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Installation

This download page contains links to various NetBeans versions:

https://netbeans.org/downloads/

Download the JDK with NetBeans IDE Java SE bundle.
Select the **Accept License Agreement** radio button.

Select the Download link next to the version that matches your Operating System (Such as Windows or Ma x64). Save and then execute the installer.
Windows

Select Next.
Accept the License Agreement and then select Next.
Take the defaults. Make sure JDK is listed, and then select Next.
Leave checked to **Check for Updates**. Then click **Install** to proceed with the install.
Uncheck the box to Contribute to the Netbeans project. Then click on Finish.

Click on the NetBeans IDE icon to begin.
Mac

Open the installer package. Select **Continue** from the menu below.
Select **Install**

Wait while the files are installed. It will take 5 or more minutes.
When done, you can press **Close**.

Using the Finder, you will see the icon for **NetBeans** in your **Applications**.
Sample NetBeans Project

Making a New Project

From the File menu, select make a New Project.

From the Categories menu select Java. From the Projects menu select Java Application. Then press Next.
The **Project Name** typed was HelloWorld. The NetBeans generated the rest of the values (including the Create Main Class). Click on **Finish** when done. It will take a few seconds as the project is created.
Here is a blank project. We will now fill in some code to make the program do something. Replace line 18 with the following:

```java
System.out.println("Hello World!");
```
Now we have a new program:

Running a NetBeans Project

From the Run menu, select Run Project. You could press the keyboard shortcut F6, if you prefer.
You are also able to press on the green arrow to Run your project.

```java
public class HelloWorld {
    public static void main(String[] args) {
        System.out.println("Hello World!");
    }
}
```

As shown above, the output from the Output panel in NetBeans.

```
run:
Hello World!
BUILD SUCCESSFUL (total time: 0 seconds)
```
A popup window about Usage Statistics may appear when you start NetBeans. If you would like to participate in anonymous information being sent to NetBeans to help them improve the program, click on I Agree. Otherwise, you may wish to say No, Thank You.
Let's make a more complicated program. We will make a New Java Application. The Project Name will be called **Counter**. Check on **Finish** when done.

Now you have a Java Program created with a skeleton code for you to fill in:
We will begin our program at line 19:

```java
    int i=0;
    i++;
    i++;
    i++;
    System.out.printf("%d\n", i);
```
If we Run the program (Press F6), we see the following output:

```
public static void main(String[] args) {
    // TODO code application logic here
    int i=0;
    i++;
    i++;
    System.out.printf("%d\n",i);
}
```

The value of i is displayed on the screen. But how did it become the value of 3. Let us debug the program to see what happens to the variables as the program runs.

Select the location the source code that you would like the program to stop at.

```
19    int i=0;
20
21
22
```

In this case we selected in the source code at line 21.
From the **Debug** menu, select **Run to Cursor** (or Press the keyboard shortcut F4).
The debugger stopped the program. We can inspect the variables. Make sure the Variables tab in the lower right in part of the window is selected.

Notice at the variable i, has the value of 0.
From the **Debug** menu, select **Step Over** (easier to press F8). The debugger will step over this instruction to the next instruction.

As you write more complex programs, you may need to **Step Into** (to see inside of a method).

```
21     i++;          
22     i++;          
23     i++;          
```

The value of i became 1. Press F8 again and i becomes 2.
If we select line 25 of the program, and select from the debug menu to **Run to Cursor** (F4).

```
24  |
| System.out.println("%d\n", i);
26  |
27  |
28  |
29  |
```

It shows that indeed, `i` has the value of 3, when it will be displayed to the console.

If you want to stop the debugger, you can select the Red Stop button.
Source Format

You can have NetBeans automatically format the source code for you. From the Source menu, select Format.

It will automatically indent, put spaces in between variables and assignments, and fix other formatting issues.

Before formatting is applied:

```java
public static void main(String[] args) 
{
    // TODO code application logic here
    int i = 0;
    i++;
    i++;
    i++;
    System.out.printf("%d\n", i);
}
```

After formatting:

```java
public static void main(String[] args) {
    // TODO code application logic here
    int i = 0;
    i++;
    i++;
    i++;
    System.out.printf("%d\n", i);
}
```
From the **File** menu, select **Print**.
The preview is missing the line numbers. Let us add them. Select Print Options.
Select **Line Numbers** and **Wrap Lines**. Then press **OK**.
Now the preview shows the line numbers and the text wrapped on the page. Press **Print** to Print your file.
Exporting / Importing

If you want to move your project to another machine, you can Export it.

From the File menu, select Export Project, To ZIP.

Select Browse to specify a location to save the zip file.
Specify the location to save and then press Export.

To import the project back on a new machine (or if you used the export as a backup and wish to restore back the original), from the File menu, select Import Project, From ZIP.
The top Browse button will let you select the ZIP file that contains your project. The bottom Browse button selects the folder that contains where your NetBeans projects are stored. Leave the bottom Folder location alone. Select from the top Browse button where to find the ZIP file.

Press Import once things are set properly.

If the project already exists it will replace (overwrite it). Do this only if you are restoring to replace the current project files with the files contained in the ZIP file. Otherwise you can Chance Import Folder to place the files in a new folder. Otherwise press Cancel to not do the import sequence.
Multiple Class Files

The project has an expandable/collapsible tree listing of the files in your project.

Click on the + symbol to expand it.

Double click on the file name to open it.

The symbols next to the file name mean:

- Needs to be compiled.
- Contains main class.
You can press **F9** to compile the file (or from the **Run** menu, select **Compile File**).

**Build/JAR file**

If your project contains multiple files, you can build a **JAR** (**Java ARchive**) file that contains the all your class files and associated resources (such as media or data files) for your profile into a single file for distribution. To do so, you can select from the **Run, Build Project**.
From the toolbar you can select the Hammer icon to Build as well.

You should get a Build Successful message. If your code contained errors, you would see them below.

Such as for the following:
If you want to Clean (erase the compiled class files) and then Build the project completely, you can select **Clean and Build Project**, from the **Run** menu. You should do this, if you previously built a project and want to assure that newly compiled classes are in the project.

From the toolbar you can select the Hammer/Broom icon to Clean & Build as well.

The JAR file is located in the dist folder of your project’s directory. From a **Command Prompt** you can run it by doing the following command (in our case):

```java
java -jar "C:\Users\Staff\Documents\NetBeansProjects\Counter\dist\Counter.jar"
```

This jar file can then be used to run your project from any machine that has a JVM (Java Virtual Machine).

NetBeans will create a README.TXT which gives the precise command that can be used to invoke it. The README.TXT file is best opened in Wordpad (on Windows).
Javadoc
You should get into the habit of writing your comments in the Javadoc format:

- [https://www.tutorialspoint.com/java/java_documentation.htm](https://www.tutorialspoint.com/java/java_documentation.htm)

Traditionally /* and */ are used to indicate normal text comments to the compiler. However, Javadoc comments have an opening tag (also known as the begin-comment delimiter) with two asterisks.

For example:
/** I am a Javadoc comment. */

Here is an example for a method.

```java
/**
 * Add two integers together.
 * @param numA First number to add
 * @param numB Second number to add
 * @return int Sum of numA and numB.
 */
public int addNum(int numA, int numB) {
    return numA + numB;
}
```

When generating Javadoc files, you will get message Warning: Leaving out empty argument '-windowtitle', if you do not set the document title. You can ignore this. However if you want to add more to the title than just the package name, go to the Properties of the project. From the File menu, select Project Properties.
From the Build category, select **Documenting**. Then enter in a **Browser Window Title**.

To generate the Javadoc information for your project, from the **Run** menu select **Generate Javadoc**.
That will open up the Javadoc files for your project. For example with AddNum, it will have a description of the class.

<table>
<thead>
<tr>
<th>Class Summary</th>
</tr>
</thead>
<tbody>
<tr>
<td>Class</td>
</tr>
<tr>
<td>AddNum</td>
</tr>
</tbody>
</table>

Click on the class name to get more information on the class.

```
Method Detail

addNum

public int addNum(int numA,
                  int numB)

Add two integers together.
Parameters:
numA - First number to add
numB - Second number to add
Returns:
int Sum of numA and numB.
```

For example, this is the information was generated from the Javadoc comments. The Javadoc comments became HTML code viewable in a web browser. The Javadoc associated files are located within the dist\Javadoc directory of your project. You might be encouraged to design a Java library to for use by other developers around the world. The Javadoc comments you add will be invaluable to others. The more descriptive you are, the easier others (and yourself) will be able to read your code.
Code Completion

Code Assistance in the NetBeans IDE Java Editor: A Reference Guide
https://netbeans.org/kb/73/java/editor-codereference.html

Code Completion will help assist you when writing your programs. It will offer the various methods and objects associated with the code that you are writing and complete the command you are writing.

Make sure that Code Completion is enabled. From the Tools menu, select Options.
Select Editor options, then select Code Completion. You can adjust the Auto Popup options as you see fit. But for learning purposes, it’s best to keep them set to aid you in coding.
When typing your code and you press a "." a code completion window popup.

```java
public static final PrintStream err

The "standard" error output stream. This stream is already open and ready to accept output data.

Typically this stream corresponds to display output or another output destination specified by the host environment or user. By convention, this output stream is used to display error messages or other information that should come to the immediate attention of a user even if the principal output stream, the value of the variable out, has been redirected to a file or other destination that is typically not continuously monitored.
```

<table>
<thead>
<tr>
<th>err</th>
<th>PrintStream</th>
</tr>
</thead>
<tbody>
<tr>
<td>in</td>
<td>InputStream</td>
</tr>
<tr>
<td>out</td>
<td>PrintStream</td>
</tr>
<tr>
<td>arraycopy (Object o, int i, Object o1, int i1, int i2)</td>
<td>void</td>
</tr>
<tr>
<td>clearProperty (String string)</td>
<td>String</td>
</tr>
<tr>
<td>console ()</td>
<td>Console</td>
</tr>
<tr>
<td>currentTimeMillis ()</td>
<td>long</td>
</tr>
<tr>
<td>exit (int i)</td>
<td>void</td>
</tr>
<tr>
<td>go ()</td>
<td>void</td>
</tr>
<tr>
<td>getProperties ()</td>
<td>Properties</td>
</tr>
<tr>
<td>getProperty (String string)</td>
<td>String</td>
</tr>
<tr>
<td>getProperty (String string, String string1)</td>
<td>String</td>
</tr>
<tr>
<td>getSecurityManager ()</td>
<td>SecurityManager</td>
</tr>
<tr>
<td>getenv ()</td>
<td>Map&lt;String, String&gt;</td>
</tr>
<tr>
<td>getenv (String string)</td>
<td>String</td>
</tr>
<tr>
<td>identityHashCode (Object o)</td>
<td>int</td>
</tr>
<tr>
<td>inheritedChannel ()</td>
<td>Channel</td>
</tr>
</tbody>
</table>
However, you can press **Ctrl-Space** at any time to pop open the code completion window. Such as if you type `Sys` and then press Ctrl-Space up will come the following.

```java
public static void main(String[] args) {
    System.out.println("Hello World!");
    System.err.println("|");
    System.out.println("className.methodName()"; systrace
    System.out.println("|");
    System
```

You can then select which line to insert into your code by using the arrow keys to select it and pressing enter (or by double clicking on it).
**Insert Code**

You can also have NetBeans generate get and set methods for access to the variables in your class.

Place the cursor at the location in the file you want to insert the code and then press Alt + Insert (or from the **Source** menu, select **Insert Code**).
It is also accessible by right clicking at the code location and selecting *Insert Code*.

A menu will appear that allows you to generate a piece of code.

**Example – Getter and Setter**

Generate get and set methods for the private variable `item`.

```java
public class Test {
    private int item;
}
```

Right click in the class that contains the variable(s) you want to generate code for.

Select *Insert Code*. 

Select **Getter and Setter**.

Check the variables that you want getters and setters generated. Then press the **Generate** button. If you have multiple variables, you can select them all by clicking the check box next to the class name.
For the variable `item`, NetBeans generated the functions `getItem` and `setItem` for your program to gain access to the variable.

```java
private int item;

public int getItem() {
    return item;
}

public void setItem(int item) {
    this.item = item;
}
```

**Example - Constructor**

Another useful code to insert is a Constructor.
Select the fields you want to be initialized by the constructor and then press **Generate**.

```java
public Test(int item) {
    this.item = item;
}
```

A Tutorial is available here:

[https://platform.netbeans.org/tutorials/nbm-code-generator.html](https://platform.netbeans.org/tutorials/nbm-code-generator.html)
Icons in NetBeans
If you are on a computer with a very high-resolution monitor, the icons in NetBean may appear small. To fix this, you can change the configuration settings by doing the following:

- Make sure NetBeans is not running.
- Open WordPad as **administrator** by right clicking on the WordPad icon and select **Run As Administrator**.
- Open the configuration file:
  - C:\Program Files\NetBeans 8.2\etc\netbeans.conf
- Change:
  - -J-Dsun.java2d.dpiaware=true
  - to
  - -J-Dsun.java2d.dpiaware=false
- Save the file, close WordPad and then restart NetBeans.
Updates

If you see a popup bubble that indicating “updates found”, you should update. If this bubble disappears, or you want to check for updates go to the Help menu and select Check for Updates.
You will see which updates are available. Select **Next**.

Restart NetBeans to complete the installation of the updates.
You will see the NetBeans Updater window while the updates are in progress.

When the updates are completed, NetBeans will open.

Enjoy using NetBeans...