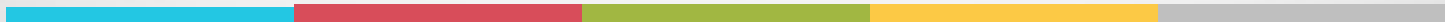
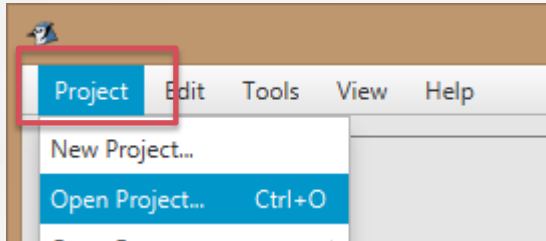


Grundlagen der IDE

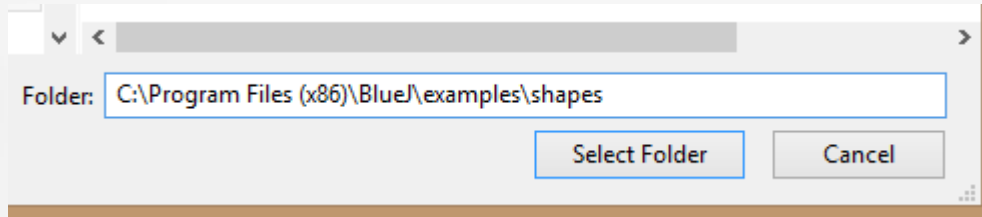


Öffnen des Beispiels “shape”

1.



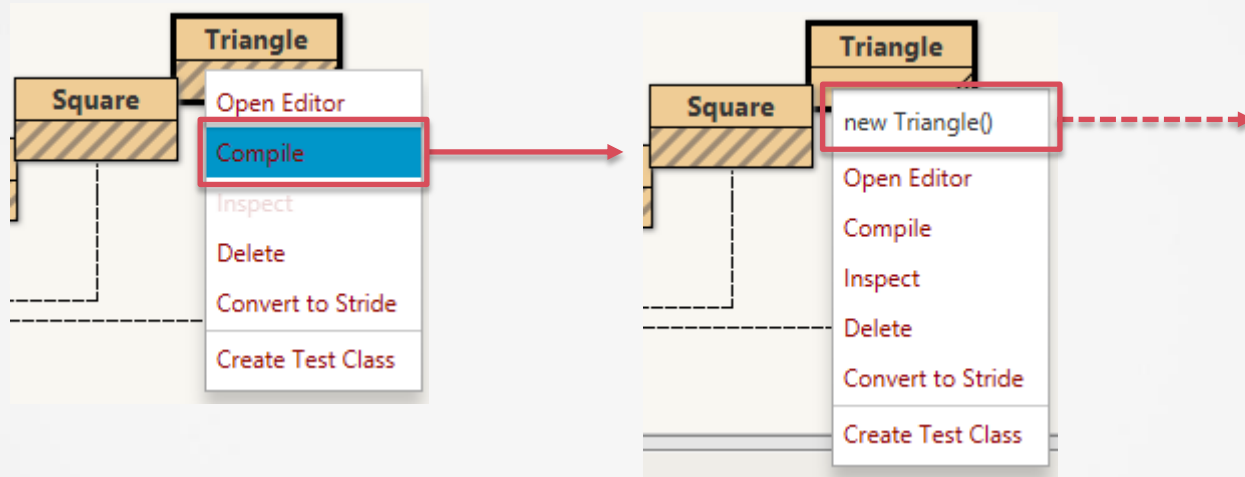
2.



3.

Speichern des Projektes unter einem neuen Namen und neuen Ort

Kompilieren der Objekte



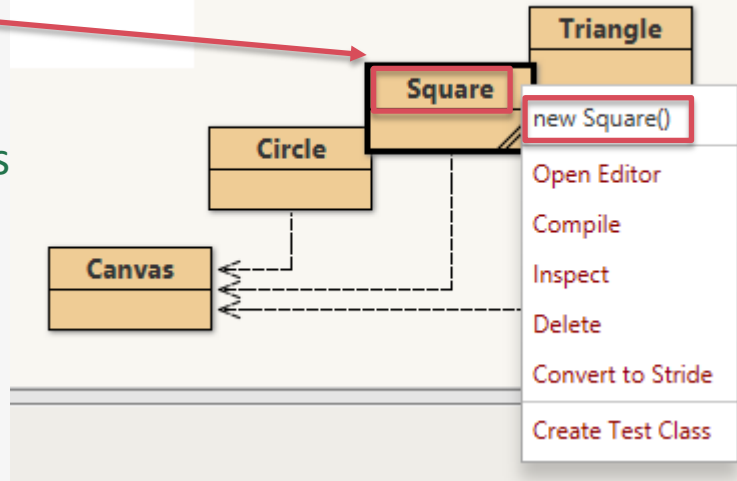
Erstellen von Objekten I

1.

Anklicken der Namen mit der rechten Maustaste und Erstellen eines neuen Objektes

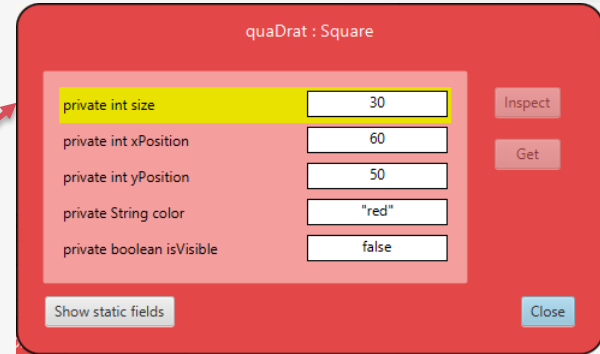
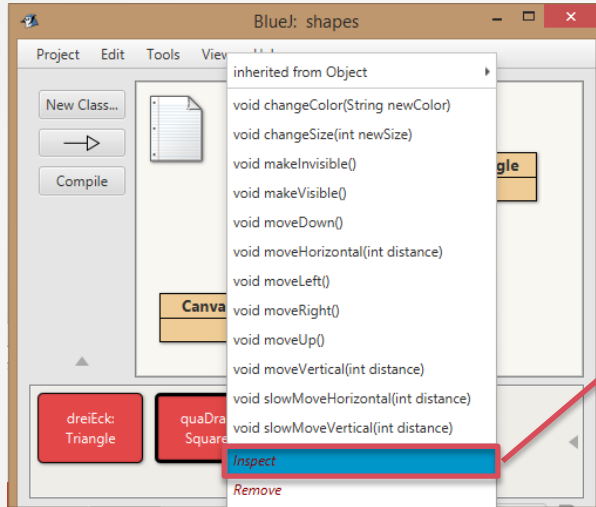
2.

Wählen des Namens



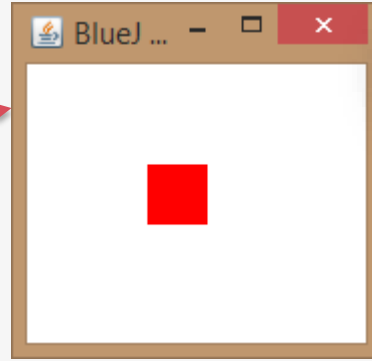
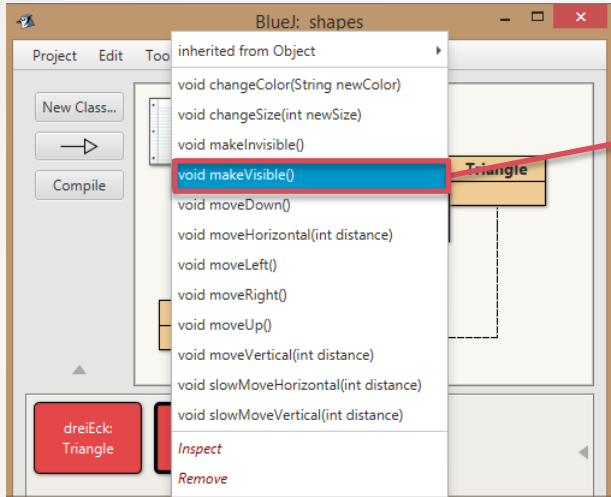
Inspizieren von Objekten

1.

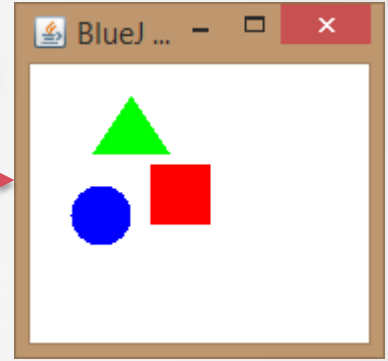


Anwenden von Methoden

1.

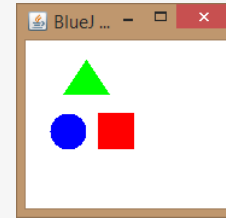
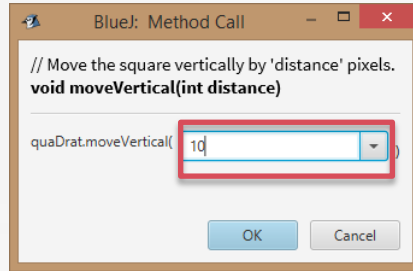


2./3.

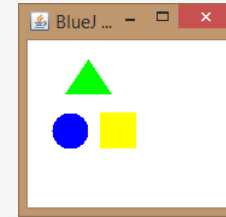


Anwenden von Methoden

moveVertical:



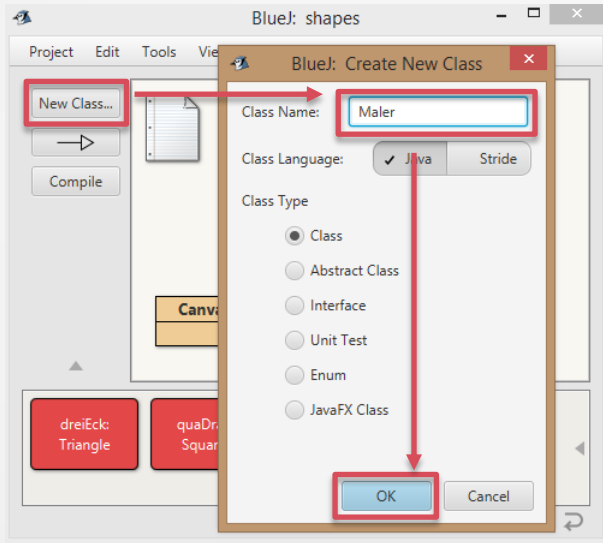
setColor:



Erstellen der Maler-Klasse

1.

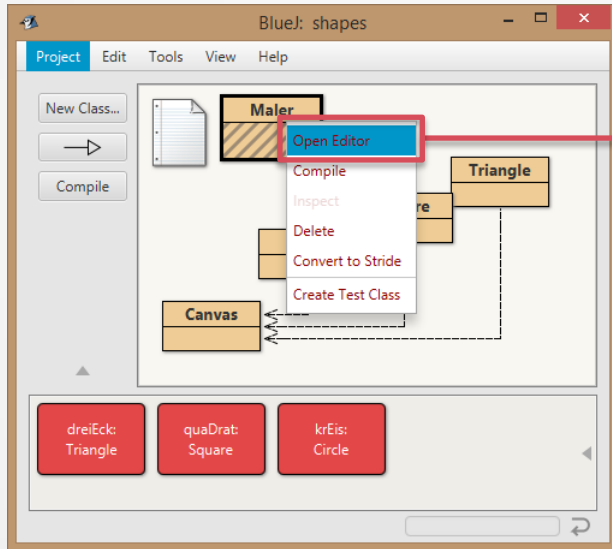
Anklicken der Schaltfläche „New Class“ und Benennung mit „Maler“



Erstellen der Maler-Klasse II

2.

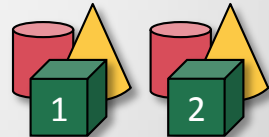
Rechte Maustaste auf den Text Maler und „Open Editor“ wählen



```
public class Maler {  
    Circle sonne = new Circle();  
    Square wand = new Square();  
    Square fenster = new Square();  
    Triangle dach = new Triangle();
```

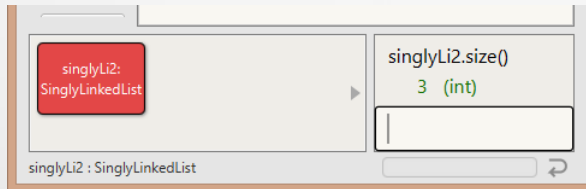
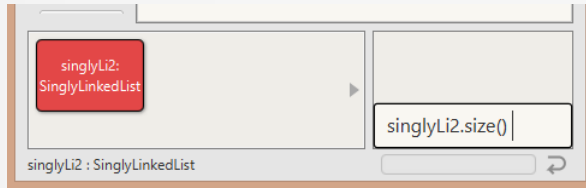
```
    void maleHaus() {  
        sonne.makeVisible();  
        sonne.changeColor("Yellow");  
        sonne.moveHorizontal(100);  
        dach.changeSize(100, 150);  
        dach.makeVisible();
```

```
    }  
}
```



Direkteingabe der Befehle

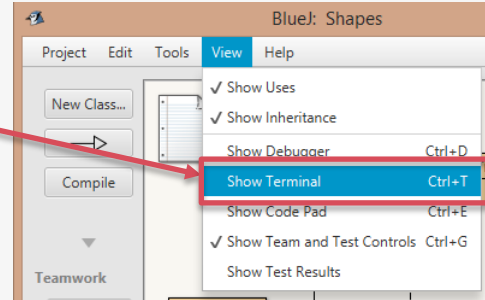
Eingeben des Objektnamens und der Methode mit Punkten getrennt:



Aufnahmen der Befehle I

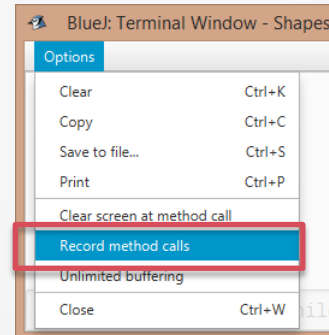
1.

Menü "View" „Show Terminal“



2.

Menü „Options“ „Record method calls“



Aufnahmen der Befehle II

3.

Erstellen eines neuen Objektes, sichtbar machen und verschieben ergibt:



```
BlueJ: Terminal Window - Shapes
Options
Triangle triangle1 = new Triangle();
triangle1.makeVisible();
triangle1.moveLeft();

Can only enter input while your prog
```

