Setup for Code Downloads

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# Introduction

* There is a zip file accompanying each chapter of the text that you can download that contains all the code for the examples in the text and the solution to all the exercises in the text.
* All code is contained in packages. Packages are prefixed with either: *example\_...* or *exercise\_....*
* There are statements in the text providing the name of the package where code is found for a particular section. For example, Ch. 1, Section 3:

|  |
| --- |
| 3 Instance Variables & MethodsThe code for this class is shown below (see *example\_account/Account1.java* in code download): Consider this simplified description of an *Account* class:The *Account* class keeps track of the account balance. It also provides a way to deposit an amount of money. If… |

* The situation is similar for exercises. For example, Ch. 1, Section 4.1:

|  |
| --- |
| 4.1 Exercises1. (Solution in *exercise\_piggy\_bank* package, *PiggyBankVer1* class)Write a class, *PiggyBank* to represent a piggy bank. This class should have instance variables to represent the number of quarters, dimes, and nickels (we

… |

# Setup Instructions

The directions that follow use Ch. 1 as an example. Follow the same directions for all other chapters.

1. Create a folder that will act as your Eclipse workspace, *e.g. ch01\_code*
2. Download the code for Ch. 1 (*ch01\_src.zip*), and unzip on your desktop (You can unzip anywhere, but NOT in the folder where your workspace is). It will look as shown below.



1. Open Eclipse in your workspace from Step 1.
2. Create a Java Project, *e.g. ch01\_code,* or *ch01, …*
3. Drag the folders from Step 2 into the *src* node of the project you created. Note: **Select all the folders inside *ch01\_src* (*e.g. example\_account, example\_account\_0, etc.*)**. The result will look as shown below.



1. Start exploring!