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java.awt package contains the core AWT graphics classes: GUI Component classes, such as Button, TextField, and Label. GUI Container classes, such as Frame and Panel. Layout managers, such as FlowLayout, BorderLayout and GridLayout. Custom graphics classes, such as Graphics, Color and Font.  
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the module allow you to easily integrate your application. This document explains how to work with the ME, the installation CD and the tools provided on the installation CD.  
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`import java.util.Scanner; // Import the Scanner class`  
`class Main { public static`

```
void main(String[] args) {
Scanner myObj = new
Scanner(System.in); //
Create a Scanner object
System.out.println("Enter
username"); String
userName =
myObj.nextLine(); // Read
user input
System.out.println("Usern
ame is: " + userName); //
Output user input } }Java
User Input (Scanner class)
- W3SchoolsBasic Eclipse
User Guide. Starting
Eclipse. When you start
Eclipse, a startup screen
appears, and the program
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to Java 1.8 (or later) Compiler. To ensure Eclipse understands the Java 1.8 features we will be using... Enabling Assertions on all your ...Basic Eclipse User Guide. - University of Texas at AustinJava User's Guide 1 Preface 10 bgs5\_java\_usersguide\_v0 1 2013-11-19 Confidential / Released Page 10 of 103 1Preface This document covers the following IMP-NG Java products from Gemalto M2M: 1. Cinterion® BGS5 Module Where applicable differences between the

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Java SE 7 JDK, which includes the JavaFX runtime libraries and utilities. See the [JDK 7 and JRE 7 Installation Guide](#) for instructions. JavaFX Scene Builder provides a simple way to build the UI for your application and connect it to the application logic. [JavaFX Documentation Home | JavaFX 2 Tutorials and ...](#) The Eclipse Foundation - home to a global community, the Eclipse IDE, Jakarta EE and over 375 open source projects, including runtimes, tools and frameworks. [Eclipse](#)



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here and updated from the user guide pages on the wiki.. For now, this only suggests a few sources: The obligatory Hello world tutorial example; The PL/Java API documentation; The user guide pages on the wiki; The many pre-built examples; How to compile against the PL/Java API Basic Eclipse User Guide. Starting Eclipse. When you start Eclipse, a startup screen appears, and the program spends some time loading various... Setting Eclipse to Java 1.8 (or later)

Compiler. To ensure Eclipse understands the Java 1.8 features we will be using... Enabling Assertions on all your ... [Java Downloads for All Operating Systems](#) This guide provides information about using the Java Shell tool (JShell) to explore the Java language and prototype code. Audience. This document is intended for developers interested in using a Read-Eval-Print Loop (REPL) tool to learn the Java language, explore new Java APIs and features, and prototype

complex code.

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The first step in getting started with JavaFX is to download and install the Java SE 7 JDK, which includes the JavaFX runtime libraries and utilities. See the [JDK 7 and JRE 7 Installation Guide](#) for instructions. JavaFX Scene Builder provides a simple way to build the UI for your application and connect it to the application logic.

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The user manual contains a lot of other useful information and you can find samples demonstrating various Gradle features on the samples pages. Integrating 3rd-party tools with Gradle Gradle's flexibility means that it

readily works with other tools, such as those listed on our Gradle & Third-party Tools page.

Eclipse Documentation | The Eclipse Foundation

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Open Eclipse and create a new Java project HelloDBR. Add the required JAR file to your project. Click File > Properties > Java Build Path > Libraries > Add external JARs, add dynamsoft-barcodereader-{version

number}.jar and click Apply. The JAR file can be found at DBR-Java-{version}\DynamsoftBarcodeReader\lib. Import the header.

*Basic Eclipse User Guide. - University of Texas at Austin*

```
import java.util.Scanner; //
Import the Scanner class
class Main { public static
void main(String[] args) {
Scanner myObj = new
Scanner(System.in); //
Create a Scanner object
System.out.println("Enter
username"); String
userName =
```

```
myObj.nextLine(); // Read
user input
System.out.println("User
name is: " + userName); //
Output user input } }
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Preface 10
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Overview. Jogl is a Java programming language binding for the OpenGL 3D graphics API. It supports integration with the Java platform's AWT and Swing widget sets while providing a minimal and easy-to-use API that handles many of the issues associated with building multithreaded OpenGL applications.

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Getting Started - Gradle User Manual

The java.awt package contains the core AWT graphics classes: GUI Component classes, such as Button, TextField, and Label. GUI Container classes, such as Frame and Panel. Layout managers, such as FlowLayout, BorderLayout and GridLayout. Custom graphics classes, such as Graphics, Color and Font.

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The Eclipse Foundation - home to a global community, the Eclipse

IDE, Jakarta EE and over 375 open source projects, including runtimes, tools and frameworks.

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Java allows you to play online games, chat with people around the world, calculate your mortgage interest, and view images in 3D, just to name a few. It's also integral to the intranet applications and other e-business solutions that are the foundation of corporate computing.

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