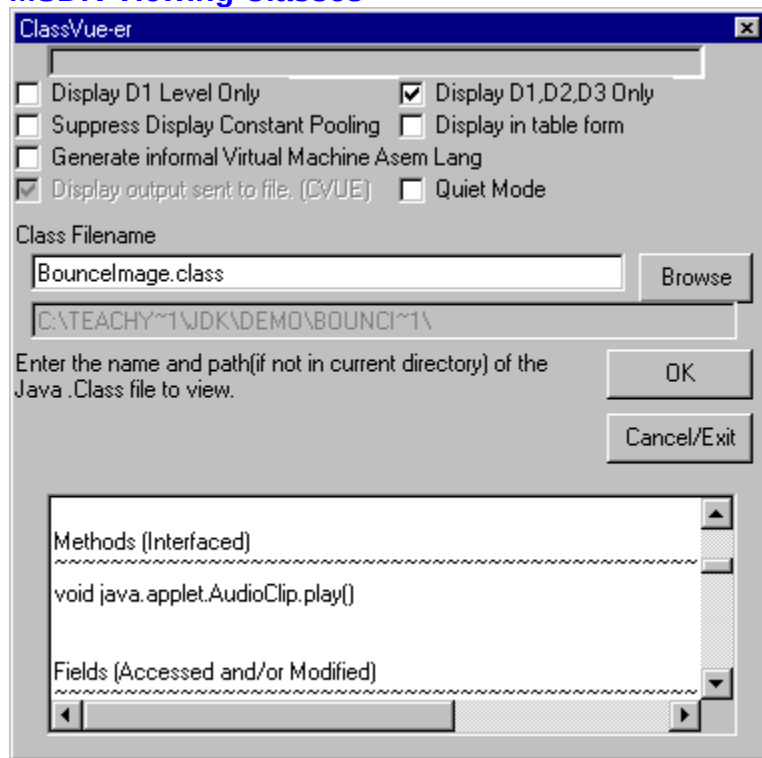
## MSDK-Viewing Applets



The default filename will be named the same as the file currently in the editor.  
You may enter your own applet tags here or open another existing html document.

Edit the HTML as necessary.  
Save the changes and view with your browser or the applet viewer.

## MSDK-Viewing Classes



The output of the class viewer will be stored in the current directory in a file named "YourClass.CVue"

### DISPLAY D1 LEVEL ONLY

Displays overview information of the class.

### DISPLAY D1, D2, D3 ONLY

Displays overview information, methods, fields, classes, and root data structures.

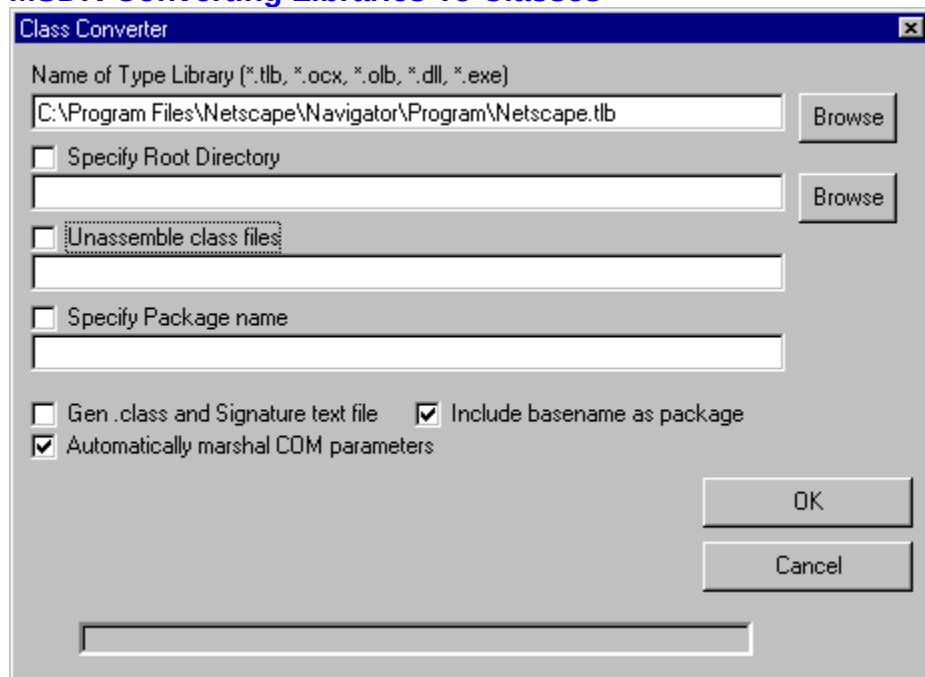
### QUIET MODE

Suppress printing of copyright banner.

### CLASS FILENAME

Filename of class file to view.

## MSDK-Converting Libraries To Classes



Use the browse button to select a file to convert to a java class.

For more information consult the JAVA SDK

## MSDK-GLOBAL IDENTIFIERS

Choose the desired format below, then select "Copy" to copy the results to the clipboard (the results can then be pasted into your source code). Choose "Exit" when done.

GUID Format

- ☒ 1. IMPLEMENT\_OLECREATE(...)
- ☐ 2. DEFINE\_GUID(...)
- ☐ 3. static const struct GUID = { ... }
- ☐ 4. Registry Format (ie. {xxxxxxxx-xxxx ... xxxx })

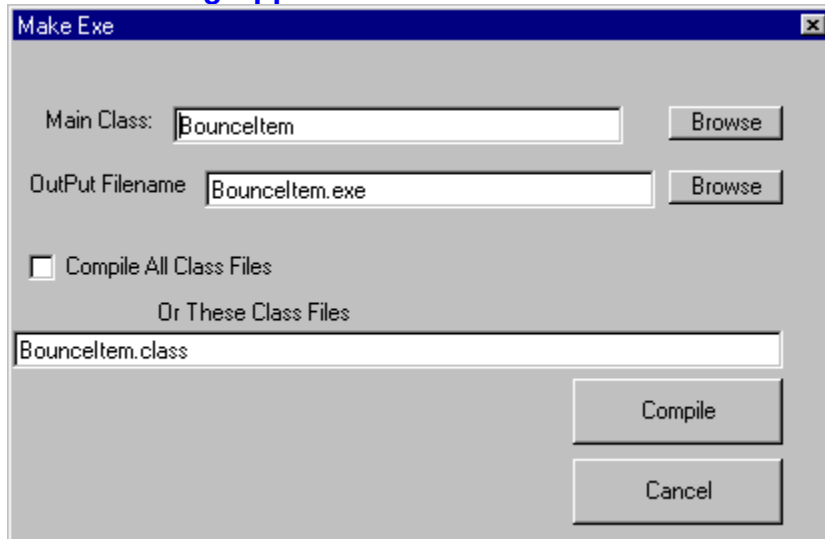
Result

```
// {C9B3A5A0-761C-11d0-9B9B-444553540000}
IMPLEMENT_OLECREATE(<<class>>, <<external_name>>,
0xc9b3a5a0, 0x761c, 0x11d0, 0x9b, 0x9b, 0x44, 0x45, 0x53, 0x54, 0x0,
0x0);
```

This window is part of the Microsoft SDK-JAVA . For help select this form from the application menu and press F1.

Form more information consult hte SDK.

## MSDK-Making Application EXEs



Java files cannot be compiled directly to EXEs you must first compile the class files then compile the exe from the class files.

### MAIN CLASS

The main class of the application.

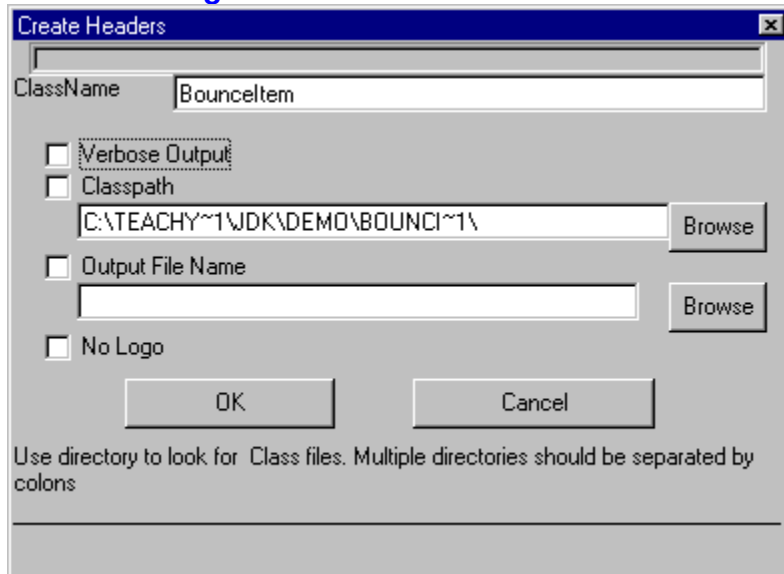
### OUTPUT FILENAME

Enter a name for your application including the extension.

### COMPILE ALL CLASS FILES

Enter additional class files separated by a semicolon.

## MSDK-Making C Header Files



Java files cannot be compiled directly to headersss you must first compile the class files then compile the header from the class files.

### CLASSNAME

Class name, without the extension, of the file to create header.

### VERBOSE

View the results of the compilation.

### CLASSPATH

Path containing the classes.

### OUTPUT FILE NAME

Specify a new name for the output. The default output is "CLASS.h".

### NO LOGO

Supresses the copyright message.



## **JSDK**

Compiling Classes

Running JAVA Applications

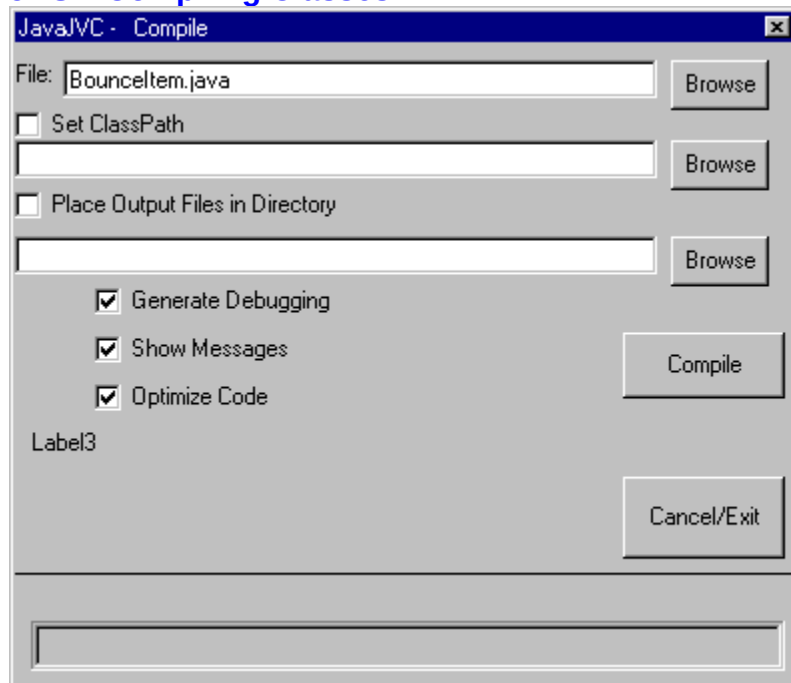
Making C Headers

Viewing applets with the AppletViewer

Class Disassembler



## JDSK-Compiling Classes



There is usually no need to change the default settings in the compilation window.

### FILE:

The first input box contains the filename of the java file to compile. The ".java" filename MUST be included.

### SET CLASSPATH

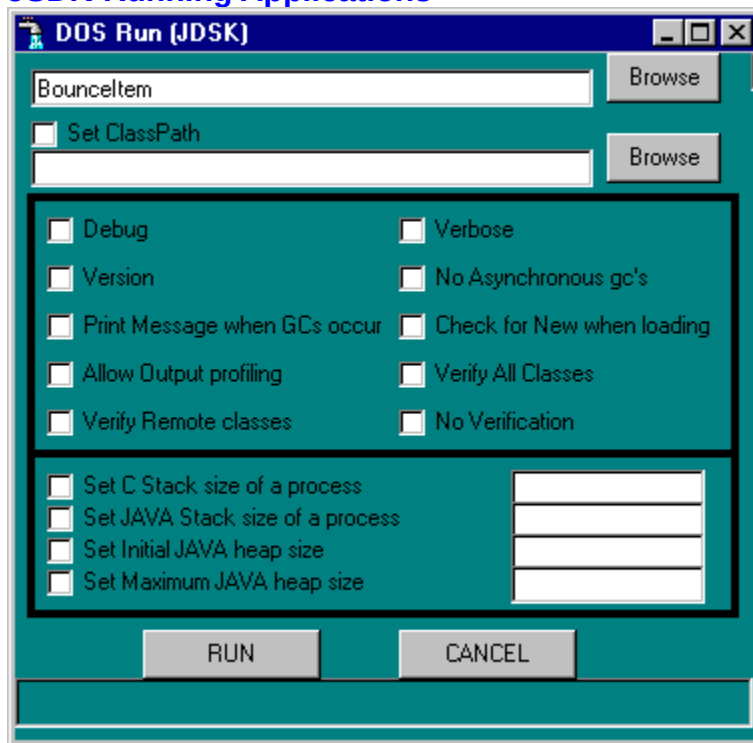
Check the box and use the browse button to specify a different classpath for this compilation. This box may be left blank.

### PLACE OUTPUT FILES IN DIRECTORY

Check the box and use the browse button to specify a different directory for compiled class files. This box may be left blank. The default is the current directory.

For more information consult the SDK.

## JSDK-Running Applications



The default values will usually produce the desired results.

Note:

Java files must be compiled to class files before running.

### CLASS TO RUN

The default is the current file in the editor. To run a different class use the browse button.

### COMMAND LINE ARGUMENTS

Check the box then enter your arguments in the input box. Each argument separated by a space. Example code (below) prints the arguments.

*Example Code:*

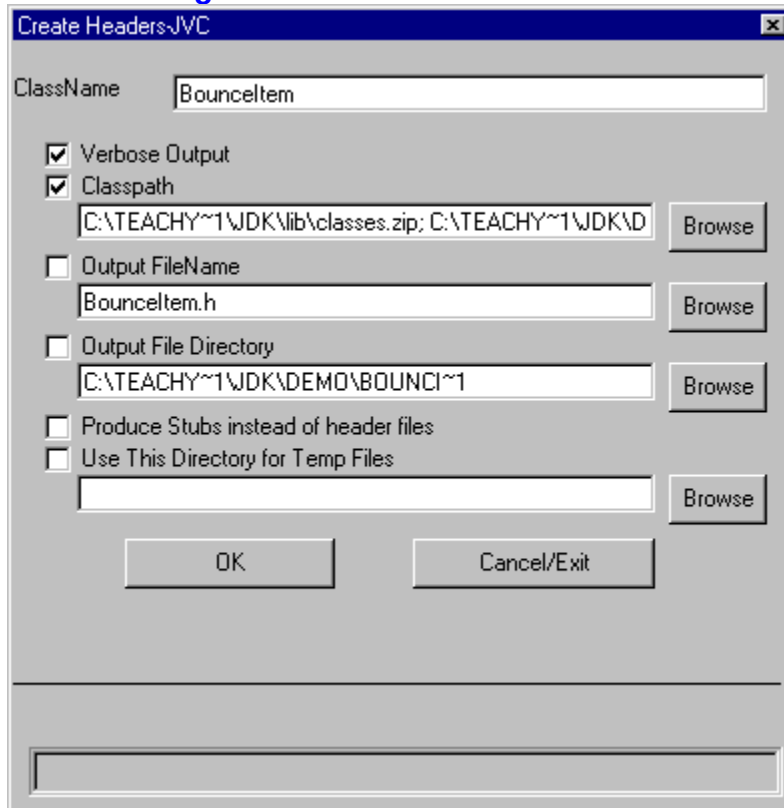
```
class PrntArguments {  
    public static void main (String args[]) {  
        for (int i = 0; i < args.length; i++){  
            System.out.println(args[i]);  
        }  
        System.out.println("Done!");  
    }  
}
```

The remaining boxes may be left blank.

For more information consult the SDK.



## JSDK-Making C Headers



Java files cannot be compiled directly to headersss you must first compile the class files then compile the header from the class files.

### CLASSNAME

Class name, without the extension, of the file to create header.

### VERBOSE

View the results of the compilation.

### CLASSPATH

Path containing the classes.

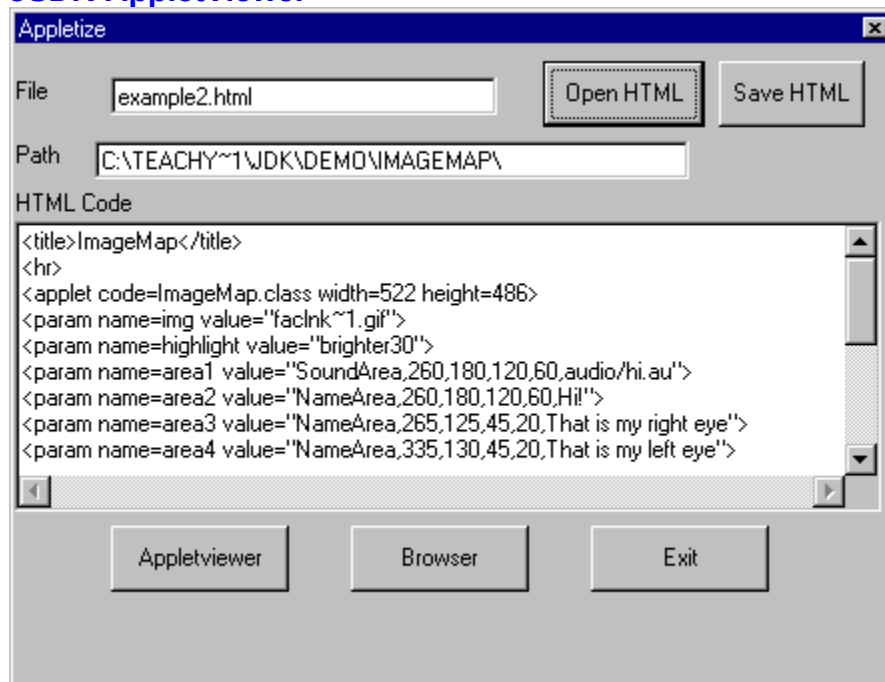
### OUTPUT FILE NAME

Specify a new name for the output. The default output is "CLASS.h".

### NO LOGO

Supresses the copyright message.

## JSDK-AppletViewer

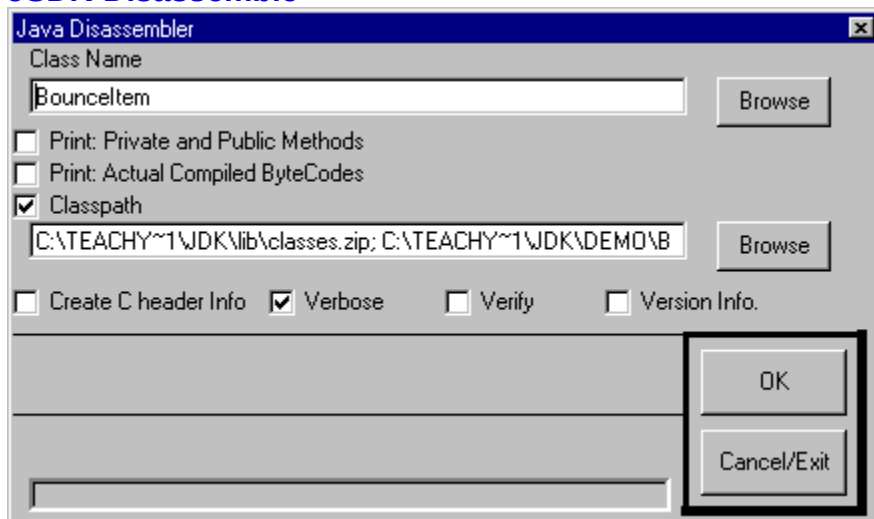


The default filename will be named the same as the file currently in the editor.  
You may enter your own applet tags here or open another existing html document.

Edit the HTML as necessary.

Save the changes and view with your browser or the applet viewer.

## JSDK-Disassemble



Use to disassemble java class files.

For more information consult the SDK



## Registration

<http://www.protags.com/register.html>

### REGISTER WITH CREDIT CARD

This program can be registered through RegNet - The Registration Network.  
RegNet can be reached on the World Wide Web at the following URL:  
<http://www.xmission.com/~wintrnx/regnet/regnet.htm>  
or by calling 1 800 WWW2REG (1 800 999-2734) or (801) 355-5110.

### REGISTER WITH CHECK OR MONEY ORDER

When ordering by mail please send the following information:

Program Name:  
Program Version:  
ProgramID:

Your Name:  
Address:  
City:  
State:  
Zip:

Email Address:

By Regular mail:  
Would you like a set of disks sent to the above address,  
if yes add 3.50 for shipping and handling.

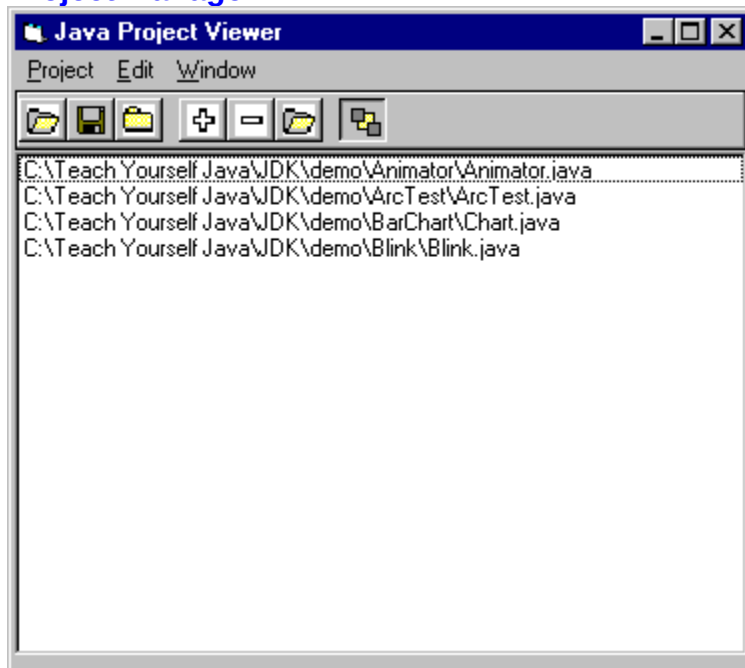
Send a check, payable to TAGs to:

TAGs  
PO BOX 2423  
Lima, Ohio 45806





## Project Manager



Note:

Projects and Java files may be opened from the Explorer.

Opening and Saving Project Files

Adding and Removing Files

Opening a Java File

Keeping Project Window On Top

## **Opening and Saving Projects**

Project files can be opened from the project manager or by clicking on a java project in the Windows Explorer.

Make sure to manually save changes you make to project files.

## **Adding and Removing Files**

### **ADD**

To add a file to the project manager press the PLUS button on the toolbar or open the file in the editor.

### **REMOVE**

To remove, select a file then click on the MINUS button on the toolbar.

## Opening Java Files

Java files can be opened several ways:

1. Double click on the file in the project manager.
2. Directly from the Windows Explorer.
3. From the File menu in the Editor.

## Top Window

To turn topmost switch on or off for the Project window:  
Click on Window, then topmost or click on the topmost button  
on the toolbar..



