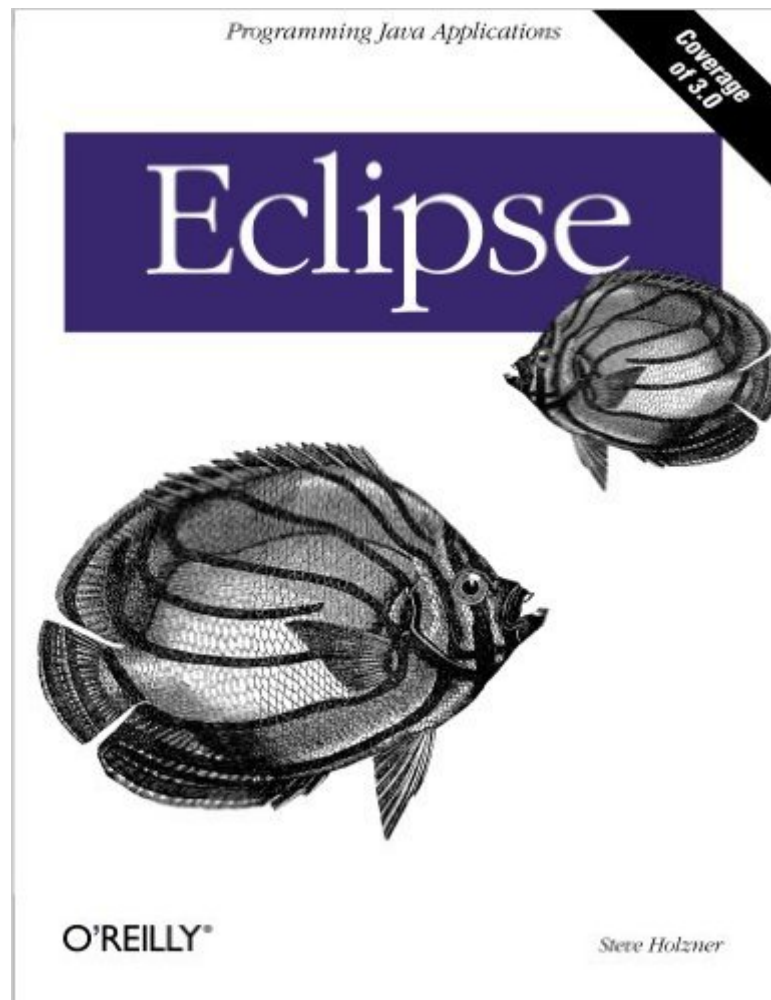


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# Eclipse



## Synopsis

Java programmers know how finicky Java can be to work with. An omitted semi-colon or the slightest typo will cause the Java command-line compiler to spew pages of annoying error messages across your screen. And it doesn't fix them--that's up to you: fix them, compile again, and hope that nothing goes wrong this time. Eclipse, the popular Java integrated development environment (IDE) provides an elegant and powerful remedy for this common, frustrating scenario. It doesn't just catch your errors before you compile, it also suggests solutions. All you need to do is point and click. And it's free--what could be better? Still, if you're like most programmers, mastering a new technology--no matter how productive it will make you in the long run--is going to take a chunk out of your productivity now. You want to get up to speed quickly without sacrificing efficiency. O'Reilly's new guide to the technology, Eclipse, provides exactly what you're looking for: a fast-track approach to mastery of Eclipse. This insightful, hands-on book delivers clear and concise coverage, with no fluff, that gets down to business immediately. The book is tightly focused, covering all aspects of Eclipse: the menus, preferences, views, perspectives, editors, team and debugging techniques, and how they're used every day by thousands of developers. Development of practical skills is emphasized with dozens of examples presented throughout the book. From cover-to-cover, the book is pure Eclipse, covering hundreds of techniques beginning with the most basic Java development through creating your own plug-in editors for the Eclipse environment. Some of the topics you'll learn about include: Using Eclipse to develop Java code Testing and debugging Working in teams using CVS Building Eclipse projects using Ant The Standard Widget Toolkit (SWT) Web development Developing Struts applications with Eclipse From basics to advanced topics, Eclipse takes you through the fundamentals of Eclipse and more. You may be an Eclipse novice when you pick up the book, but you'll be a pro by the time you've finished.

## Book Information

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## Customer Reviews

If only this book had stayed on course. Chapters one through three are a great introduction to installing Eclipse and using it to work with Java applications. It then takes a turn away from Eclipse by covering CVS in chapter four, and then continues into a basic Java development book in all of the chapters that follow. If I wanted a book on how to develop Struts I would buy Programming Jakarta Struts. I don't need chapter ten to give me a cursory glimpse into Struts programming. Only the first hundred pages are really about Eclipse. Which is a shame because there is so much to say about the Eclipse platform. I can't recommend this book.

In preparation for a webcast I'm giving this month, I'm working through the book Eclipse by Steve Holzner (O'Reilly). While not perfect, it's a good tool for learning about the package. Chapter list: Essential Eclipse; Java Development; Testing and Debugging; Working in Teams; Building Eclipse Projects Using Ant; GUI Programming: From Applets to Swing; SWT: Buttons, Text, Labels, Lists, Layouts, and Events; SWT: Menus, Toolbars, Sliders, Trees, and Dialogs; Web Development; Developing Struts Applications with Eclipse; Developing a Plug-in: The Plug-in Development Environment, Manifests, and Extension Points; Developing a Plug-in: Creating Editors and Views; Eclipse 3.0; Index

For the person new to Eclipse, this will do a decent job in getting you started. Up through the Using Ant chapter, the focus is primarily on Eclipse. The examples deal with the package, and that seems to be the primary focus. After that, the style seems to change a bit. The GUI development chapters seem to focus a lot on GUI programming, and then after that's finished, they show you how to do it in Eclipse. Mind you, it's good information, but the focus has shifted. The plug-in chapter gets back to Eclipse as the primary focus again. While there are entire books dedicated to plug-in development, this chapter will get you comfortable with the idea and concepts. So is the book perfect? No. I feel that the material could have been a bit more consistent as to what the foremost goal was... learning the Eclipse platform. But having said that, it still accomplishes the goal of teaching you how Eclipse works in different scenarios. I'd definitely recommend this as an initial Eclipse text for someone.

Online documentation has its place, but I like books better for learning. I found Eclipse's online doc especially lacking when it comes to \*learning\* about this complex product. Sure there's a ton of stuff, but most of it just seems to describe the ten's of thousands of options that the tool provides. (Personal Rant: Do we really need all of these options? Can't anyone see that just because you can do something doesn't mean you always should? Can't anyone see that a lot of these options just get in the way of using the product?) There, I feel better now. So when it came time to learn about Eclipse I reached for a book. I can recommend this book because it is good but I can't recommend it because it is getting dated. And that's just the nature of the beast when you write a book about a product as opposed to a technology. (The latter also gets out of date, but not as quickly. Maybe it's because there are less screen shots of actual components.) For the most part the screen shots of the dialogs and menus are still useful, i.e. even though the product's UI has changed you can still easily go from the book to the component you are looking at on the screen. But... well, here are the versions of various products covered in the book versus the versions of these products today: Eclipse 2.1.1 vs. 3.1 Ant 1.5.3 vs. 1.6.5 Tomcat 4.1.29 vs. 5.5 Struts 1.1 vs. 1.2.7 Another thing I did not like: they used "poor programming practices" in their chapters on JSPs and servlets. For example, in JSPs they used scriptlets and in servlets they output a bunch of HTML. I don't like it when a book does stuff "we're not supposed to do anymore."

The first 3 chapters were quite good. It might be a good book if it was updated. There have been many changes since Eclipse 3.0 and the screens are different. Some of the stuff I could figure out and was stuck after that. Even the programming examples are outdated. You have to spend way too much time debugging their Java examples to try to learn Eclipse. Don't waste your time on this book! There are better free tutorials on the web.

I bought this book and have been making my way through it to teach myself about Eclipse. I did fine for the first five chapters, but after that the trail grows cold because the book is based on Eclipse prior to the 3.0 and later releases. I began having lots of problems because the instructions and screen shots no longer came close to matching what is actually in Eclipse 3.0. So I gave up after chapter five.

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