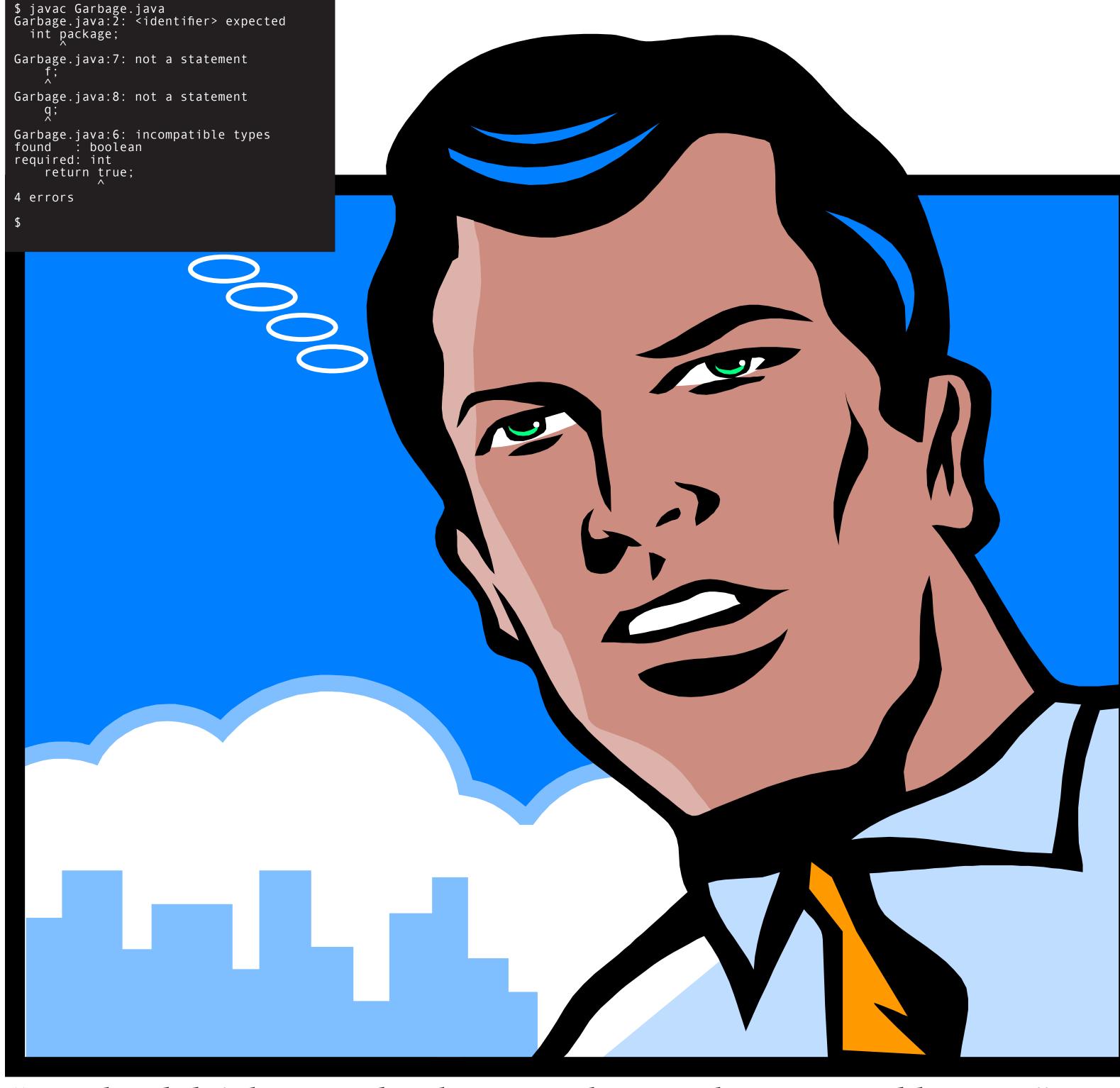


"I spend all my time figuring out how to use this IDE instead of writing *my program!* 



"I wish I didn't have to develop everything at the command line ...."







# Better Java А Development Environment Brian Stoler, Eric Allen, Corky Cartwright

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### Why does the world need another Java IDE?

The features that make DrJava a superior IDE seem basic, but they aren't available in any other development environment. It's *simple* to use, *integrated*, *stable*, and allows you to keep your *focus on your code*, not on the tool.

#### **Current features**

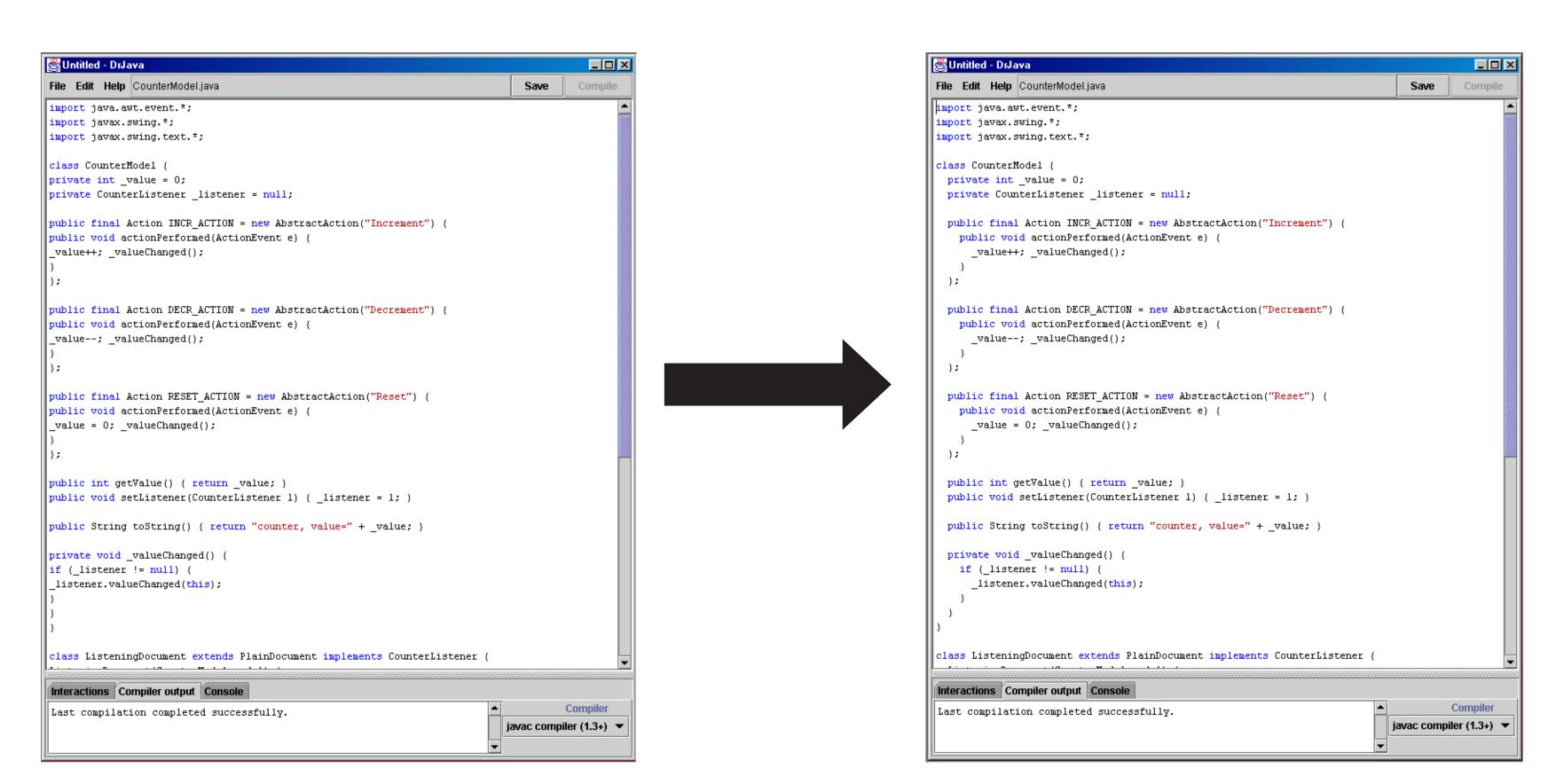
Interactions window for ad hoc testing/debugging ■ Integrated compiler (javac, GJ or JSR-14) Advanced editor featuring *correct* syntax highlighting and indenting

Stable!

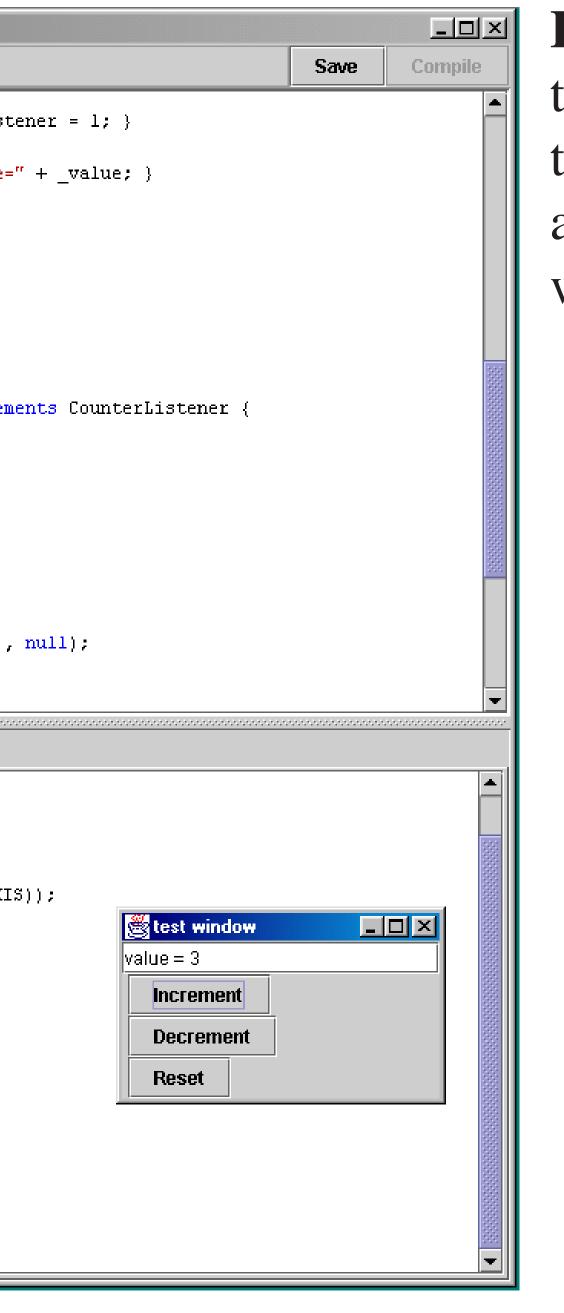
### Coming soon

- Better compiler error messages
- Language levels (for beginners/students)
- Integrated unit testing support
- Graphical debugger
- Version control
- Build scripting (Ant)

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## DrJava is available at http://www.cs.rice.edu/~javaplt/drjava



**Experiment with APIs:** The interactions window allows you to create objects and call methods in real time, without having to create a new class, add a main method, write the code, and then compile. This functionality is great for experimenting with unfamiliar or complex APIs like Swing.

> Perform simple tests on your code: The interactions window makes it easy to do ad hoc tests on your program. No need to write main methods! And as soon as you recompile your source, you can start testing once again with a fresh copy of the class files. But don't worry, there's a command-line history to prevent needless retyping of interactions.

Smart indenter: The editor automatically indents new lines, and you can fix indenting for one or many lines with a single keystroke.

∰ U	ntitled	- DrJa	iya		
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};	:				
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😹 Untitled - DrJava		
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<pre>/** A class to show various syntax highlighting features. class SyntaxStuff { public static final char OPEN_BRACE_CHAR = '{'; public static final String OPEN_BRACE_STRING = "{"; public static final String COMMENT_STRING = "/* no comm /* some various weird stuff in comments: // "/*/ /**/ }</pre>		

Brace matching: The editor highlights the area inside the current set of braces. This works correctly no matter what is inside.

File	Edit	Help	SyntaxStuff.java	Save	Compile
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pı	ablic	stati	<pre>c final String OPEN_BRACE_STRING = "{";</pre>		
pı	ablic	stati	c final String COMMENT_STRING = "/* no comme	ent. */":	
1	* 301	ne var	ious weird stuff in comments: // "/*/ /**/		

'Live' syntax highlighting: After every keystroke, the editor updates the highlighting to reflect the new state, even on lines not directly touched by the typing.

File Edit Help	SyntaxStuff.java	Save	Compile
class SyntaxS public stat public stat public stat	o show various syntax highlighting features. tuff { ic final char OPEN_BRACE_CHAR = '{'; ic final String OPEN_BRACE_STRING = "{"; ic final String COMMENT_STRING = "/* no comm rious weird stuff in comments: / / "/*/ /**/	ent. */";	

**Highlighting is always correct:** Even complicated (and strange) nested comments and quotations don't confuse the highlighting engine.

See compiler errors in source: The compiler is integrated, so there's no need to flip back and forth between editor and compilation windows. Currently supported are javac, GJ (which is provided) and the JSR-14 prototype compiler. Coming soon: Better compiler error messages!

