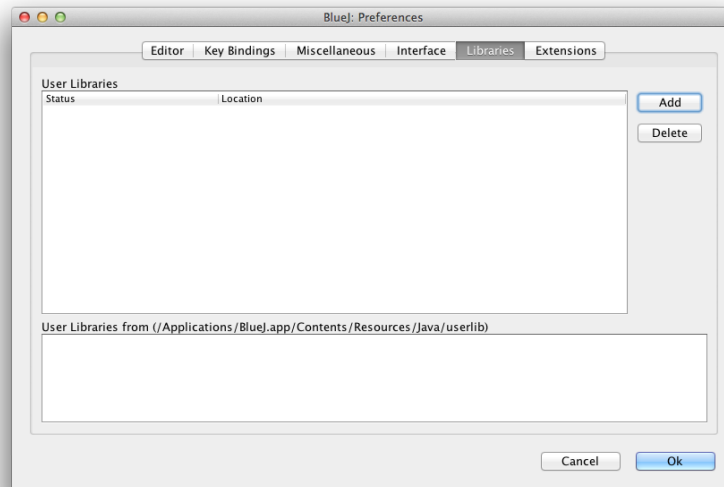


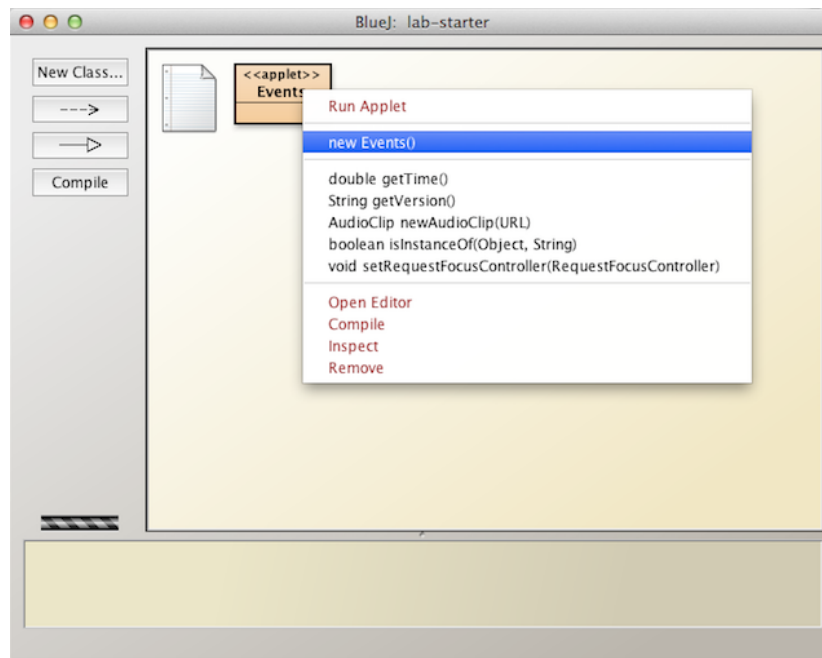
Using the objectdraw library with BlueJ

1. The Mac lab machines already have BlueJ installed. However, if you wish to use your own machine (Mac, Windows, or Linux), you can install BlueJ for free by downloading it from <http://www.bluej.org/>.
2. Download the objectdraw library from <http://www.bowdoin.edu/~sbarker/objectdraw.jar>. Save it somewhere easy to access (e.g., on the Desktop).
3. Download the starter lab files from <http://www.bowdoin.edu/~sbarker/1101starter.zip>. You can save it to the Desktop in the meantime, but remember to save your files somewhere safe (e.g., to your folder on the microwave server) before you leave the computer.
4. Unzip the starter lab files by double clicking. Rename the `lab-starter` folder to something informative like `sbarker-lab1` (substitute your own username, obviously!).
5. Open the starter project (and BlueJ) by double-clicking on the `package.bluej` file inside the folder.
6. Within BlueJ, select the “BlueJ“ menu and then “Preferences”. Click the “Libraries” tab in the dialog box that appears. The dialog box should then look something like:



7. Click the “Add” button and navigate to find your copy of `objectdraw.jar`. Click choose once you have located and selected `objectdraw.jar`.

8. Quit BlueJ. The addition of objectdraw.jar will not take effect until you restart BlueJ.
9. After reopening your BlueJ project, click “Compile” to compile the program. Once the program is compiled, you are ready to run the program.
10. To run your program, right-click (or control-click) on the primary class (e.g., Events) in the BlueJ window. In the menu that appears, select the “new” item as shown below, which should be the second item in the menu. **Do not select the “Run Applet” item.**



11. Click OK in the dialog box that appears. A window for your program will be displayed shortly.