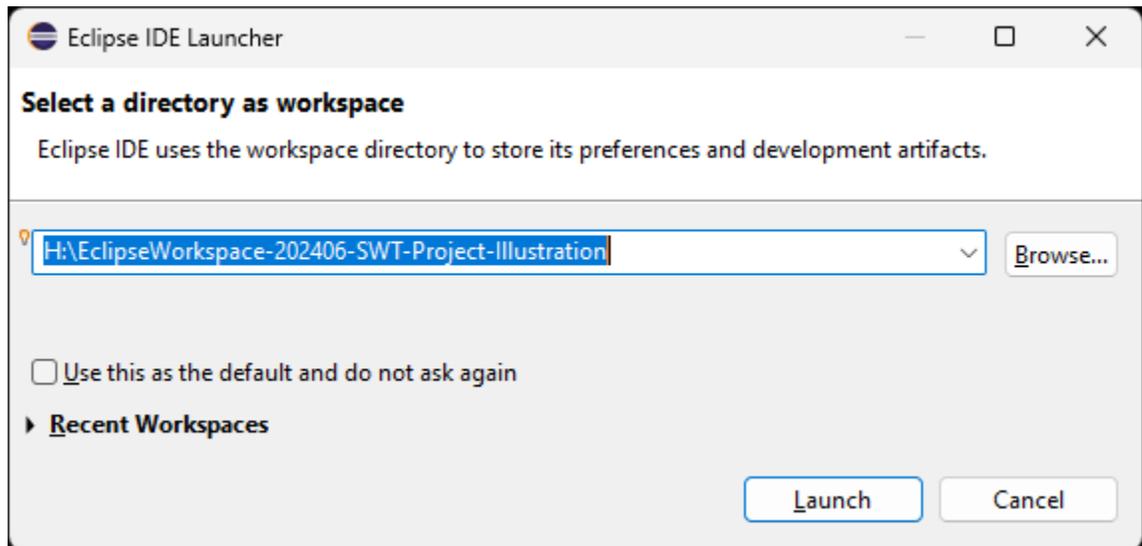


Eclipse Gui Java Designer Project Documentation

A. Create a WindowBuilder Project

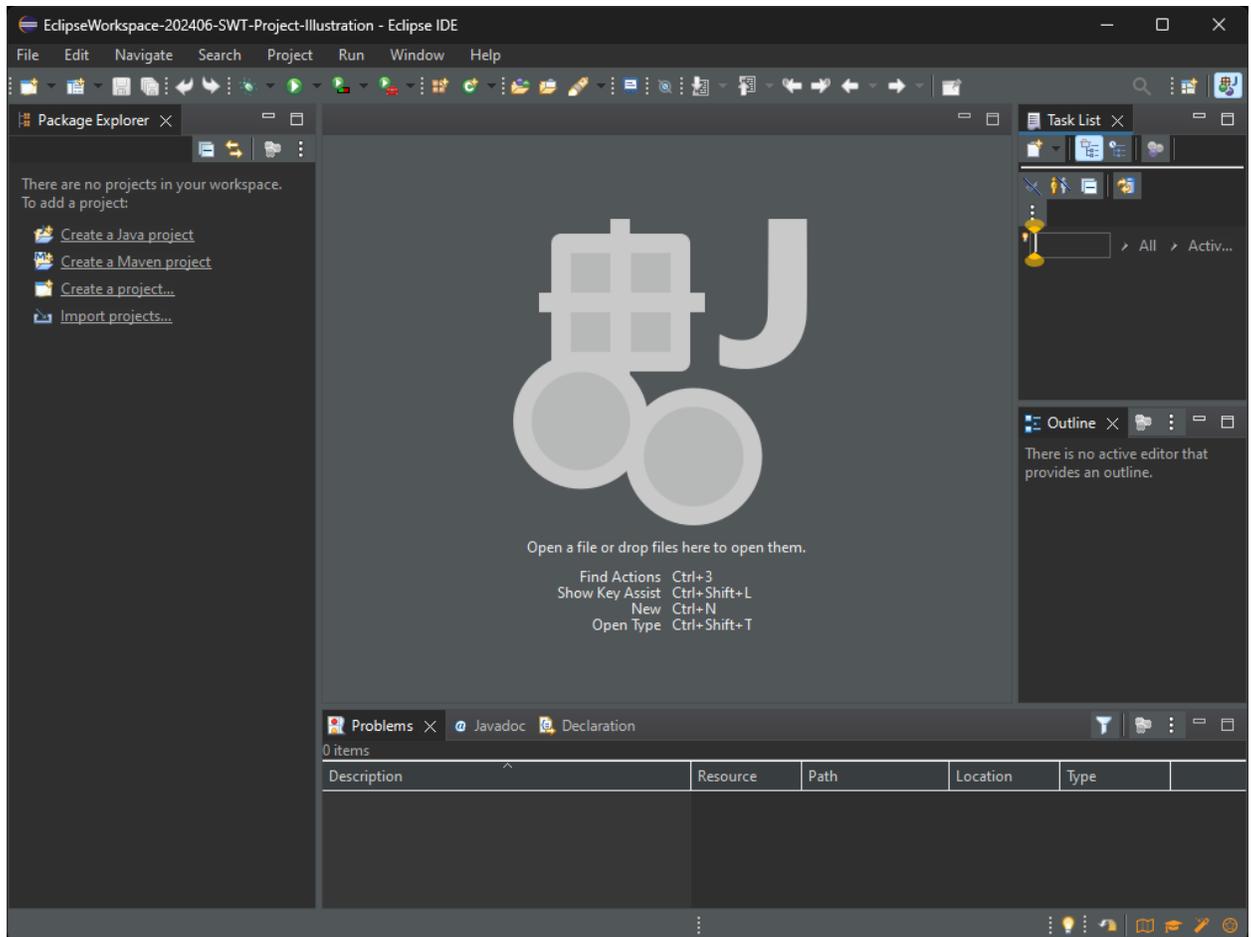
1. Create a workspace folder with Windows file explorer or with the Eclipse JDE Launcher.



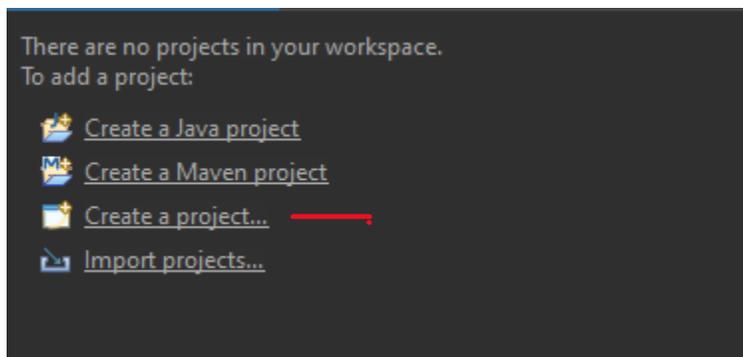
Enter the folder name and path where the Eclipse IDE Launcher is to set up the project. Here, H:\EclipseWorkspace-202406-SWT-Project-Illustration will be used. The Eclipse version is 202406 which is typed into the project location to assure that future entries by an Eclipse IDE will be known before accessing the folder with another version which may destroy the project.

Press the "Launch" button and once the project workspace is created follow the steps below to set up an SWT java project with an application Window.

2. The Eclipse IDE becomes established for the chosen directory in the IDE Launcher:

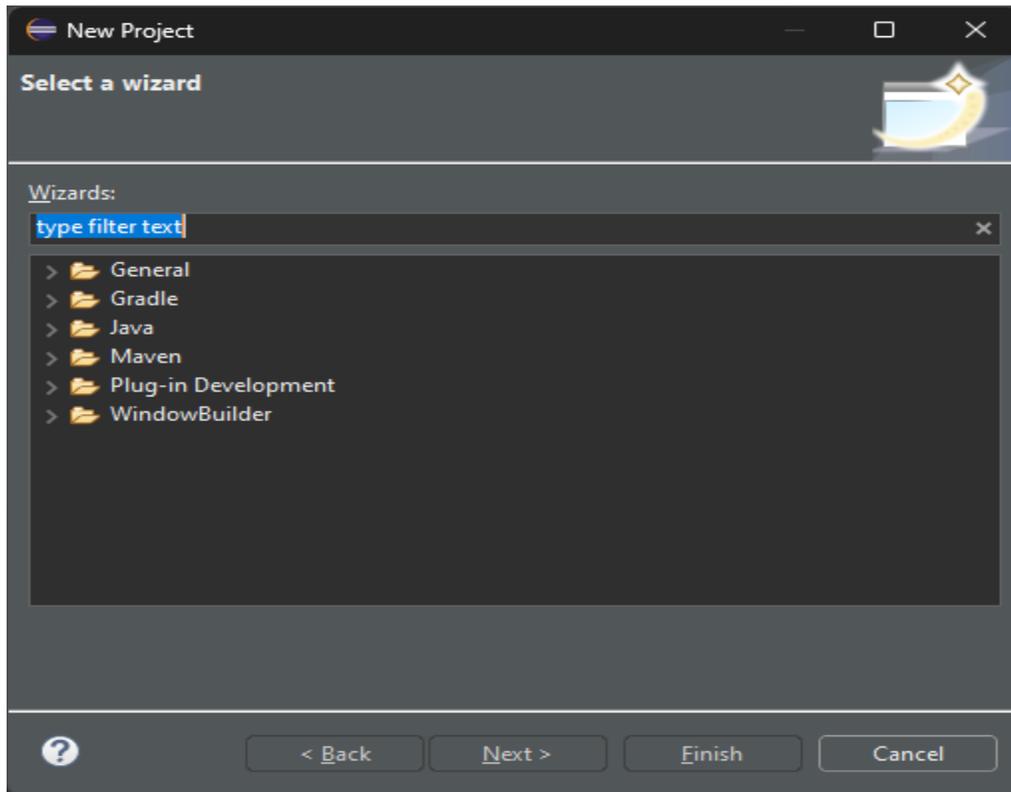


3. Click on the “Create a project...” selection from the list in the upper left corner of the IDE. DO NOT click on the ‘Create a Java project’!!! That is very easy to mistake even after doing GUI apps for a long time but doing so will not build a project in which the selection of further necessary WindowBuilderGUI portions of the project. It is “Create a project...” that will provide the following options that will build a successful starting Window.

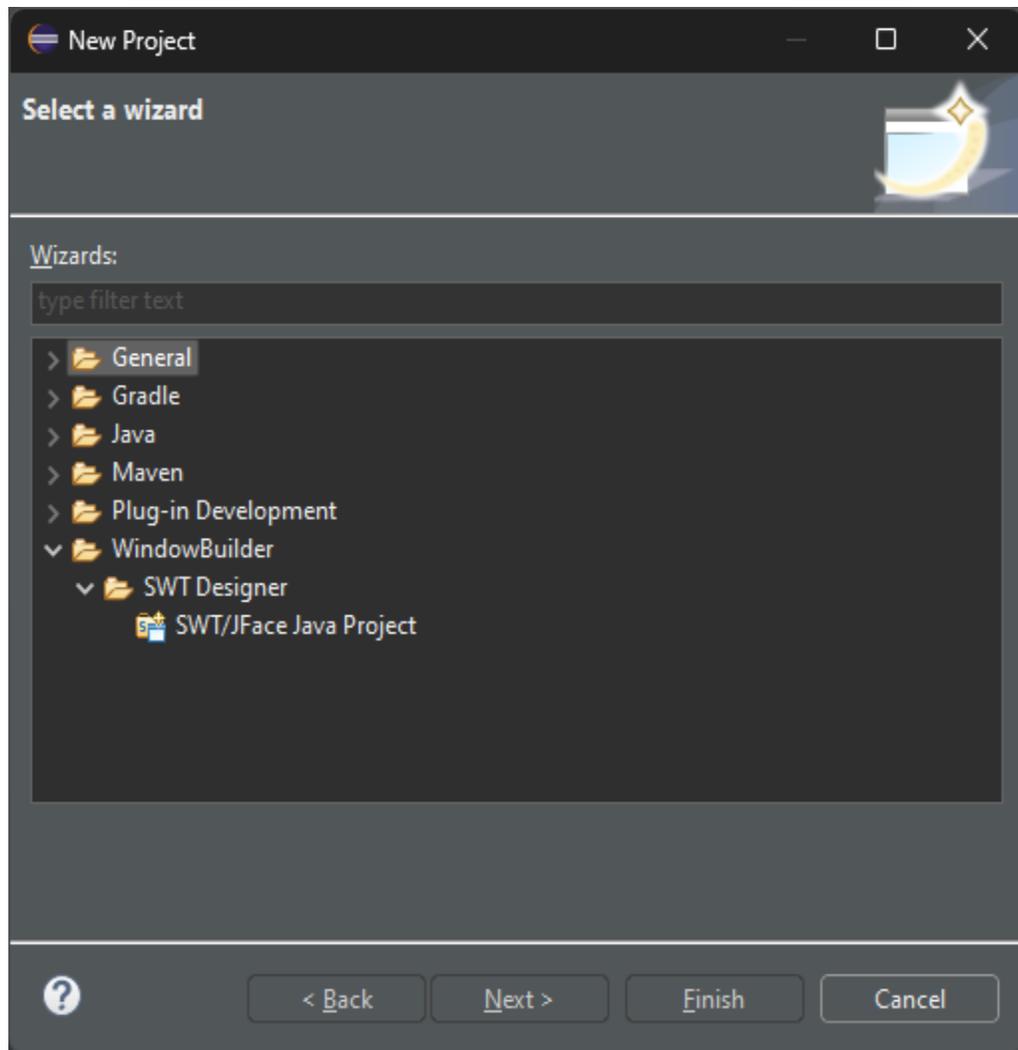


Click on the “Create a project...” selection to obtain the New Project / Select a wizard dialog in which the WindowBuilder options are provided (see below):

“Create a project...” list item was selected and the “New Project / Select a wizard” dialog box appears:

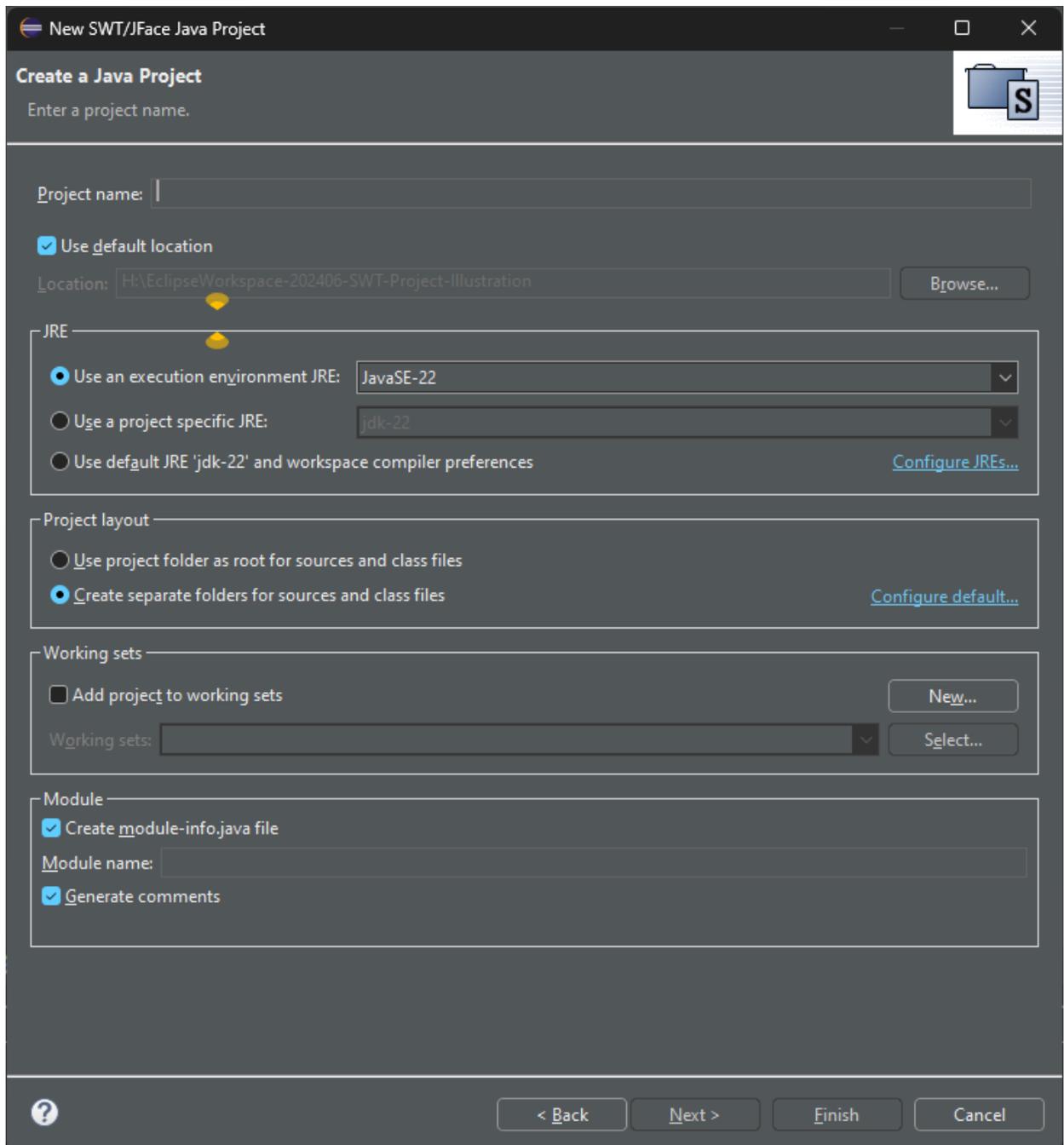


4. Fully open the “WindowBuilder” folder and select the “SWT/Face Java Project” from the list shown below:



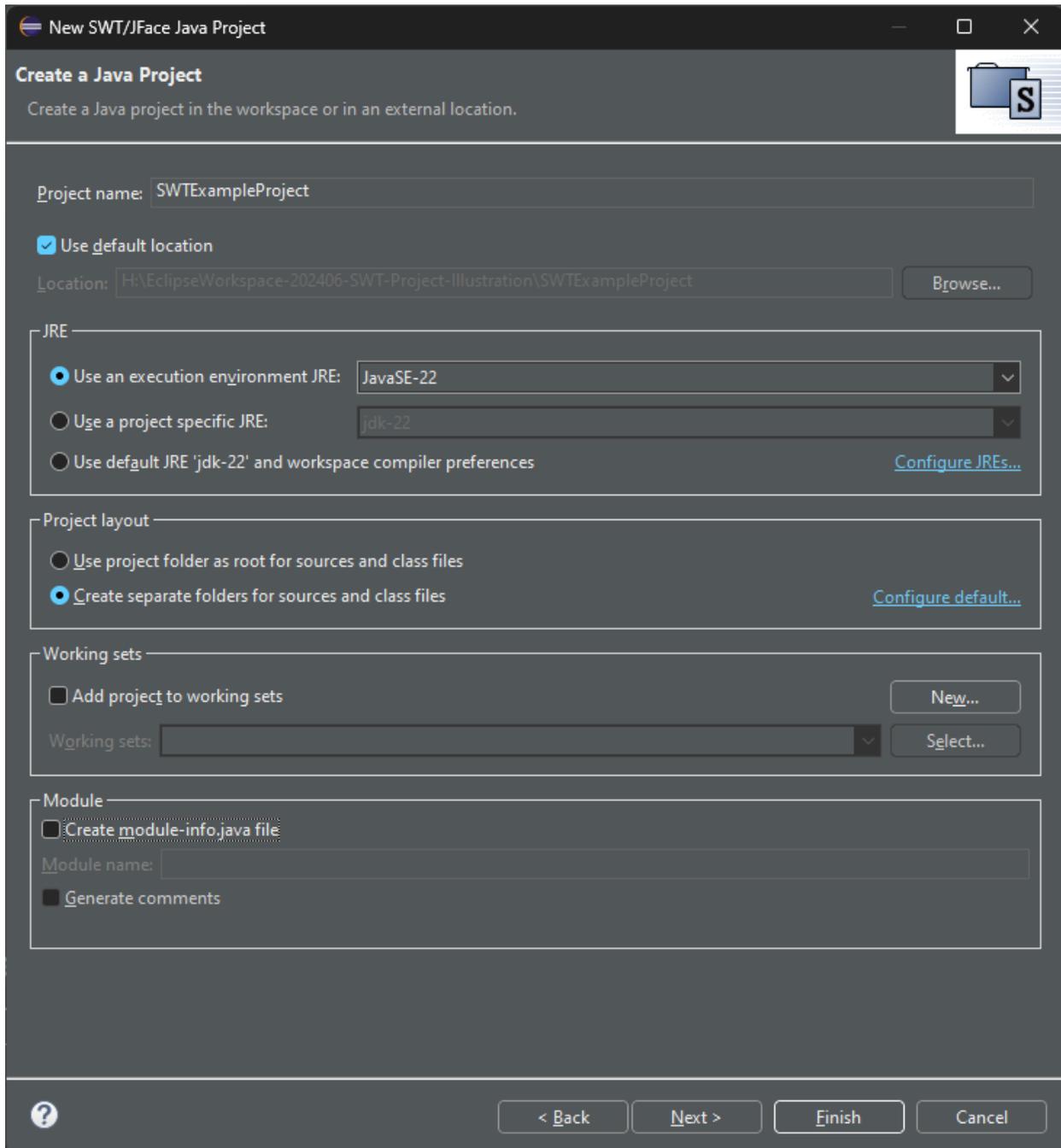
5. Select "SWT/JFace Java Project" from the list.
6. Select "Next>"

B. The "Create a Java Project" dialog is displayed. The SWT packages are now installed into the project manager and the Java project can now continue to wrap the GUI portion.



1. New dialog: "Create a Java Project" is ready to be filled-in.
2. = Enter the project name in the 'Project Name' text box - WindowsDemoProject in this case
3. == Uncheck 'Module' selections
4. === Click the 'Finish' button at the bottom of the dialog

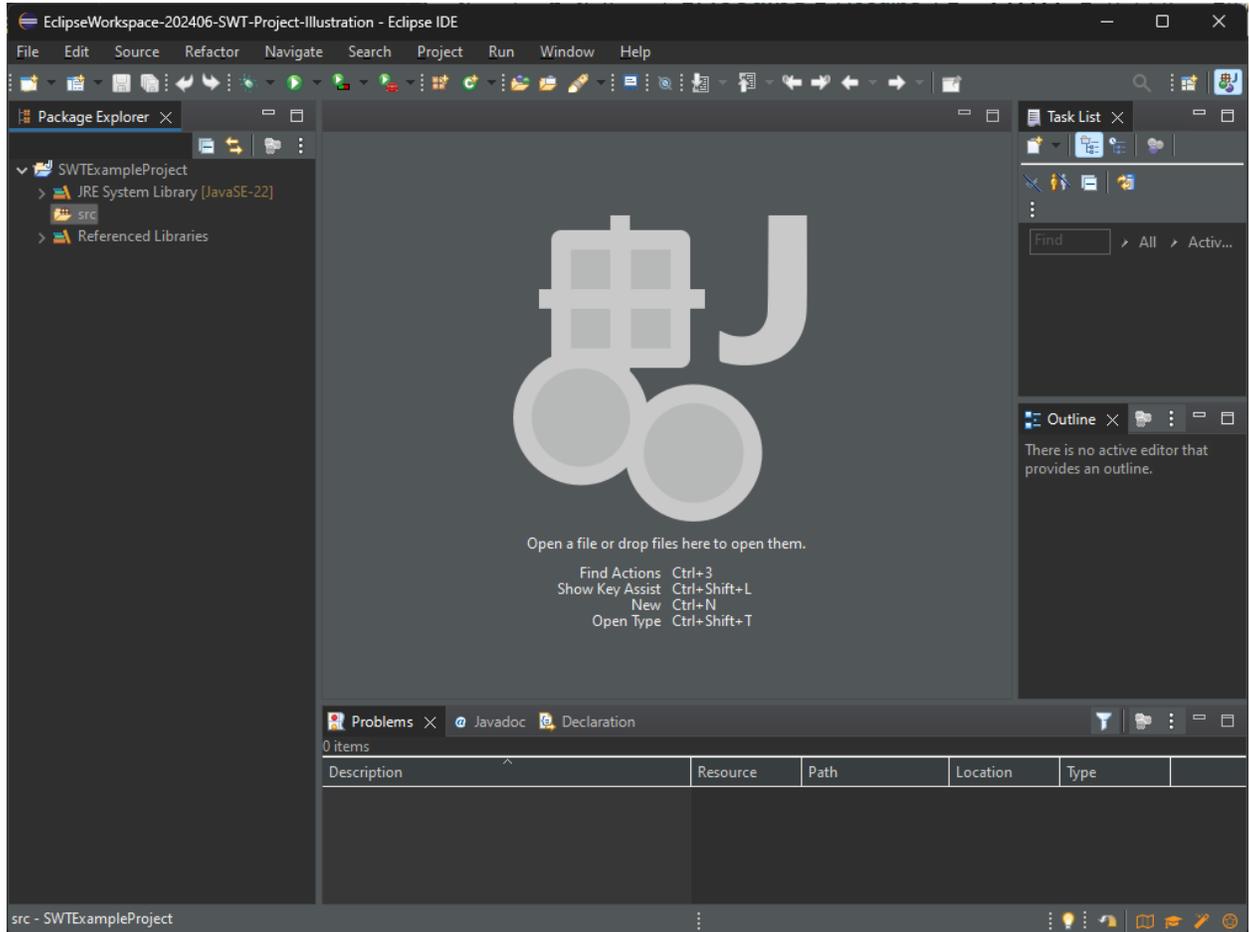
The Create a Java Project dialog box now appears as shown below (Before clicking the ‘Finish’ button):



Click “Finish” and the IDE will appear with the beginning of the project hierarchy as shown below:

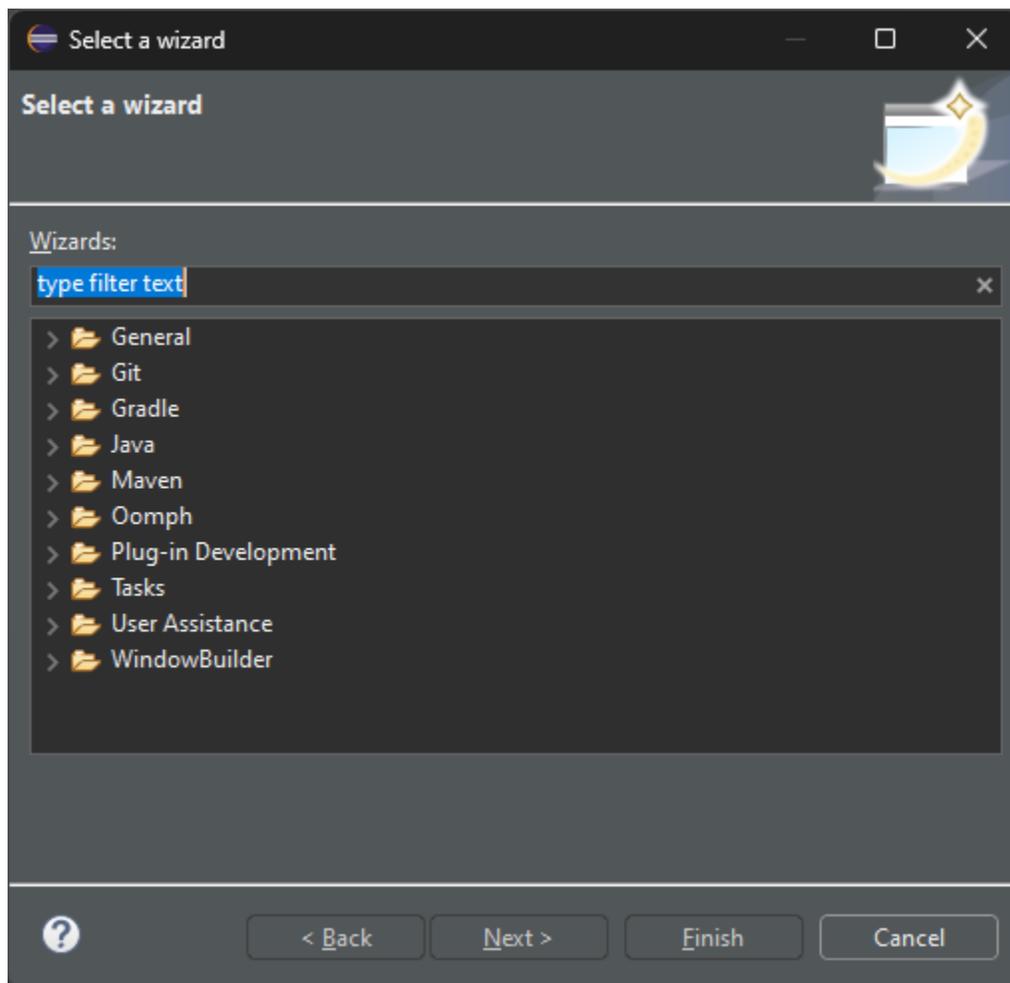
The project environment is now ready for selecting an SWT designer. This is done by adding the Window (legal Java name) to the source through the next set of development steps:

C. Create the SWT Interface Wizard

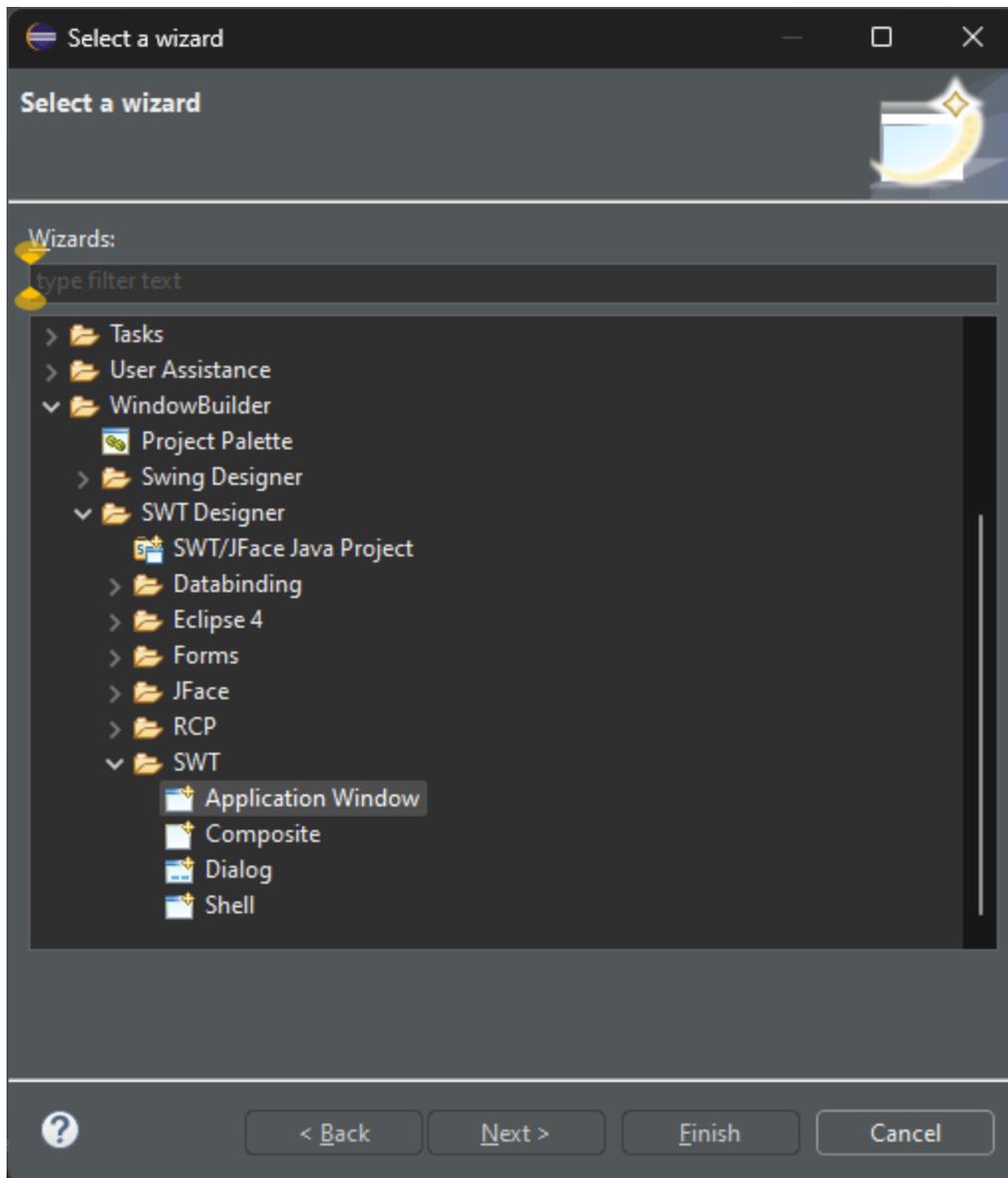


1. Right click on the 'src' icon in the upper left corner of the project hierarchy view.
2. Click on "new" then in the next dropdown box, click "other" to obtain the new "Select a Wizard" dialog box.
3. The "Select a wizard screen in the "New Project" dialog box will appear:

“Select a wizard” dialog box will appear for creating the project “src” (window)

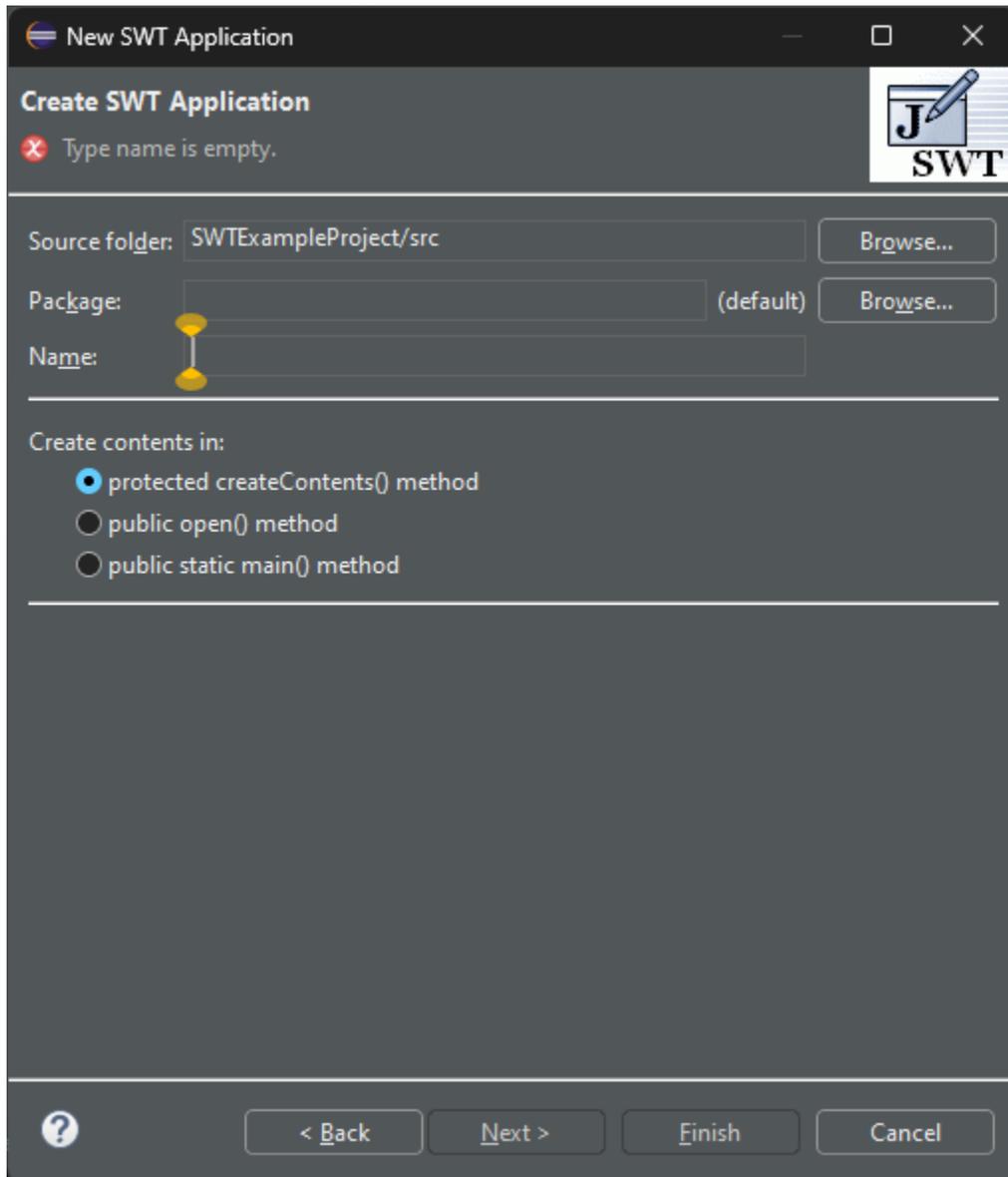


4. Fully extend the ">WindowBuilder" folder:

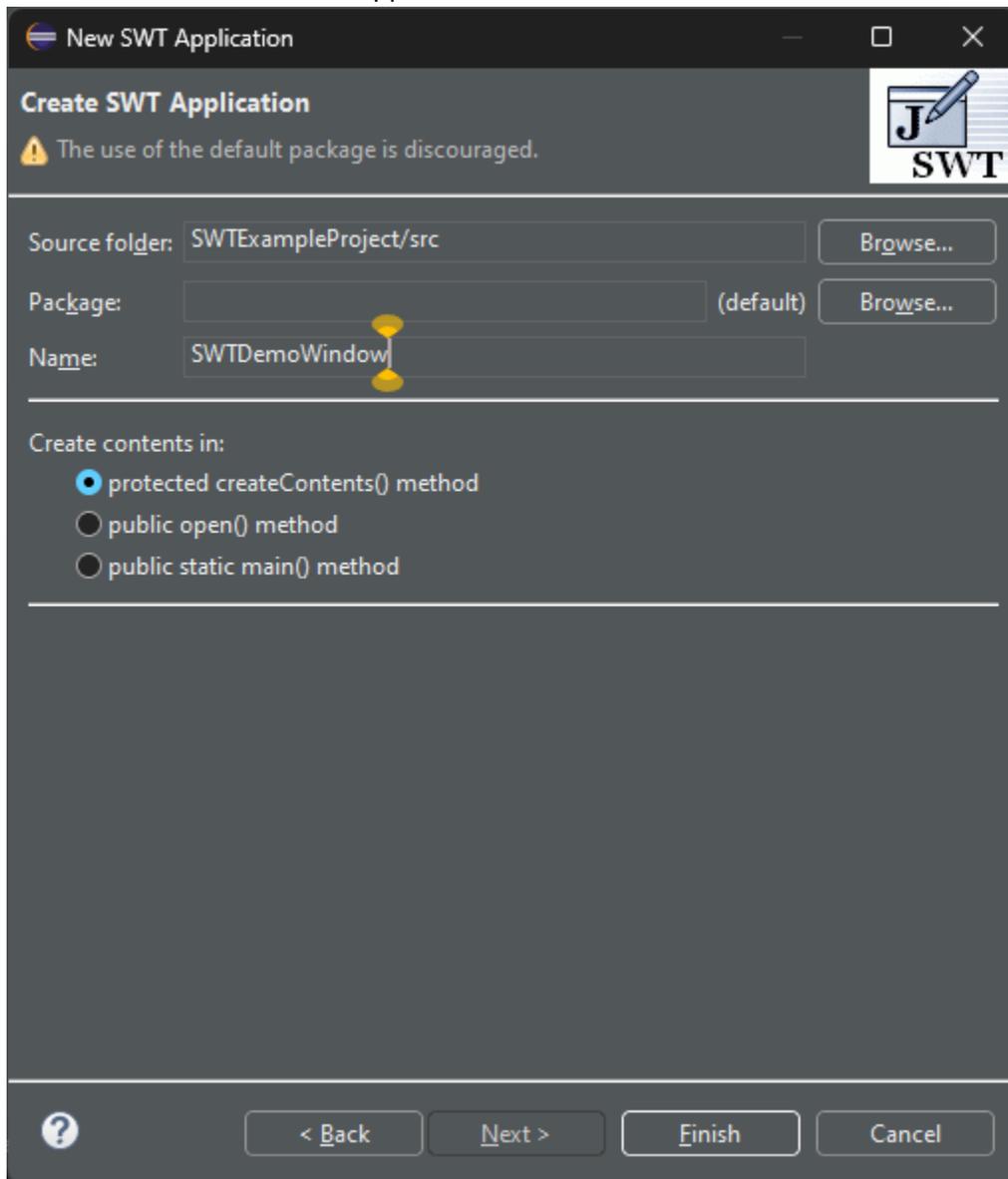


5. Select "Application Window" from the "SWT" folder, shown above. This will display the "New SWT application / Create SWT Application" dialog box which will be used to create the skeleton SWT Application Window.
6. After clicking on "Application Window", the dialog will enhance the "Next" button. Click the "Next" button.

7. The “New SWT Application” dialog box is now displayed, and all you need to do is fill in the Java name for the Window application. Here it will be “SWTDemoWindow”

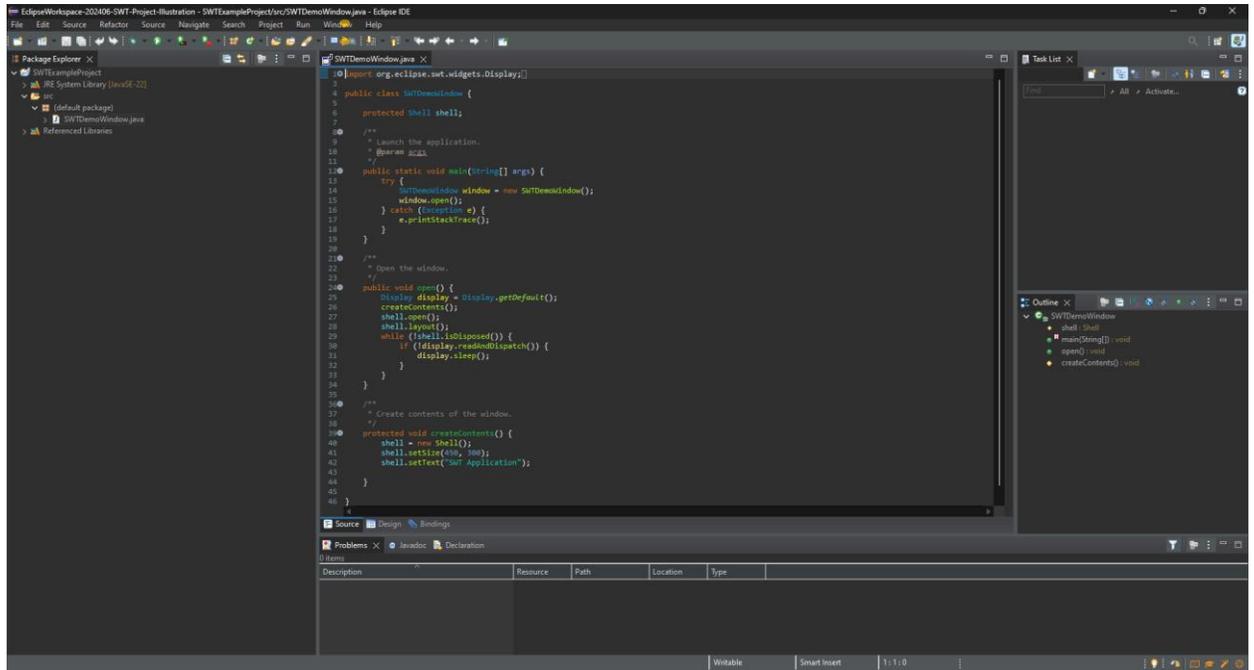


The “Name:” of the Window application was filled in:

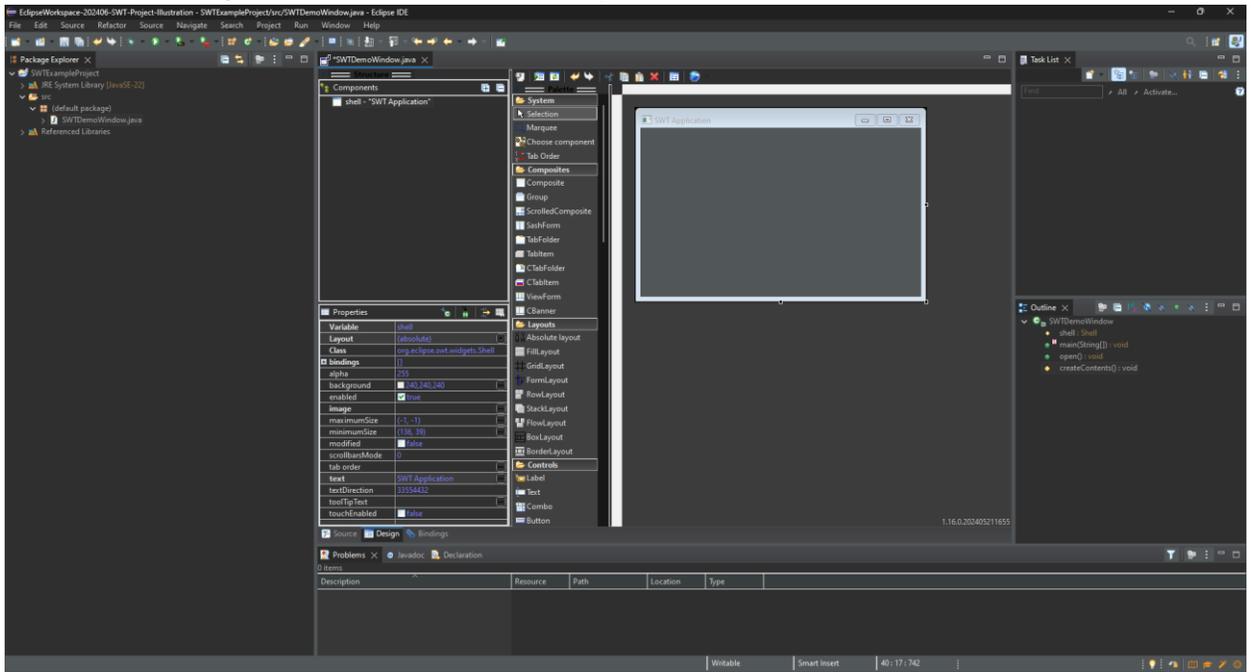


8. Click on “Finish” to create the new Window application and store the new Java file in the “src” folder of the project hierarchy.

The code for the new Window is built and stored in the project “src” folder in the java file, “SWTDemoWindow.java”. The components for the Window are available in the Design aspect, while the source code is available in the “Source” aspect which are selectable items under the source code view window, shown below in the IDE.



The Window Designer view in the IDE for our project:



//end