

**SEW3**

IT-Medientechnik

# My First Project

**TWS**

New Project

Project SDK: 11 (java version "11.0.2")

Create from archetype

- com.atlassian.maven.archetypes:bamboo-plugin-archetype
- com.atlassian.maven.archetypes:confluence-plugin-archetype
- com.atlassian.maven.archetypes:...
- com.rfc.maven.archetypes:jp...
- de.akquinet.jbosscc:jbosscc...
- net.databinder:data-app
- net.liftweb:lift-archetype-ba...
- net.liftweb:lift-archetype-bla...
- net.sf.maven-har:maven-arc...
- net.sf.maven-sar:maven-arc...
- org.apache.camel.archetype...
- org.apache.camel.archetype...
- org.apache.camel.archetype...
- org.apache.camel.archetype...
- org.apache.camel.archetype...
- org.apache.camel.archetype...
- org.apache.cocoon:cocoon-
- org.apache.cocoon:cocoon-
- org.apache.cocoon:cocoon-
- org.apache.maven.archetype...

?

Cancel

New Project

GroupId: at.html  Inherit

ArtifactId: myfirstexample

Version: 1.0-SNAPSHOT  Inherit

?

Cancel

New Project

Project name: MyFirstExample

Project location: /Users/stuetz/Dropbox/html/skripten/java.3jg.medien/02\_FirstExample/MyFirstExample

More Settings

?

Cancel

Previous Finish

**i Maven projects need to be imported**

Import Changes  Enable Auto-Import

# pom.xml

```
<?xml version="1.0" encoding="UTF-8"?>
<project xmlns="http://maven.apache.org/POM/4.0.0"
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/xsd/maven-4.0.0.xsd">
  <modelVersion>4.0.0</modelVersion>

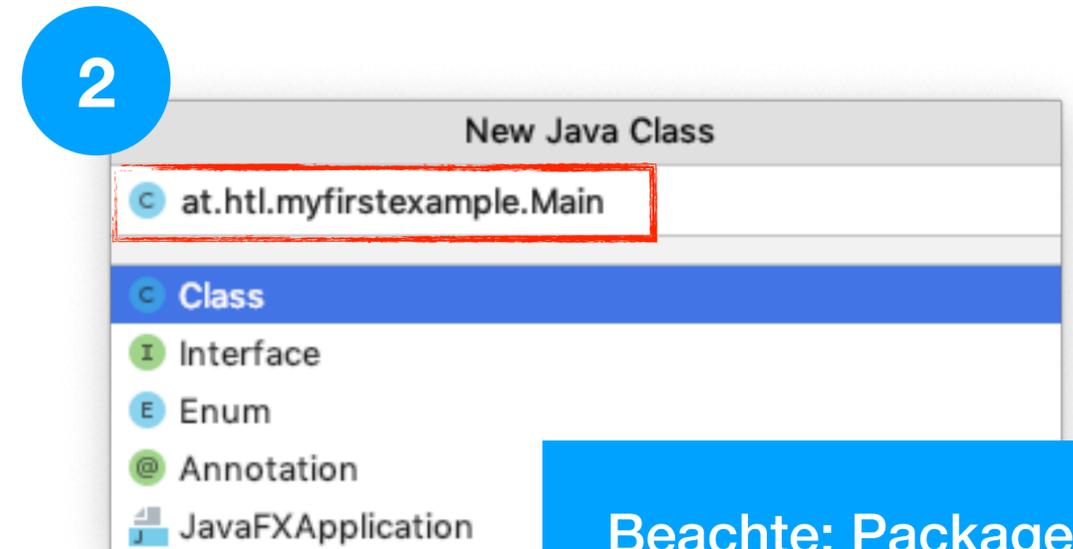
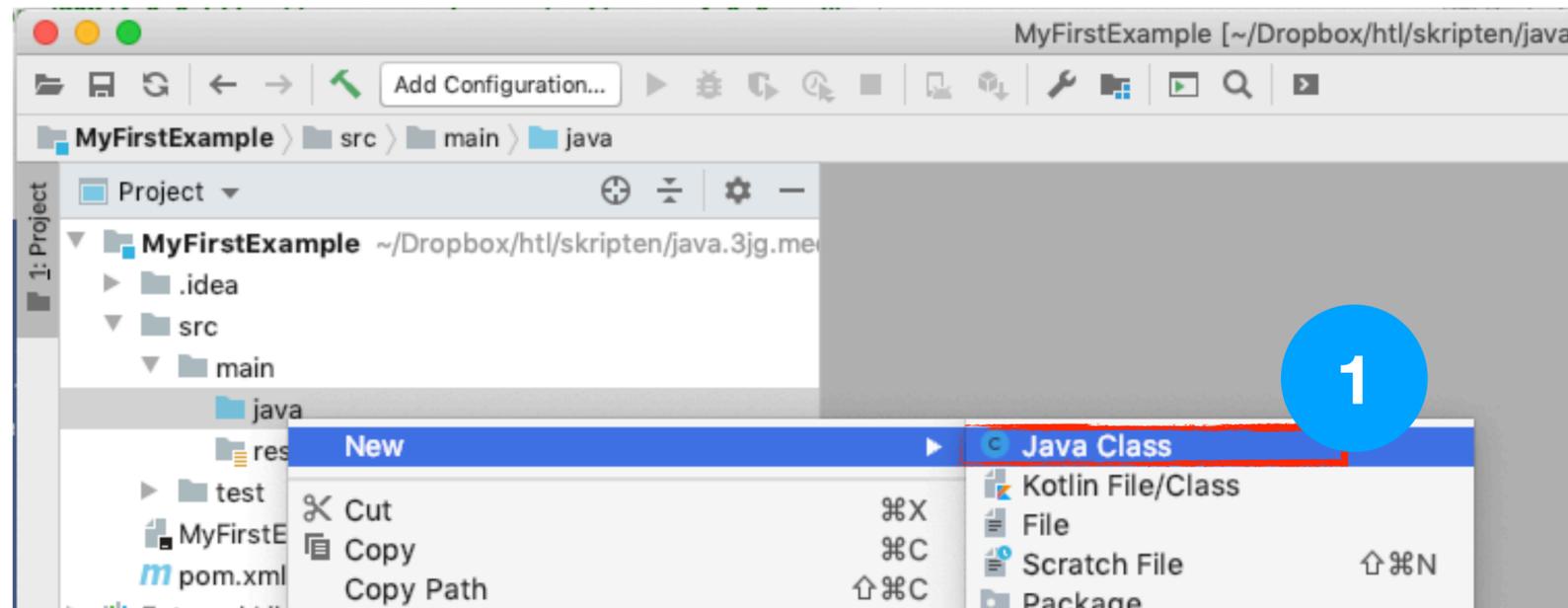
  <groupId>at.htl</groupId>
  <artifactId>myfirstexample</artifactId>
  <version>1.0-SNAPSHOT</version>
  <packaging>jar</packaging>

  <properties>
    <maven.compiler.source>11</maven.compiler.source>
    <maven.compiler.target>11</maven.compiler.target>
    <junit.jupiter.version>5.5.1</junit.jupiter.version>
  </properties>

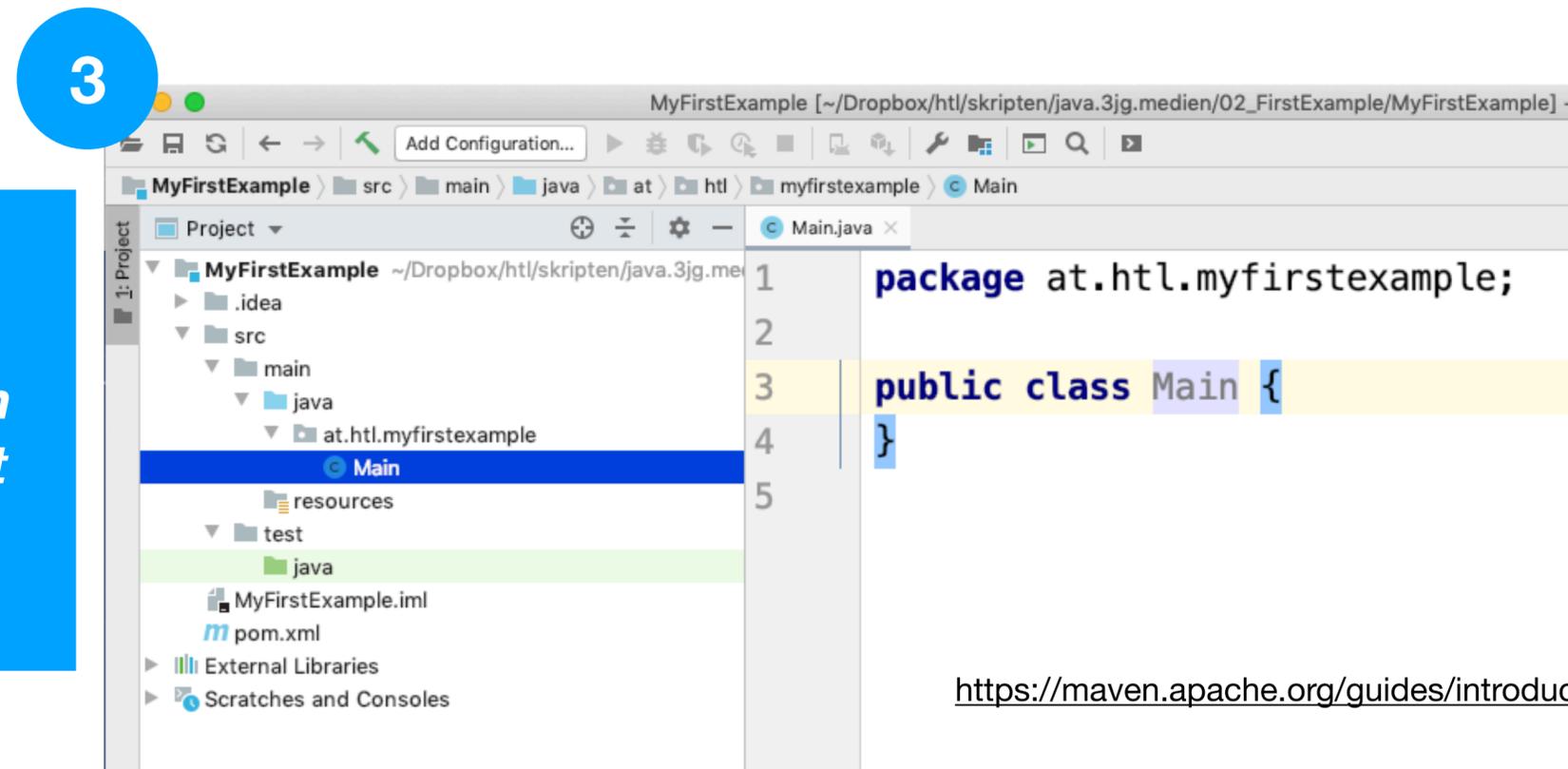
  <dependencies>
    <dependency>
      <groupId>org.junit.jupiter</groupId>
      <artifactId>junit-jupiter</artifactId>
      <version>${junit.jupiter.version}</version>
      <scope>test</scope>
    </dependency>
    <dependency>
      <groupId>org.hamcrest</groupId>
      <artifactId>hamcrest-all</artifactId>
      <version>1.3</version>
      <scope>test</scope>
    </dependency>
  </dependencies>

  <build>
    <finalName>helloworld</finalName>
  </build>
</project>
```

# Create a new Class



Beachte: Package-Namen werden klein geschrieben, Klassennamen groß



Die Ordnerstruktur wird entsprechend dem *maven standard directory layout* automatisch angelegt

<https://maven.apache.org/guides/introduction/introduction-to-the-standard-directory-layout.html>

# Generate main-Method

```
Main.java x
/**
 * Created by stuetz
 */
public class Main {
}
```

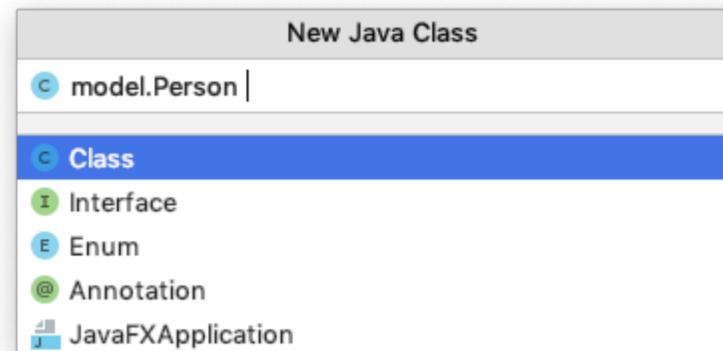
Anlegen des „Gerüsts“ für main() – Methode  
psvm + <Tab> oder  $\backslash$  + J bzw. <Alt> + J

```
Main.java x
/**
 * Created by stuetz
 */
public class Main {
  psvm~
}
```

```
public class Main {
geti Inserts singleton method getInstance
psf public static final
psfi public static final int
psfs public static final String
psvm main() method declaratio
St String
```

```
public class Main {
  public static void main(String[] args) {
}
}
```

# Create a second Class



Beachte: Package-Namen werden klein geschrieben, Klassennamen groß

```
1 package at.htl.myfirstexample.model;  
2  
3 public class Person {  
4 }  
5  
6  
7
```

# Funktion zum Generieren von Code $\wedge N$ , $\langle \text{Alt} \rangle$ $\langle \text{Einf} \rangle$

The image illustrates the process of generating getters and setters for a class in an IDE. It shows the following steps:

- Menu Path:** The `Generate...` option is selected in the `Local History` menu.
- Dialog Box:** The `Select Fields to Generate Getters and Setters` dialog is shown, with the `entity.Person` class selected and its fields (`firstName:String`, `lastName:String`, `zipCode:int`) listed.
- Code Generation:** The `Generate` context menu is open, and the `Getter and Setter` option is selected.
- Resulting Code:** The final code is shown, including the original class definition and the generated getters and setters.

```
package entity;

/**
 * Created by stuetz
 */
public class Person {
    String firstName;
    String lastName;
    int zipCode;
}

public class Person {
    String firstName;
    String lastName;
    int zipCode;

    public String getFirstName() {
        return firstName;
    }

    public void setFirstName(String firstName) {
        this.firstName = firstName;
    }

    public String getLastName() {
        return lastName;
    }

    public void setLastName(String lastName) {
        this.lastName = lastName;
    }

    public int getZipCode() {
        return zipCode;
    }

    public void setZipCode(int zipCode) {
        this.zipCode = zipCode;
    }
}
```



# Refactoring

empfohlene  
Vorgehensweise

```
package at.htl.myfirstexample.model;
```

1

```
public class Person {  
    String firstName;  
    String lastName;  
    int zipCode;  
}
```

Refactor This

- 1. Rename... ⌘F6
- 2. Move Members... F6
- 3. Copy Class... F5
- 4. Safe Delete... ⌘⌘

Extract

- 5. Type Parameter...
- 6. Delegate...
- 7. Interface...
- 8. Superclass...
- 9. Inline Field... ⌘⌘N

0. Pull Members Up...  
Push Members Down...  
Remove Middleman...

**Encapsulate Fields...**

Generify...

Refactor This via ^T (Shift+Ctrl+Alt+T for Win/Linux)

2

Encapsulate Fields - at.htl.myfirstexample.model.Person

Fields to Encapsulate

Field	Getter	Setter
<input checked="" type="checkbox"/> firstName:String	getFirstName	setFirstName
<input checked="" type="checkbox"/> lastName:String	getLastName	setLastName
<input checked="" type="checkbox"/> zipCode:int	getZipCode	setZipCode

Encapsulate

- Get access
- Set access
- Use accessors even when field is accessible

Encapsulated Fields' Visibility

- Private
- Package local
- Protected
- As is

Accessors' Visibility

- Public
- Protected
- Package local
- Private

Cancel Preview Refactor

3

```
package at.htl.myfirstexample.model;  
  
public class Person {  
    private String firstName;  
    private String lastName;  
    private int zipCode;  
  
    public String getFirstName() {  
        return firstName;  
    }  
  
    public void setFirstName(String firstName) {  
        this.firstName = firstName;  
    }  
  
    public String getLastName() {  
        return lastName;  
    }  
  
    public void setLastName(String lastName) {  
        this.lastName = lastName;  
    }  
  
    public int getZipCode() {  
        return zipCode;  
    }  
  
    public void setZipCode(int zipCode) {  
        this.zipCode = zipCode;  
    }  
}
```

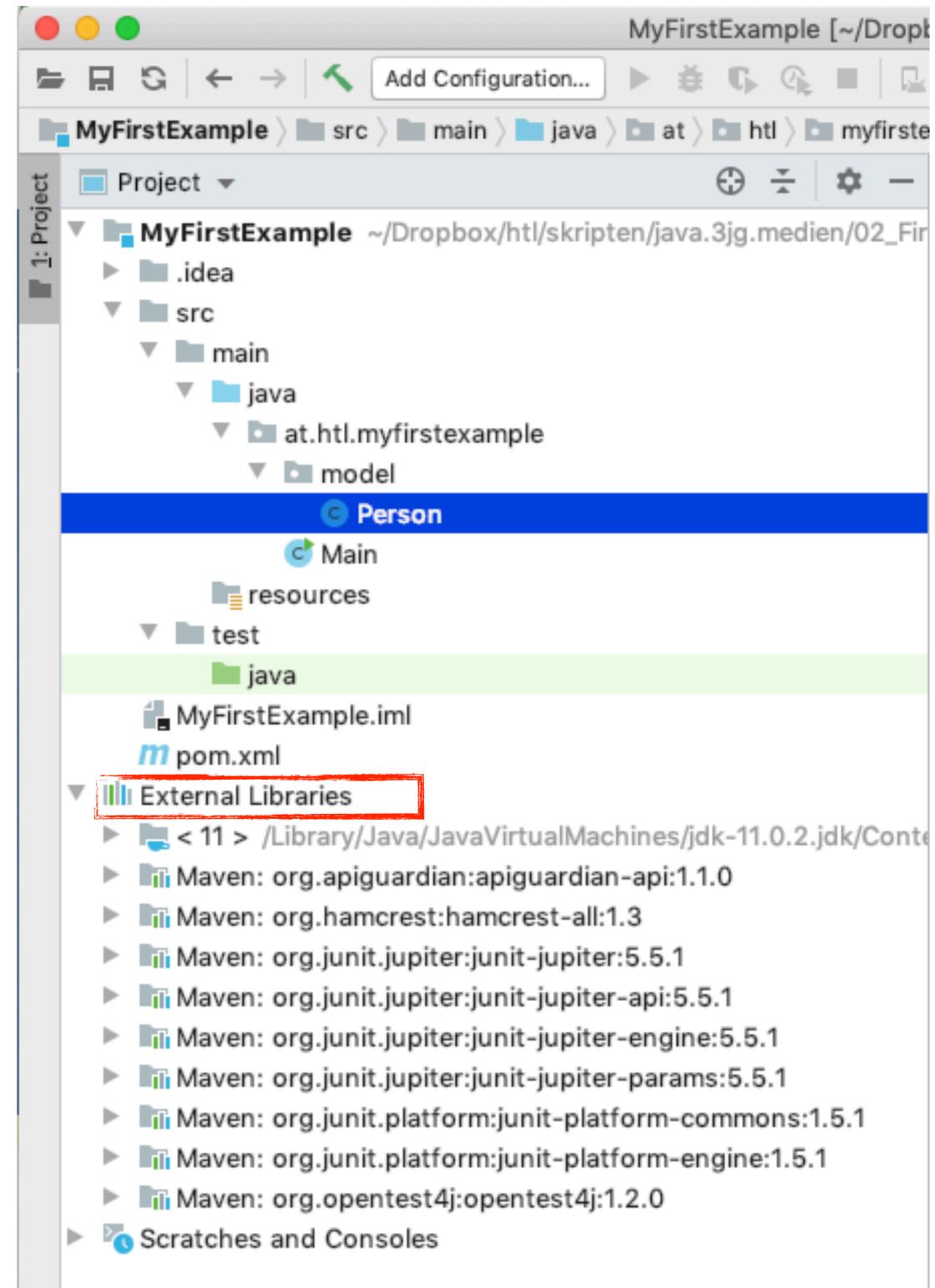
# Kommentare

```
public String getFirstName() {  
    return firstName;  
}
```

**/\*\* + <Return> erstellt Kommentarblock**

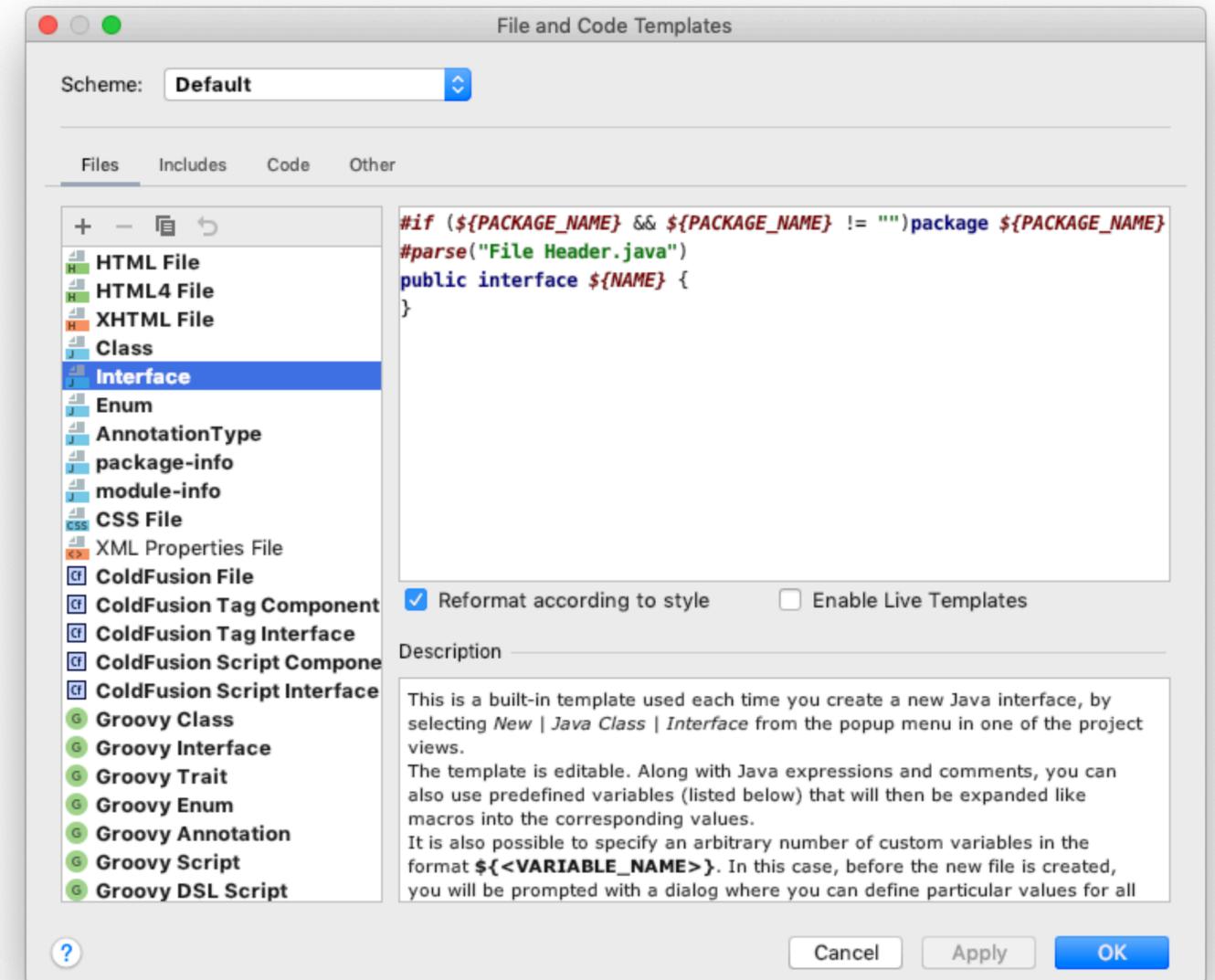
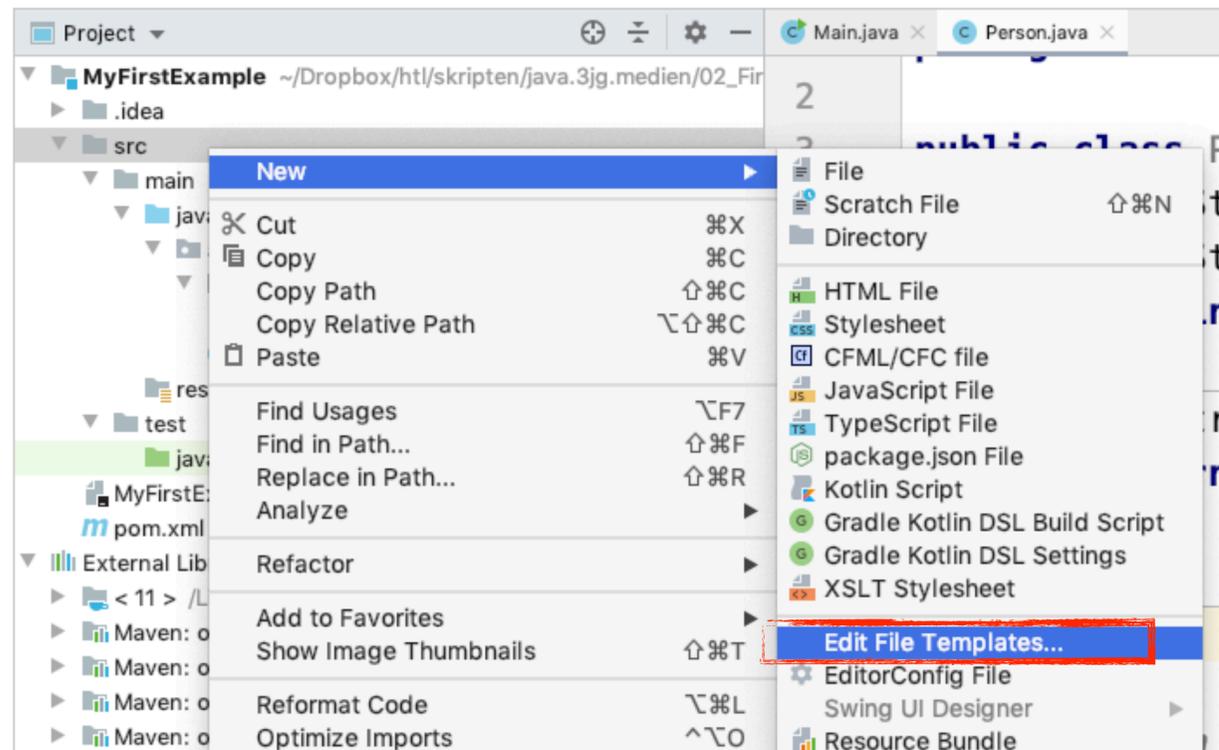
```
/**  
 * |  
 * @param firstName  
 */  
public void setFirstName(String firstName) {  
    this.firstName = firstName;  
}
```

# Projektübersicht in IntelliJ IDEA Ultimate



Die „External Libraries“ sind oft ganz hilfreich, um kontrollieren zu können ob der maven-Import erfolgreich war

# File und Code Templates anpassen



# 2 Varianten bei Regions

⌘ \T ... Surround with

```
public class Person {
    private String firstName;
    private String lastName;
    private int zipCode;

    public String getFirstName() {
        return firstName;
    }

    public void setFirstName(String firstName) {
        this.firstName = firstName;
    }

    public void setLastName(String lastName) {
        this.lastName = lastName;
    }

    public int getZipCode() {
        return zipCode;
    }

    public void setZipCode(int zipCode) {
        this.zipCode = zipCode;
    }
}
```

Surround With

1. <editor-fold...> Comments
2. region...endregion Comments

```
//region Getter- und Setter-Methoden
public String getFirstName() {
    return firstName;
}

public void setFirstName(String firstName) {
    this.firstName = firstName;
}

public void setZipCode(int zipCode) {
    this.zipCode = zipCode;
}

//endregion
```

```
//<editor-fold desc="Getter- und Setter-Met
public String getFirstName() {
    return firstName;
}

public void setFirstName(String firstName)
public void setZipCode(int zipCode) {
    this.zipCode = zipCode;
}

//</editor-fold>
```

```
public class Person {
    private String firstName;
    private String lastName;
    private int zipCode;
```

Getter- und Setter-Methoden

# ⌘T für weitere „Surrounds“

 Did you know ... ?

When you want to catch exceptions thrown by some code fragment, select it in the editor, press **⌘T** (Code | Surround With) and choose try / catch. The catch blocks for all the exceptions thrown inside the block will be generated automatically.

You can customize the bodies of the generated catch blocks on the Code tab of File | Settings | File and Code Templates.

Use other items in the list to surround with other constructs.

```
opposite = true;
```

Surround With

1. if
2. if / else `function(x){`
3. while `return x*x;`
4. do / while
5. for `[1,2,3,4,5]`
6. try / catch
7. try / finally `Math.sqrt,`
8. try / catch / finally
9. with `obj: function(x){`  
`return x * square(x);`
0. function
- A. { }
- B. function expression
- C. <editor-fold...> Comments
- D. region...endregion Comments

# Intention Actions



- Im Kontext des Cursors werden Aktionen angeboten

- Shortcut <Alt> <Enter>

- Wird zB beim Generieren von Unit-Tests und beim Refactoring verwendet

Intention actions  
suggested



Specific intention  
action



Quick-fix suggested



Disabled

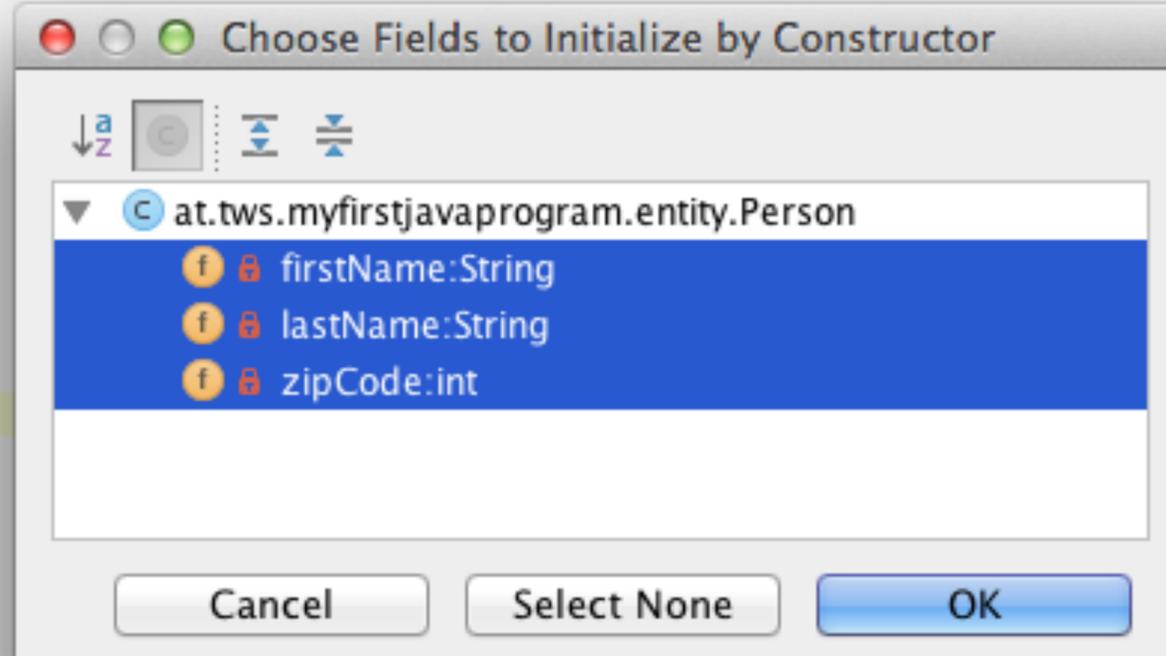


# Konstruktor wie gehabt mit `^N` und `/**` ↩

```
package at.tws.myfirstjavaprogram.entity;

/**
 * Created by stuetz
 */
public class Person {
    private String firstName;
    private String lastName;
    private int zipCode;

    // Getter- und Setter-Methoden
}
```



Choose Fields to Initialize by Constructor

- at.tws.myfirstjavaprogram.entity.Person
  - firstName:String
  - lastName:String
  - zipCode:int

Cancel Select None OK

```
/**
 * Konstruktor initialisiert die Daten
 * @param firstName
 * @param lastName
 * @param zipCode
 */
public Person(String firstName, String lastName, int zipCode) {
    this.firstName = firstName;
    this.lastName = lastName;
    this.zipCode = zipCode;
}
```

# Getter/Setter ist normale Methode

- Unterstützung beim Anlegen durch IntelliJ IDEA
- Natürlich sind auch berechnete Getter möglich

```
/**  
 *  
 * @return  
 */  
public String getLastName() {  
    return lastName;  
}
```

# Collections sortieren

- Comparable wie in C#, aber ohne ‚I‘
- compareTo verhält sich gleich
- Collections
  - Interface List statt IList
  - Generics wie gehabt
  - statische Methode Collections.sort();
  - oder ab Java 8: <list>.sort(...)  

```
final List<String> names = Arrays.asList("Berta", "Miroslav", "Max", "Susi");  
names.sort((str1, str2) -> Integer.compare(str1.length(), str2.length()));
```

# Live Templates



```
public class Main {  
  
    public static void main(String[] args) {  
        final List<String> names = Arrays.asList("Berta", "Miroslav", "Max", "Susi");  
        names.sort((str1, str2) -> Integer.compare(str1.length(), str2.length()));  
    }  
}
```

```
iter  
} } iter Iterate Iterable | Array  
} } fori Create iteration loop  
} } I Iterate Iterable | Array  
} } itar Iterate elements of array  
} } itco Iterate elements of java.util.Collection  
} } iten Iterate java.util.Enumeration  
} } itit Iterate java.util.Iterator  
} } itli Iterate elements of java.util.List  
} } ittok Iterate tokens from String  
} } ritar Iterate elements of array in reverse order
```

```
iter ... Iterate (for each..in)  
itit ... java.util.Iterator  
itli ... Iterate over a List  
itar ... Iterate elements of array  
ritar ... Iterate elements of array in reverse order
```

```
for (String name : names) {  
    v names List<String>  
    p args String[]  
}
```

Insert Live Template via ⌘J (Ctrl+J for Win/Linux)

# SmartType Code Completion ^\Space



Did you know ... ?

The SmartType code completion may be used after the **new** keyword, to instantiate an object of the expected type. For example, type

```
StringBuffer buffer = new |
```

and press **^\Space**:

```
StringBuffer buffer = new StringBuffer();
```

<no parameters>
<b>int capacity</b>
<b>String str</b>
<b>CharSequence seq</b>

# Spezielles

- Syntax für foreach
- Ausgabe formatiert

```
List<CountryResult> countryResults = emTable.getCountryResults();
System.out.println("Country      Points + - 0 shot rec diff");
for (CountryResult countryResult : countryResults) {
    System.out.printf("%-15s    %2d %2d %2d %2d %2d %2d %3d%n", countryResult
        countryResult.getWins(), countryResult.getDefeats(), countryResult
        countryResult.getReceived(), countryResult.getGoalDifference());
}
```

- Codezeile vervollständigen mit

<Shift> ⌘ ↵ bzw. <Ctrl><Shift> <Enter>

# Methode überschreiben

```
/**  
 * Ausgabe der Kontodaten  
 * @return Text für das Konto mit aktuellem Kontostand  
 */  
@Override  
public String toString() {  
    return getAccountNumber() + ": " + getBalance() + "EUR";  
}
```

# Abgeleitete Klasse

```
/**
 * Jugendsparbuch ist ein spezielles Sparbuch, dem bei
 * Eröffnung 20 Euro gutgeschrieben werden
 * @author java@htl-leonding
 */
public class YouthAccount extends AccountBook {
    private int age;

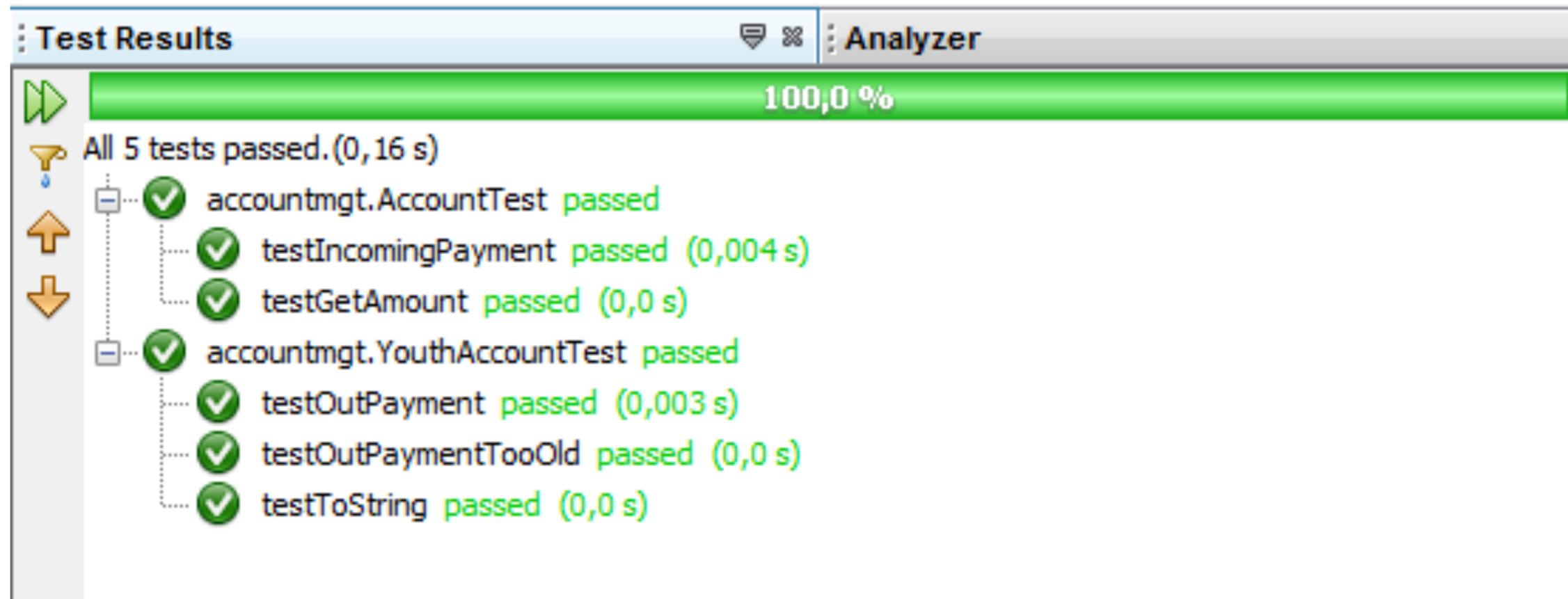
    /**
     * Überladener Konstruktor mit neuem Parameter age
     * @param accountNumber
     * @param age
     */
    private YouthAccount(int accountNumber, int age) {
        super(accountNumber);
        setMaxOverdrawing(0); // Jugendkonto kann nicht ü
        if (age <= 18) {
            incomingPayment(20);
        }
        setAge(age);
    }
}
```

# Überladener Konstruktor

- Codeverdopplung vermeiden
- Zugriff auf anderen Konstruktor

```
/**
 * Weiterer Konstruktor, bei dem auch der Zinssatz angegeben wird
 * @param accountNumber
 * @param interestRate
 */
public AccountBook(int accountNumber, double interestRate) {
    this(accountNumber); // Aufruf des Konstruktors der selben Klasse
                        // zur Vermeidung von Coderedundanz
    this.interestRate = interestRate; // Deltaprogrammierung
}
```

# Klassen realisieren, die Tests bestehen



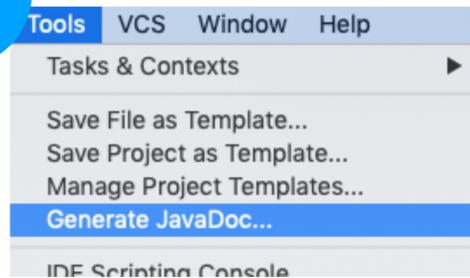
# JavaDoc: Gerüst anlegen

- Über Methode, Klasse, ... /\*\* eingeben

1

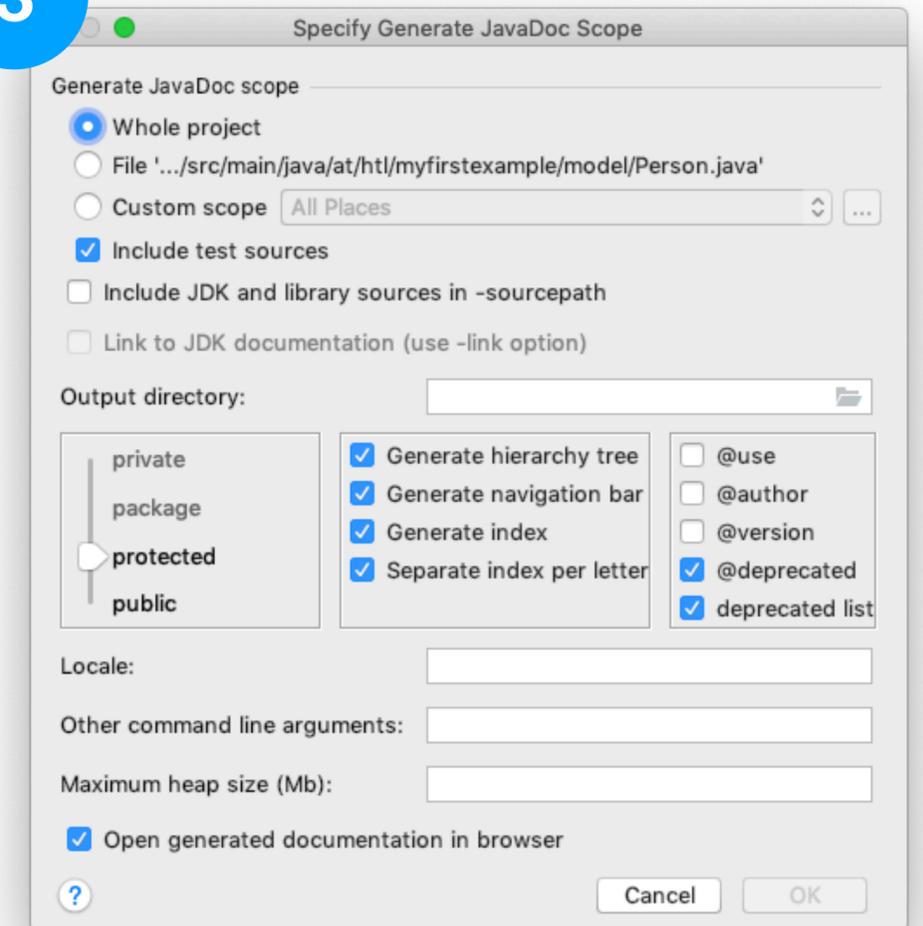
```
/**
 * Personen, können Kunden, Interessanten und Mitarbeiter umfassen
 *
 * @author java@htl-leonding
 */
public class Person {
```

2



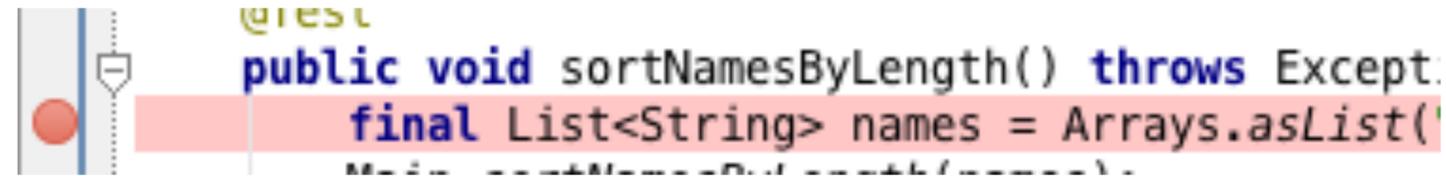
3

```
/**
 *
 * @param firstName
 */
public void setFirstName(String firstName) {
    this.firstName = firstName;
}
```

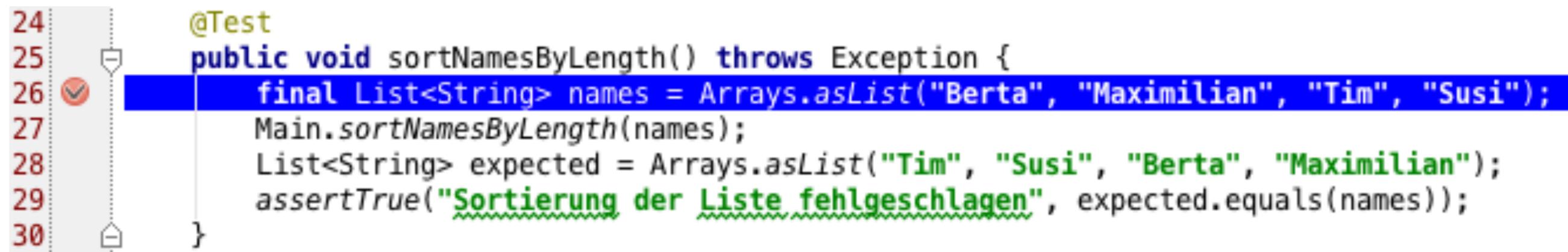
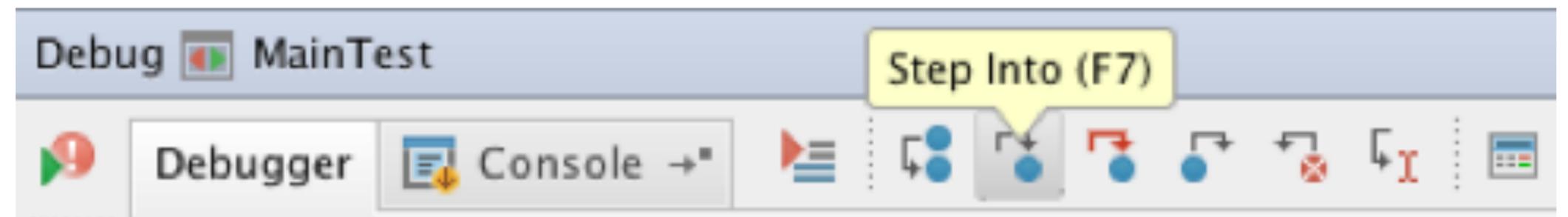


# Unit-Test debuggen

- Breakpoint setzen
- Test in Debugmode starten
- Step into → F7
- Step over → F8
- Debuggen beenden Shift-F2 bzw. ⌘F2



```
@Test
public void sortNamesByLength() throws Except.
    final List<String> names = Arrays.asList(
Main.sortNamesByLength(names);
```



```
24
25
26 ✓ final List<String> names = Arrays.asList("Berta", "Maximilian", "Tim", "Susi");
27     Main.sortNamesByLength(names);
28     List<String> expected = Arrays.asList("Tim", "Susi", "Berta", "Maximilian");
29     assertTrue("Sortierung der Liste fehlgeschlagen", expected.equals(names));
30 }
```

# Variablen einsehen (Watchpoints)

```
@Test
1 public void sortNamesByLength() throws Exception {
    final List<String> names = Arrays.asList("Berta", "Maximilian", "Tim", "Susi");
    Main.sortNamesByLength(names);
    List<String> expected = Arrays.asList("Tim", "Susi", "Berta", "Maximilian");
    + names = {java.util.Arrays$ArrayList@758} size = 4 expected.equals(names);
}
```

The screenshot shows the IDE's debug console for a test run. The top bar indicates the current state is 'Debug' and the test is 'MainTest'. Below this, there are several tabs: 'Debugger', 'Console', 'Frames', and 'Variables'. The 'Frames' tab is active, showing the current stack frame: 'sortNamesByLength():28, MainTest'. The 'Variables' tab is also visible, showing the state of the 'names' variable. The variable 'names' is of type 'java.util.Arrays\$ArrayList@758' and has a size of 4. Its elements are: 0 = 'Tim', 1 = 'Susi', 2 = 'Berta', and 3 = 'Maximilian'. The 'Console' tab is also visible, showing the output of the test run.



Noch  
Fragen?

HTL LE  NDING

**Schön, hier zu lernen**