

Brooklyn College

Using stdlib within Netbeans

Lawrence Goetz
10/16/2018

Contents

Downloading stdlib	2
Sample program.....	9
Adding stdlib to your project	10

Downloading stdlib

The screenshot shows a web browser window with the address bar containing `https://introcs.cs.princeton.edu/java/stdlib/`. The page content includes three images of a mandrill's face, each with a terminal command above it: `% java Scale mandrill.jpg 298 298`, `% java Scale mandrill.jpg 200 200`, and `% java Scale mandrill.jpg 200 400`. Below the images is a "Q + A" section with the following text:

Q + A

Q. Can I use your code in my project?

A. Our library `stdlib.jar` is released under the [GNU General Public License, version 3 \(GPLv3\)](#). If you wish to license the code under different terms, please contact our publisher to discuss.

Q. If I use a named package to structure my code, the compiler can no longer access the libraries in `stdlib.jar`. Why not?

A. The libraries in `stdlib.jar` are in the "default" package. In Java, you can't access classes in the default package from a named package. If you need to use our libraries with a named package, you can use the packaged version [stdlib-package.jar](#).

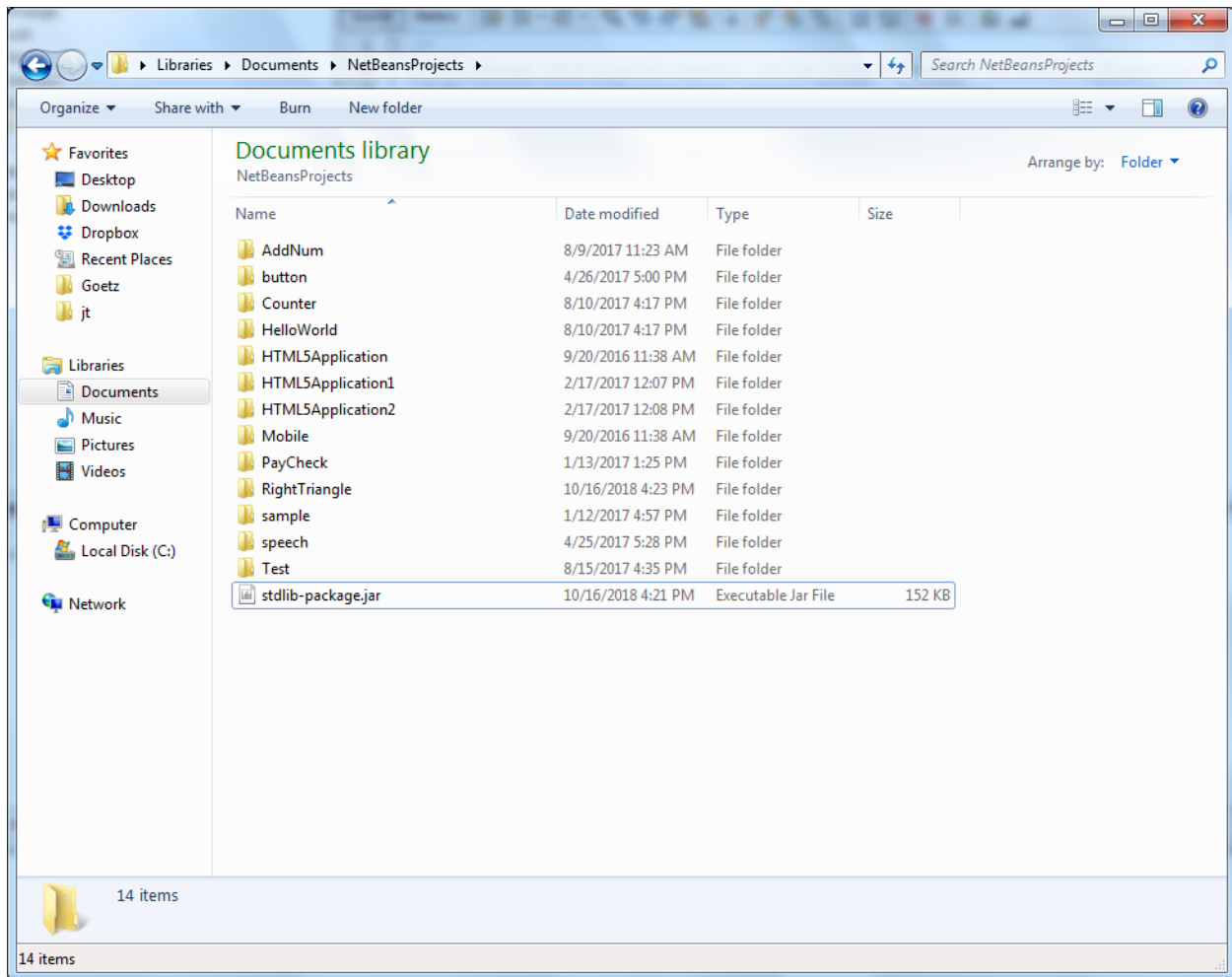
Warning: if you are taking Princeton COS 126, you must use the default package version of our libraries to facilitate grading.

Last modified on September 11, 2017.

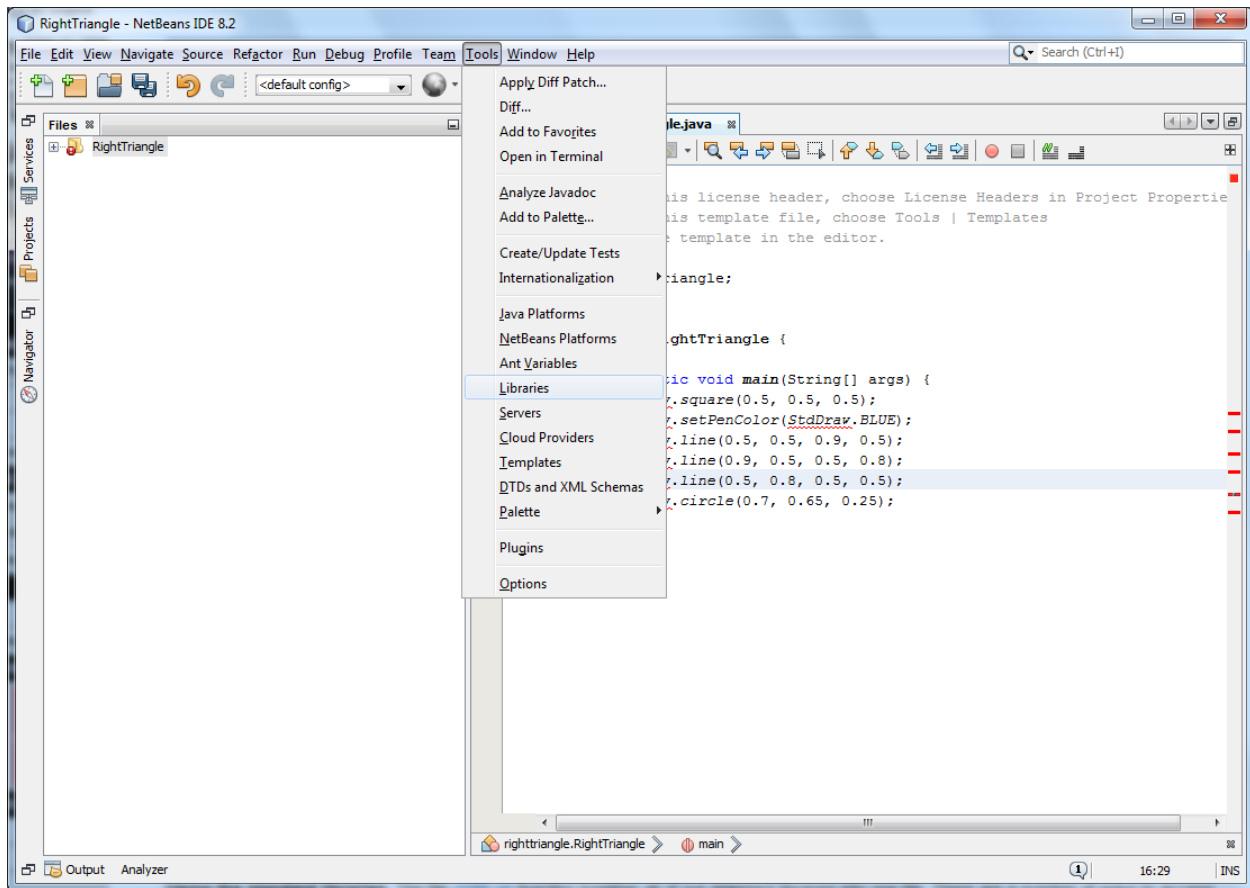
Copyright © 2000–2018 Robert Sedgewick and Kevin Wayne. All rights reserved.

<https://introcs.cs.princeton.edu/java/stdlib/>

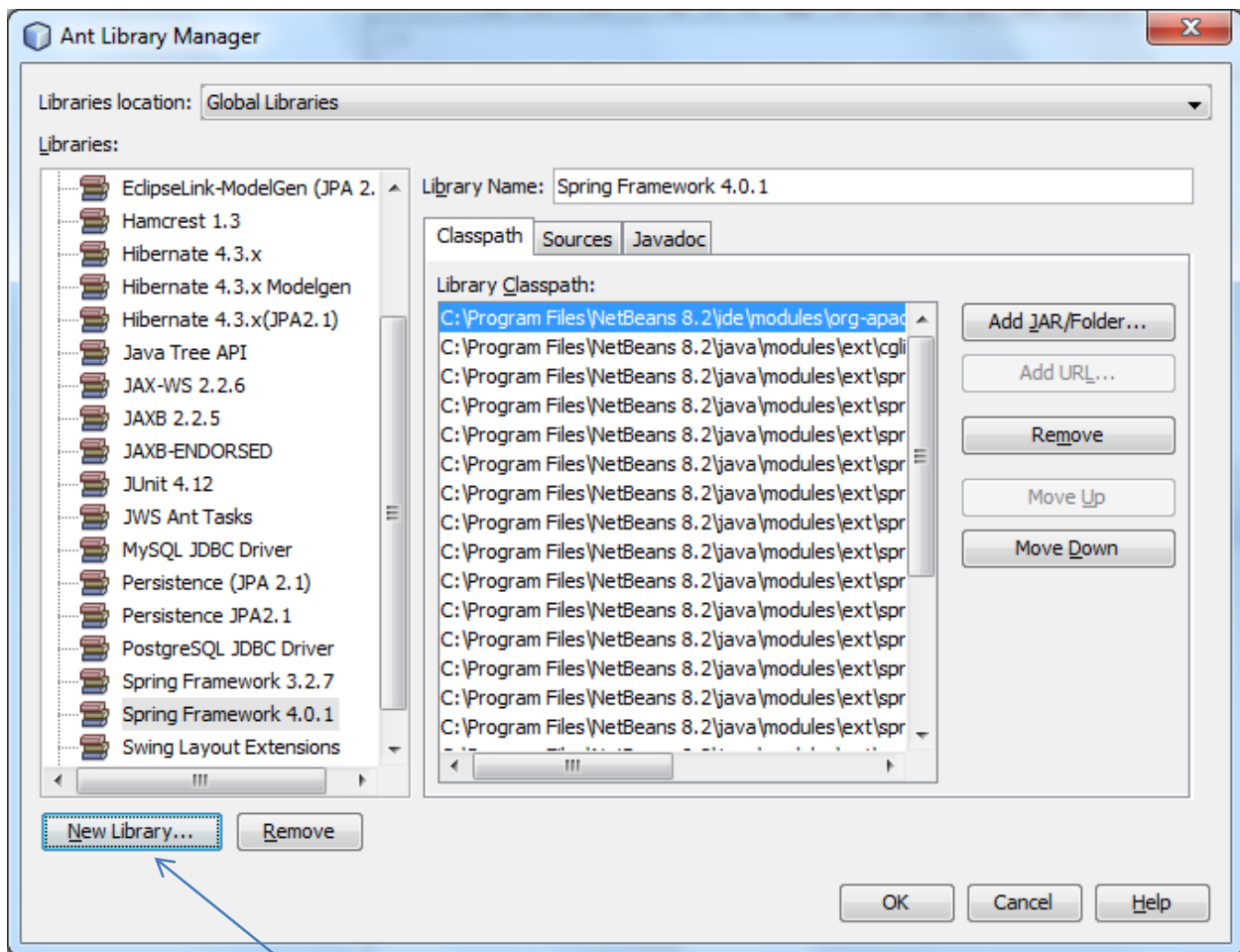
Select to download the [stdlib-package.jar](#).



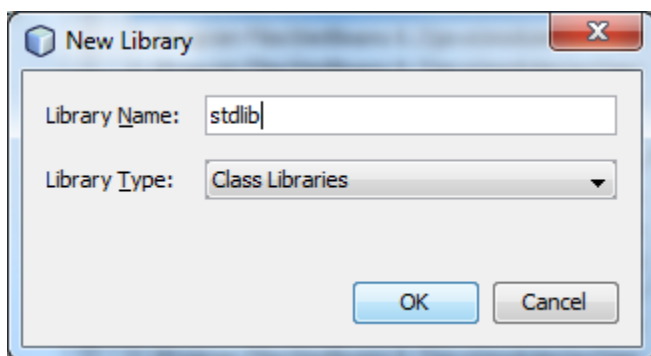
Place the [stdlib-package.jar](#) in your NetBeansProjects folder.



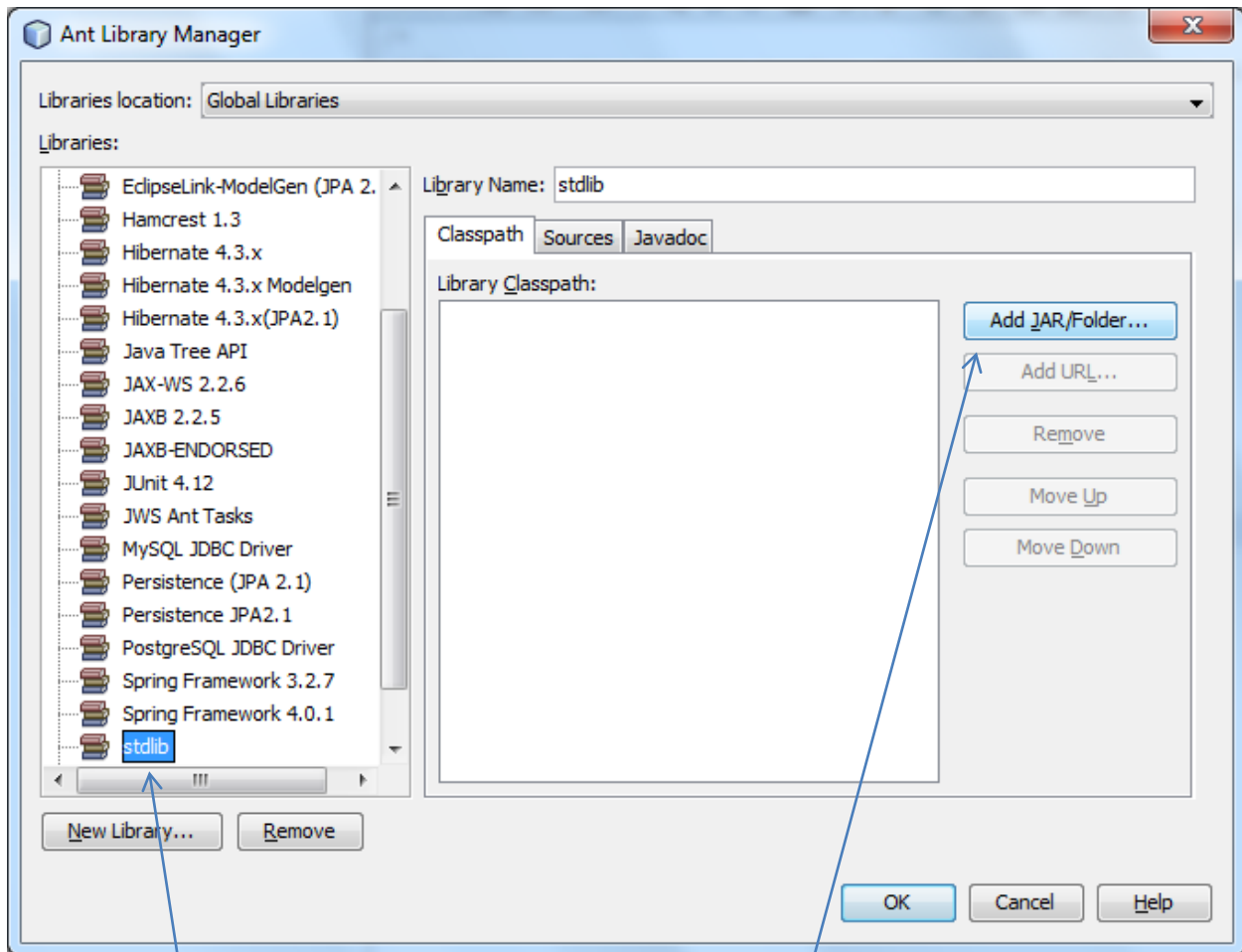
From the **Tools** menu, select **Libraries**.



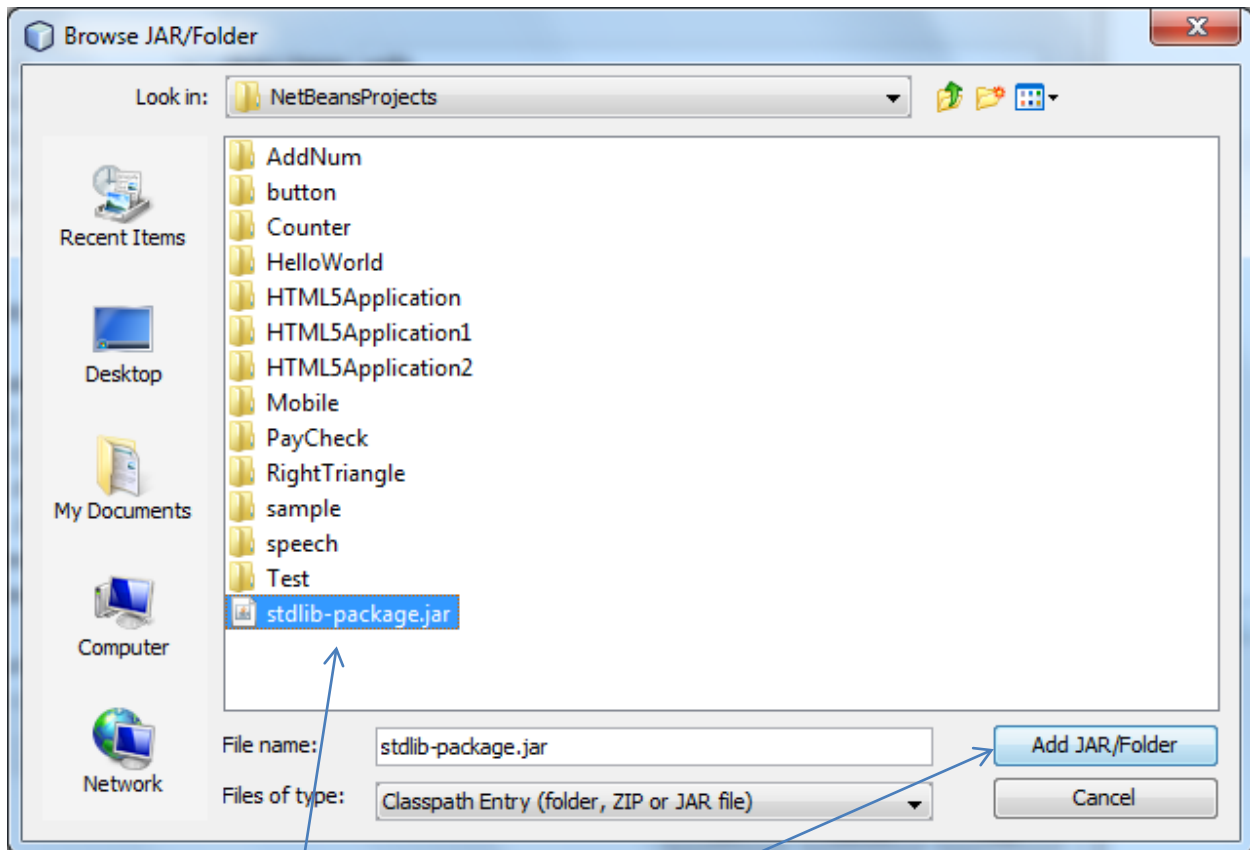
Select to add a **New Library**



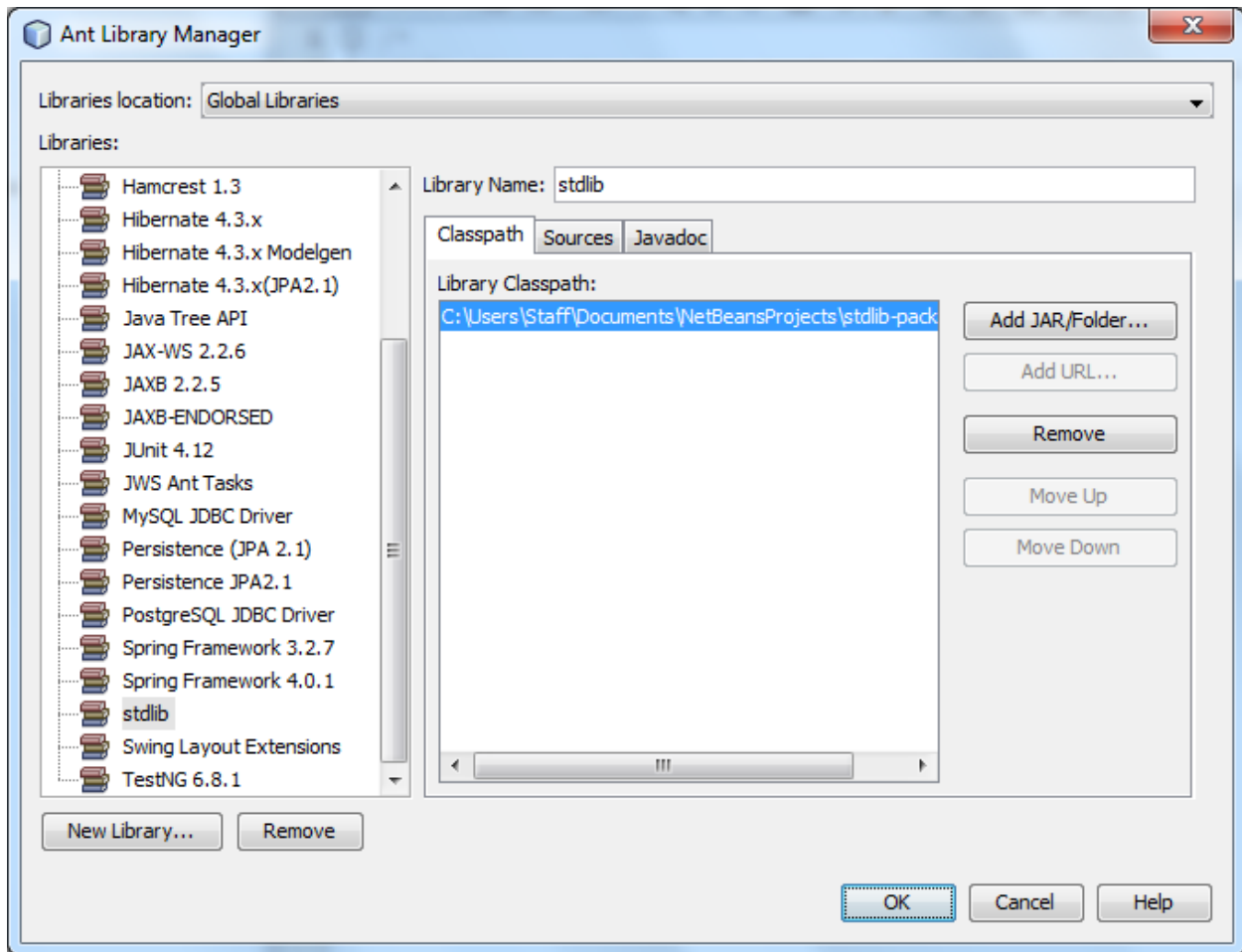
Give it the name **stdlib** and then press OK.



Select the **stdlib** from the **Libraries** panel and then select **Add JAR/Folder**.



Select the **stdlib-package.jar** file and press **Add JAR/Folder**.



Press **OK**.

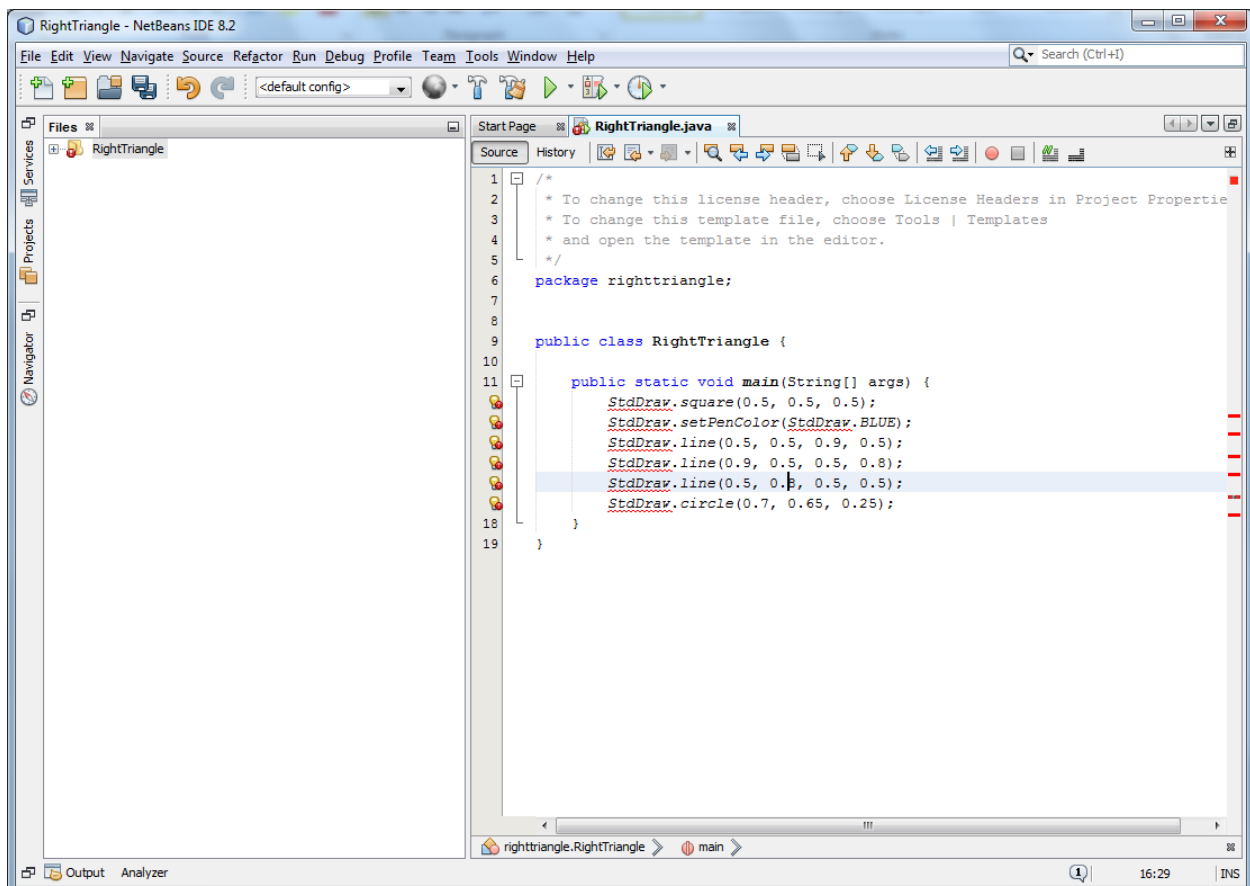
That's it. You have added the stdlib to your Global Libraries. This will allow you to add the stdlib to any project you are working on.

Sample program

```
package righttriangle;

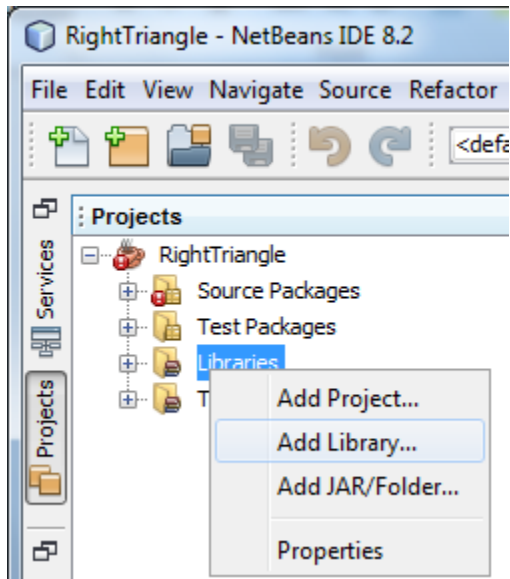
public class RightTriangle {

    public static void main(String[] args) {
        StdDraw.square(0.5, 0.5, 0.5);
        StdDraw.setPenColor(StdDraw.BLUE);
        StdDraw.line(0.5, 0.5, 0.9, 0.5);
        StdDraw.line(0.9, 0.5, 0.5, 0.8);
        StdDraw.line(0.5, 0.8, 0.5, 0.5);
        StdDraw.circle(0.7, 0.65, 0.25);
    }
}
```

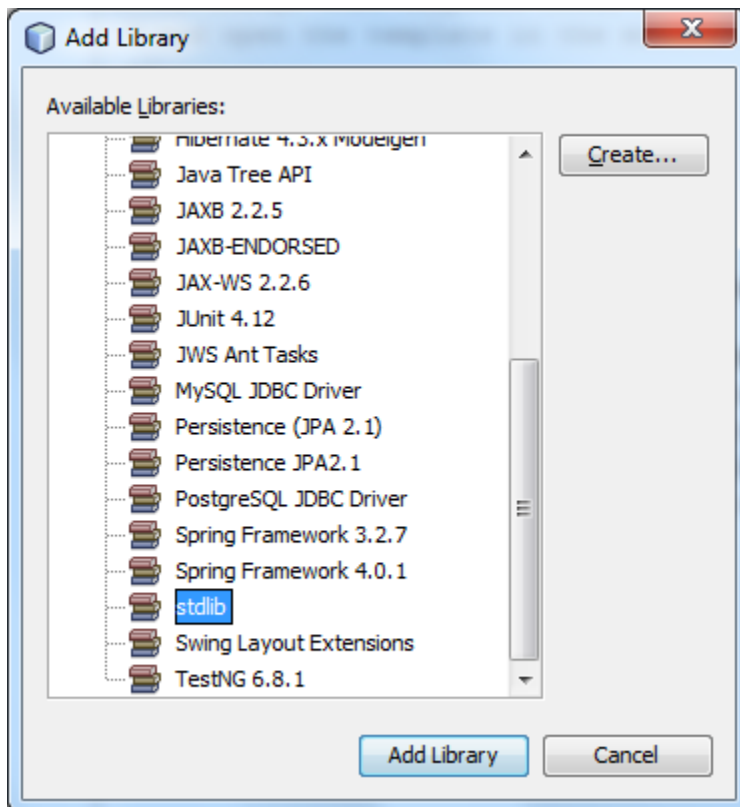


Notice how there are errors on line 12-17 for StdDraw. That class is part of stdlib. We need to add that to our project.

Adding stdlib to your project



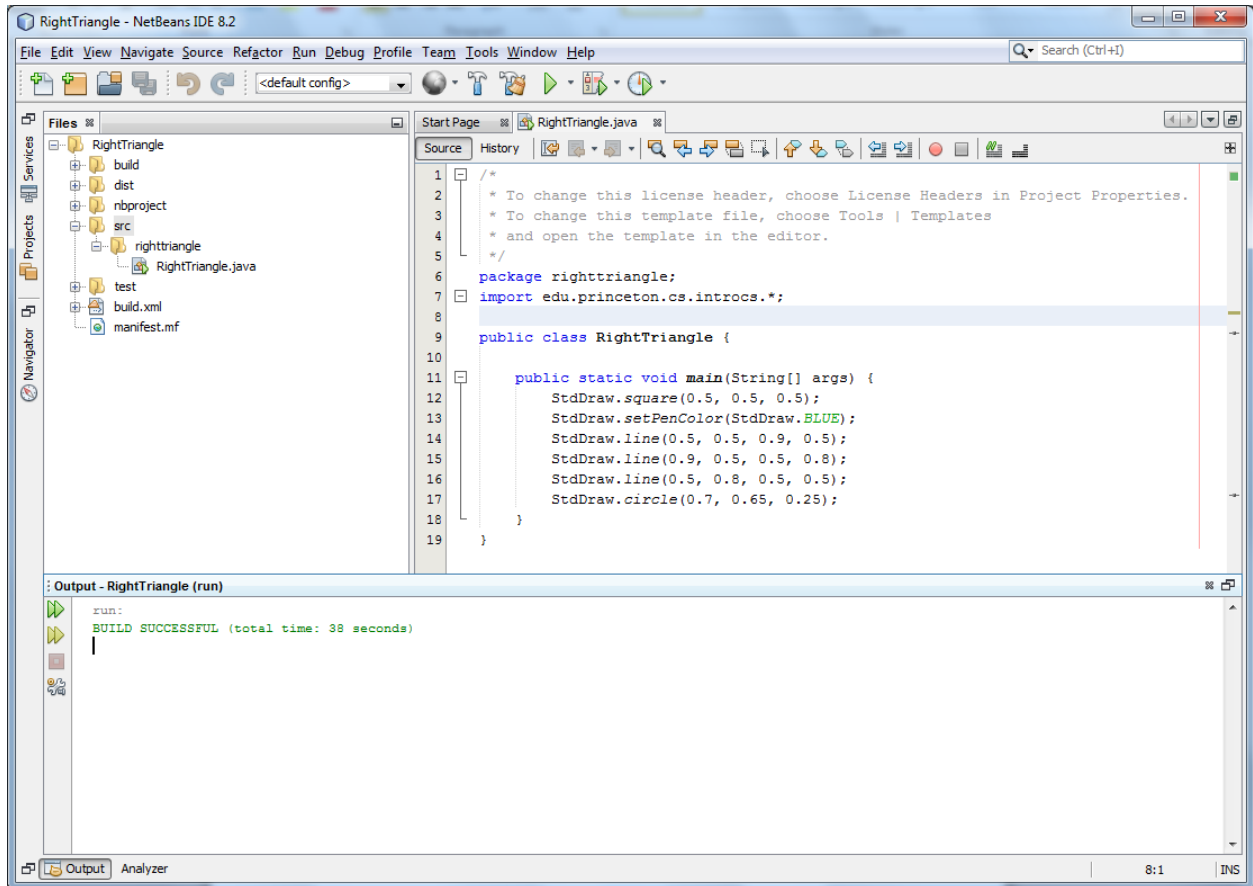
In your project, **right click** on the **Libraries** menu and select **Add Library**.



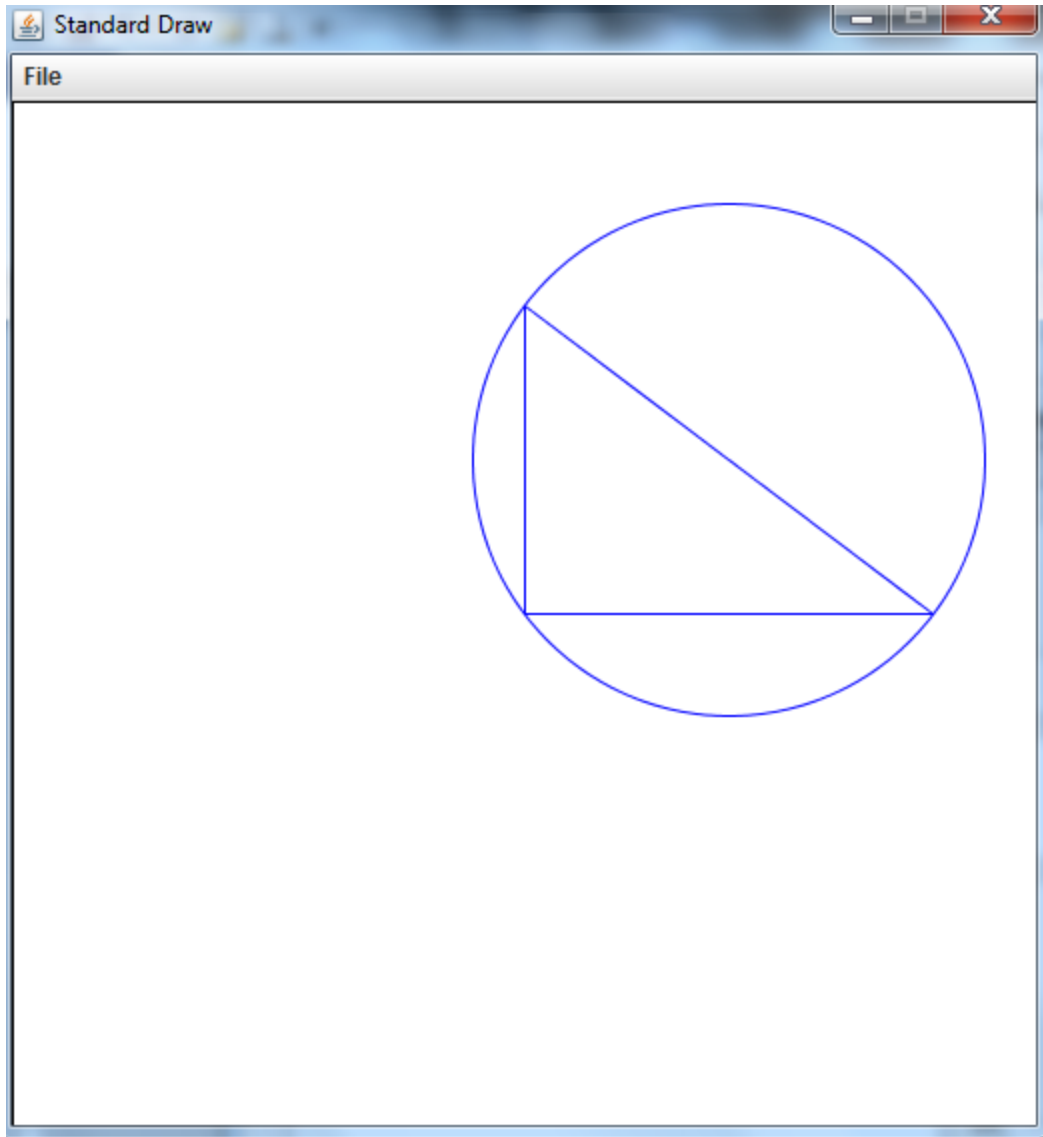
Select the **stdlib** and then select **Add Library**.

You must include the import statement below:

```
import edu.princeton.cs.introcs.*;
```



The errors on 12-17 have disappeared. Now you are ready to run your project.



The results from running your project using stdlib.