Introduction to the NetBeans Platform Certified Training Course

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Agenda

• Aim of the Next Two Days
• What's the Problem Domain?
• What is the NetBeans Platform?
• Why NetBeans Platform?
• Overview of the Next Two Days
• Workshops
• Sample Application
• Presentations
• Certification Program
• Resources
Aim of the Next Two Days

• Understand the NetBeans Platform problem domain
• Understand the main NetBeans Platform concepts
• Hands-on workshops to “get a feel” for how everything works
• Become familiar with resources to use when developing on the NetBeans Platform
What's the Problem Domain?

• Team size
  > Small (<10)
  > Medium (10-100)
  > Large (>100)

• Communication problems

• Tools
  > Versioning
  > Continuous builds
What's the NetBeans Platform?

- Modular runtime container
- APIs providing features
  - Window system
  - Filesystem
  - Modeling & Viewers
  - Editors
  - Plugin Manager
  - ...
Why NetBeans Platform?

• Did you ever have that great idea...?

Let's create our own framework!

Maintaining the framework takes a lot of my time :(

Certified Engineer Course
Don't reinvent the wheel!

Math professor Stan Wagon demonstrates his square-wheeled bicycle at Macalester College in St. Paul, Minn. In 1960, it was discovered that a square wheel would roll smoothly on a road made of catenaries (those bumpy things). Wagon said he became interested in the concept 7 years ago, did calculations and computer animations, then had the bike specially built.
Nuance V-Builder – VoiceXML
Fiorano Studio: Lego Blocks for SOA
Nokia NetAct: Mobile Network Mgr

Certified Engineer Course
NetBeans IDE: Java Development
Examples – JCaec - CAD
Certified Engineer Course
TidalWave BlueMarine: Photo Manager
Examples – StudioSL (oil flow)
And...

What about your application?
Why NetBeans Platform?

• You will save time & money
• You will benefit from platform updates
• Your application will:
  > become modular
  > become updatable
  > become webstartable
  > look more professional
  > work on all platforms
  > be able to access Java EE backends
• You will work on features that matter!
Why NetBeans Platform?

- Don't reinvent the wheel
- Reuse code from NetBeans Platform
- Take advantage of 3rd party libraries
- Build on top of Swing
- Make your application modular
- Focus on domain knowledge
- Don't let your competition figure this out before you!
Overview of the Next 2 Days

- **Day 1:**
  - 1. Introduction to the Course
  - 2. Getting Started with the NetBeans Platform
  - 3. Modular Applications & Lookup API
  - 4. Workshop
  - 5. System Filesystem
  - 6. Workshop
  - 7. Nodes & Explorer Views
  - 8. Workshop
Overview of the Next 2 Days

• Day 2:
  > 1. Data Objects & Editors
  > 2. Workshop
  > 3. Window System
  > 4. Workshop
  > 5. Visual Library
  > 6. Workshop
  > 7. Creating Productivity Tools
  > 8. Contributing to Open Source Projects
  > 9. What's New in NetBeans Platform 6.5?

• Ideas for Modules & Wrap Up
Workshops

- Create a modular server application
- Store & retrieve data in your application's filesystem
- Create nodes & explorer views
- Introduce a new file type into the NetBeans Platform
- Introduce the window system to your application
- Create productivity tools/Visualize data graphically
Workshop 1

1. Get the Anagram Game.
2. Create a NetBeans Platform Application.
3. Port the game to 1 module:
   1. Create a module.
   2. Add a window component.
   3. Copy the JPanel from the Anagram Game.
4. Run the application & play the game.
5. Now... port the 1 module to 3 modules.
   * Bonus question: Create a server application that uses the runtime container only
Workshop 2

1. Create an application that uses the runtime container only.

2. Add folders & files to the layer.xml file.

3. Read the folders & files to System.out.

   • Bonus: Let a service provider provide the folders & files.
Workshops

• How to do the workshops
  > Pair programming?
  > Javadoc
  > Tutorials
  > Wiki
  > Blogs
  > End with discussion & questions

• Tools
  > Any IDE
  > But...
Sample Application

- Simple Java application
- Ported step by step to the NetBeans Platform
- Porting is a process
  > Simple port
  > Incorporate features via APIs:
    > Lookup API
    > System Filesystem API
    > Nodes API / Explorer & Property Sheet API
    > Window System API
Presentations

• Slides available on-line
• Can follow along with the demos, if you like
• All demos also available on-line
Certification Program

- NetBeans Platform Associate Engineer
- NetBeans Platform Certified Engineer
- NetBeans Platform Committing Engineer
- NetBeans Platform Certified Trainer
Recap: Aim of the Next Two Days

- Understand the NetBeans Platform problem domain
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- Become familiar with resources to use when developing on the NetBeans Platform
Resources

- http://platform.netbeans.org/tutorials
- dev@openide.netbeans.org
- Wiki & Javadoc
- NetBeans Platform book:
  > For NetBeans 5.5 & 6.0
  > Covers the concepts & APIs

http://safari.oreilly.com/97