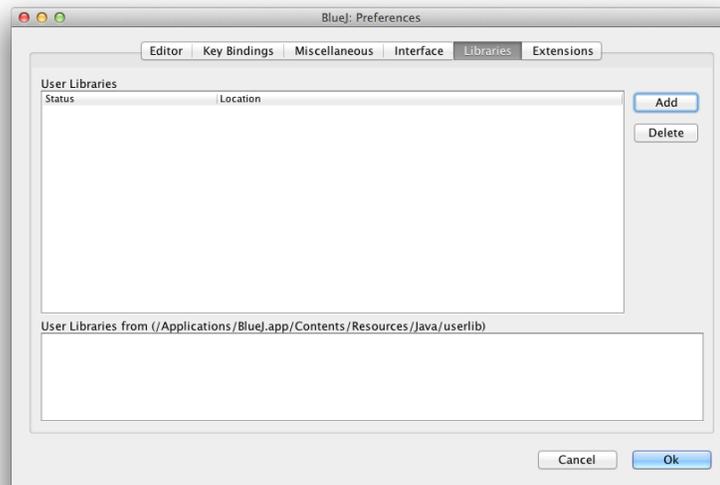
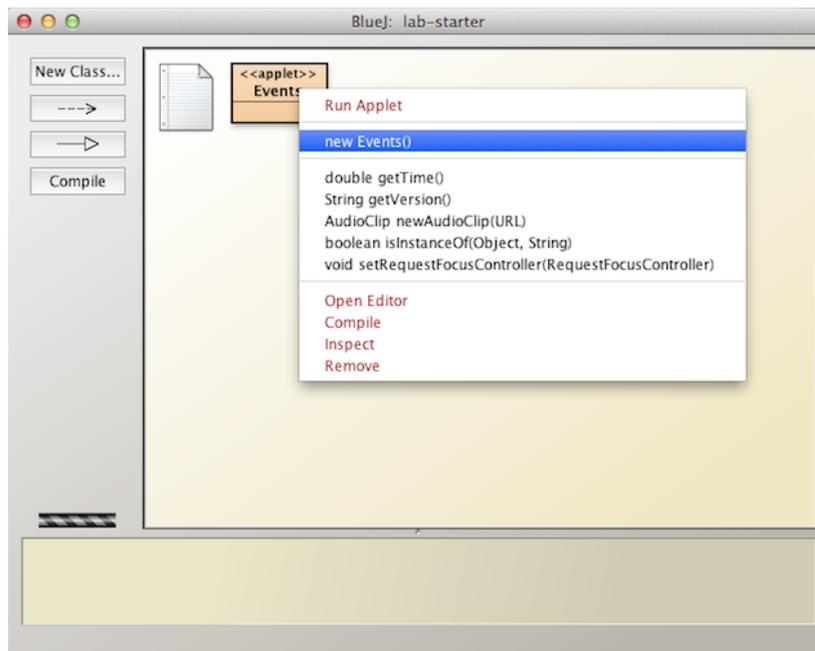


## Using the objectdraw library with BlueJ

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 (the file called `objectdraw.jar`) from Assignments page of the course website, which is <http://www.bowdoin.edu/~sbarker/1101>.
3. Download the starter BlueJ project for the appropriate lab from the Assignment page. 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. More details on connecting to `microwave` are in the Lab 1 handout.
4. Unzip the starter lab files by double clicking. Rename the resulting folder (which should be named something like `username-lab1`) using your own username in place of `username`.
5. Open the starter project (and BlueJ) by double-clicking the `package.bluej` file inside the project 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` (which you should have downloaded in Step 1). Click Choose once you have located and selected `objectdraw.jar`.
8. Quit BlueJ. The addition of the library 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 in which your program will run.
12. You should only need to run through these steps once, **unless** you either move the `objectdraw.java` file or switch to a different machine in which the library is not configured. In that case, you will need to re-download `objectdraw.java` and re-add it to BlueJ.