SpiralTrain
developer courses

Eclipse Introduction

Audience Eclipse Introduction Course
The course Eclipse Introduction is intended for developers who want to learn how to use the Eclipse IDE for software development.
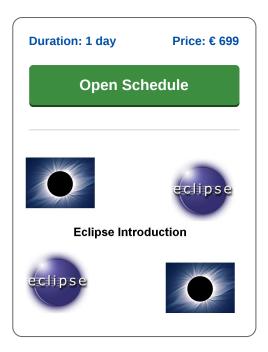
Prerequisites Course Eclipse Introduction
Basic knowledge of and experience with programming is required to participate in the course Eclipse Introduction.

Realization Training Eclipse Introduction
The theory is treated on the basis of presentation slides and is interspersed with exercises. Demo's are used to clarify the concepts further. The course material is in English.

Eclipse Certification
After successful completion of the course, participants receive an official certificate Eclipse Introduction.

Duration: 1 day   **Price: € 699**

Open Schedule

Eclipse Introduction

Content Course Eclipse Introduction

In the course Eclipse Introduction participants learn how to work with the Eclipse development environment. Eclipse is a widely used IDE (Integrated Development Environment) for application development. Eclipse is often used to develop Java applications, but there are also plugins available for developing PHP and C++ applications.

Eclipse Intro
The Eclipse Introduction course starts with a discussion of the key elements of the Eclipse IDE, Eclipse as a Tools Framework, and the structure of Eclipse projects.

Perspectives and Views
The role of views and perspectives in Eclipse is discussed and participants learn how to configure Eclipse for a range of different tasks, such as using a specific Java SDK or Java version or using a specific application server.

Eclipse Configuration
The creation of different types of Eclipse projects will be discussed and participants will also learn how to navigate the multitude of settings and configuration options in Eclipse. Attention is also paid to debugging applications in the Eclipse Debug perspective.

Eclipse Plugins
Furthermore the extension of Eclipse through the installation of Eclipse Plugins is discussed. The Eclipse Introduction course also covers how to make Eclipse Plugins yourself, what architecture Eclipse Plugins have and what the role of OSGI is.

JUnit Testing
Finally the integration with JUnit and the creation of JUnit tests are discussed.

Modules Course Eclipse Introduction

Module 1 : Eclipse Intro	Module 2 : Eclipse IDE	Module 3 : Eclipse Plugin Architecture
Eclipse Project Aims	Workspace Component	Eclipse Layering
Eclipse Overview	Standard Widget Toolkit	Eclipse Plugin Architecture
Eclipse Origins	Workbench Terminology	Eclipse Plugins
Early History of Eclipse	Editors and Views	Plugin Manifest
Eclipse as Java IDE	Perspectives	Eclipse Plugin Architecture
Eclipse as IDE Framework	Debug Component	Platform Architecture
Eclipse as Tools Framework	Java Development Tools	Plugin Activation
Top Level Projects	Java Perspective	Plugin Fragments
Eclipse Projects	Java Editor	Plugin Install
Eclipse Open Source Community	Refactoring	Eclipse and OSGI
Eclipse Eco System	Eclipse Java Compiler	Import-Package
Eclipse Foundation	Eclipse Java Debugger	Require-Bundle

Module 4 : Eclipse JUnit
Test Driven Development
Unit Testing
What is and why JUnit?
JUnit Features
JUnit Based Test Code
JUnit mechanics
Simple Test
Simple Testcase
Assert Statements
Fixtures
Test Suites
Test Runner
JUnit classes