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From BlueJ to NetBeans IDE

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El "tutorial" de Bluej Versión 2.0.1  
para Bluej versión 2.0.x Michael  
Kölling Mærsk Institute University  
of Southern Denmark Traducido  
al español por Germán Bordel  
Universidad del País Vasco /  
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febrero 2005

## **El tutorial de Bluej**

diferentes versiones instaladas de Bluej, usted puede usar una versión de Bluej con el JDK 1.3.1 y otra versión de Bluej con JDK 1.4. Cambiar la versión de Java para Bluej hará que se cambie para todas las instalaciones de Bluej de la misma versión para el mismo usuario .

## **Tutorial de Bluej**

"Objects First with Java: A Practical Introduction Using Bluej" is a textbook co-written by the developers of Bluej and has sold hundreds of thousands of copies worldwide. Teacher support. Our free Blueroom website offers teaching resources and the

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chance to engage with other educators using Bluej around the world.

## **Bluej**

El Tutorial De Bluej En el directorio examples se incluyen varios proyectos de ejemplo con la distribución estándar de Bluej. Para esta sección del "tutorial", abra el proyecto people, que está incluido en este directorio. Puede encontrar el directorio examples en el directorio base (home) de Bluej. Después de abrir el proyecto, The Bluej Tutorial

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Vous trouverez ce fichier sur un CD ou vous pourrez le télécharger a partir de <http://www.bluej.org>. Ce fichier peut être décompressé avec StuffIt Expander, et beaucoup de navigateurs le feront pour vous. Sinon vous pouvez le décompresser en double-cliquant sur le fichier dans

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## **Tutorial Bluej**

Tutorial de Bluej' primero (usted puede obtener este tutorial, y una versión electrónica de éste en <http://www.bluej.org/doc/documentation.html>). También asumimos que usted está algo familiarizado con la idea de prueba de unidad (o al

## **Pruebas de Unidad en Bluej**

Este "tutorial" es una introducción al uso del entorno de programación Bluej. Bluej es un entorno de desarrollo Java diseñado específicamente para la enseñanza a un nivel introductorio.

## **PDF de programación - el "tutoria" de Bluej**



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El cambio de la versi&oacute;n de Java para Bluej realizar&aacute; este cambio para todas las instalaciones de Bluej de la misma versi&oacute;n para el mismo usuario. 2.2

Instalaci&oacute;n en Macintosh  
Por favor, tenga en cuenta que Bluej solo corre sobre MacOS X. El fichero de distribuci&oacute;n para MacOS se llama Bluej-xxx.zip, donde xxx ...

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al español por Germán Bordel

Universidad del País Vasco /

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De no ser así, lea 'El Tutorial de BlueJ' primero (usted puede obtener este tutorial, y una versión electrónica de BlueJ es un entorno integrado de desarrollo (de sus siglas en inglés IDE - Integrated Development Environment) para el lenguaje de programación Java, desarrollado principalmente con propósitos educativos, pero también es adecuado para el desarrollo de software a pequeña escala..

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tutorial: Tutorial de Bluej , PDF, translated by Iván Alfonso Guarín V .) BlueJ - Tutorial Translatons Academia.edu is a platform for academics Page 2/7

This introductory programming textbook integrates BlueJ with Java. It provides a thorough treatment of object-oriented principles.

Esta obra está dirigida a los desarrolladores profesionales y estudiantes que deseen alcanzar un alto nivel de conocimientos con los que crear diagramas estáticos y dinámicos en UML, lo

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que facilitará la construcción de aplicaciones de una forma metódica, organizada y segura. En ella hallará una explicación completa y didáctica de la sintaxis y semántica de UML 2.x, encontrará una gran colección de ejemplos reales que le ayudarán a progresar rápidamente en el aprendizaje del modelado de sus aplicaciones. Además, mediante la evolución de tres proyectos de software basados en un videojuego de ajedrez, una aplicación CVS y un cliente/servidor de cifrado remoto, recorrerá los aspectos esenciales del Análisis y Diseño Orientado a Objetos con UML, desde la adquisición de requisitos hasta la implementación en los lenguajes Java, C++ y Python.

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Con todo ello, en el presente volumen podrá encontrar:

- Una introducción al estado del arte de la Ingeniería de Software.
- Diagramas inteligibles y explicaciones detalladas de la sintaxis UML 2.x.
- Once tipos de diagramas más modelado del dominio.
- Un capítulo completo sobre patrones de diseño GOF.
- Un capítulo sobre patrones GRASP de buenas prácticas de programación.
- Un capítulo completo dedicado a OCL (Object Constraint Language).
- Implementación en Java, C++ y Python de los diagramas explicados.
- Descarga de los códigos y esquemáticos desde el servidor de Editorial Ra-Ma.
- Una referencia completa de UML y Programación Orientada a

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Objetos. «Un libro de utilidad práctica que incluye un gran número de ejemplos reales para quienes deseen introducirse en el modelado UML». Jesús García Molina. Catedrático de Ingeniería de Software de la Universidad de Murcia.

This illustrated book teaches kids to write computer programs. Kids will learn basics of programming while creating such computer games as Tic-Tac-Toe, Ping-Pong and others. This book can be useful for three categories of people: kids from 10 to 18 years old, school computer teachers, parents who want to teach their kids programming.

Written by the inventors of the



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technology, The Java® Virtual Machine Specification, Java SE 7 Edition, is the definitive technical reference for the Java Virtual Machine. The book provides complete, accurate, and detailed coverage of the Java Virtual Machine. It fully describes the invokedynamic instruction and method handle mechanism added in Java SE 7, and gives the formal Prolog specification of the type-checking verifier introduced in Java SE 6. The book also includes the class file extensions for generics and annotations defined in Java SE 5.0, and aligns the instruction set and initialization rules with the Java Memory Model.

Learning a complex new language

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is no easy task especially when it s an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First

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approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire.

Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed

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programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex

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information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

This book, written by one of the designers of generics, is a thorough explanation of how to use generics, and particularly, the effect this facility has on the way developers use collections.

Written to appeal to both novice and veteran programmers, this complete and well-organized guide to the versatile and popular object-oriented programming language Java shows how to use

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it as a primary tool in many different aspects of one's programming work. It emphasizes the importance of good programming style—particularly the need to maintain an object's integrity from outside interference—and helps users harness the power of Java in object-oriented programming to create their own interesting and practical every-day applications. Discusses the basics of computer systems, and describes the fundamental elements of the Java language, with complete instructions on how to compile and run a simple program. Introduces fundamental object-oriented concepts, and shows how simple classes may be defined from scratch. Explores

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Java's exception-handling mechanism, and investigates Java's interface facility (i.e., polymorphism). Covers all Java applications, including use of the Abstract Windowing Toolkit, graphical programming, networking, and simulation. Includes numerous exercises, periodic reviews, case studies, and supporting visuals. For those in the computer science industry.

Learning Processing, Second Edition, is a friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages. Requiring no previous experience, this book is for the true programming beginner. It teaches

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the basic building blocks of programming needed to create cutting-edge graphics applications including interactive art, live video processing, and data visualization. Step-by-step examples, thorough explanations, hands-on exercises, and sample code, supports your learning curve. A unique lab-style manual, the book gives graphic and web designers, artists, and illustrators of all stripes a jumpstart on working with the Processing programming environment by providing instruction on the basic principles of the language, followed by careful explanations of select advanced techniques. The book has been developed with a supportive learning experience at its core. From



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algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the fascinating context of interactive visual media. This book is ideal for graphic designers and visual artists without programming background who want to learn programming. It will also appeal to students taking college and graduate courses in interactive media or visual computing, and for self-study. A friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages No previous experience required—this book is for the true programming beginner! Step-by-step examples,

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thorough explanations, hands-on exercises, and sample code supports your learning curve

Start building powerful programs with Java 6—fast! Get an overview of Java 6 and begin building your own programs Even if you're new to Java programming—or to programming in general—you can get up and running on this wildly popular language in a hurry. This book makes it easy! From how to install and run Java to understanding classes and objects and juggling values with arrays and collections, you will get up to speed on the new features of Java 6 in no time. Discover how to Use object-oriented programming Work with

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