

New Java Application Image: Steps 1. Choose Project Name and Location 2. Name and Location Project Name: multiplier Project Location: /home/mkk/prog Project Folder: /home/mkk/prog/multiplier Image: Set as Main Project Image: Create Main Class Untick the Create Main Class Image: Main		Type in Project Name add "prog" here. to the Project Location
1. Choose Project 2. Name and Location Project Name: multiplier Project Location: /home/mkk/prog Browse Project Folder: /home/mkk/prog/multiplier ✓ Set as Main Project Create Main Class	📕 New Java Application	
2. Name and Location Project Location: /home/mkk/prog Project Folder: /home/mkk/prog/multiplier ✓ Set as Main Project Create Main Class	Steps	Name and Location
Untick the Create Main Class		Project Location: /home/mkk/prog Browse
Untick the Create Main Class multiplier.Main		/nome/mkk/prog/multiplier
Untick the Create Main Class		🖌 Set as <u>M</u> ain Project
	Create Main Class 🦟	Create Main Class multiplier.Main
		< <u>B</u> ack Next > <u>F</u> inish Cancel <u>H</u> elp

Figure 9.1

2. Create UI class

- Right click on the project name in the Project pane on the popup menu, select New --> JFrame Form



- In the New JFrame Form dialog, specify the Class Name and the Package name.
- eg. Class Name: multiplierUI
 - Package : my.multiplier

🧧 New JFrame Form					
Steps	Name and Lo	ocation			
1. Choose File Type 2. Name and Location	Class <u>N</u> ame:	multiplierUI			
	<u>P</u> roject:	multiplier			
Specify "Class Name"	Location:	Source Packages	-		
	Pac <u>k</u> age:	my.multiplier	-		
Specify package name	<u>C</u> reated File:	/home/mkk/prog/multiplier/src/my/multiplier/multiplierUl.java			
< <u>B</u> ack Next > <u>Finish</u> Cancel <u>H</u> elp					



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