To install the silver-J onto your system, Double click on the installer file & click next untill installation is finished.

Exception occured to start the Silver-J?

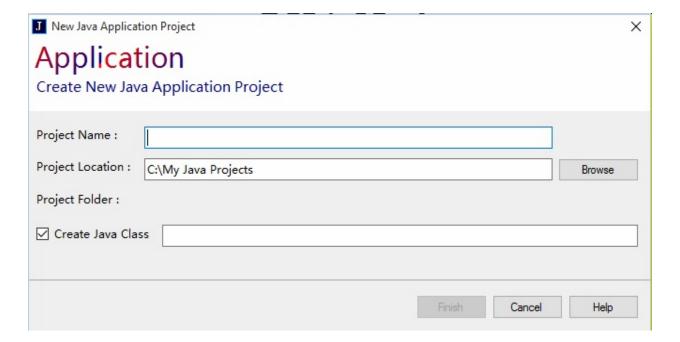
If you got any error to start the Silver-J then run the Silver-J As Administrator.because of security,If you have installed the program in to C:\Program Files(x86) folder.

Try to install the program in other directory instead of C:\Program Files(x86) folder.

But you can also run program even if you have installed Silver-J in to C:\Program Files(x86) folder. Right click on the Silver-J.exe file & select **Run as administrator** option.

To create New Java Application project in Silver-J then go to **File -> New -> Java Application Project**Or press key **CTRL+SHIFT+N**

This will popup following dialog box



Project Name: Enter your project name

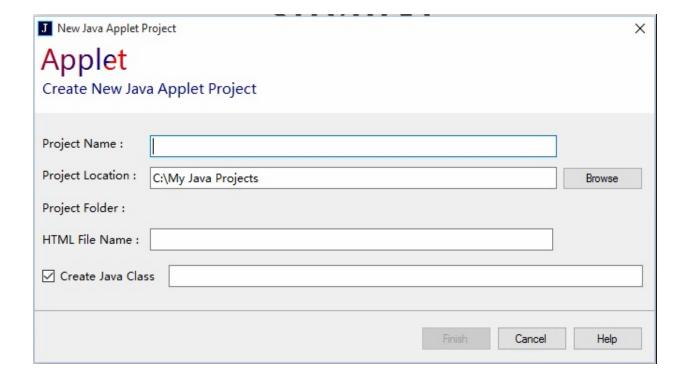
Project Location : Select the location folder where you want to save your project by clicking on Browse button.

Create Java Class: Check this check box to add Java class to the project.

Click Finish

To create New Java Applet project in Silver-J then go to **File -> New -> Java Applet Project**Or press key **CTRL+ALT+N**

This will popup following dialog box



Project Name : Enter your project name

Project Location : Select the location folder where you want to save your project by clicking on Browse button.

HTML File Name : Enter the HTML file name for applet.

Create Java Class: Check this check box to add Java class to the project.

Click Finish

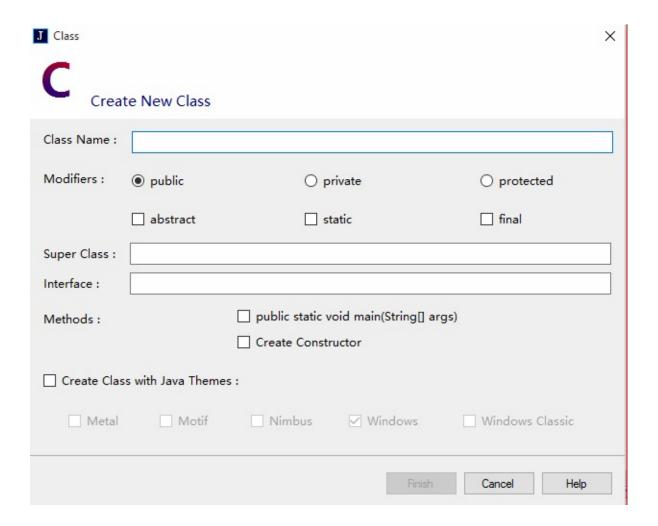
Create New Java Class

Previous Top Next

Once project is created, To create New Java Class then go to

File -> New -> Class

This will show following dialog



Class Name : Enter the java class name.

Modifiers: Select the modifiers of the created class.

Super Class: Enter the class name that extends the sub class.

Interface : Enter the interface name that the sub class may implement.

Methods : If you want to insert main method of java or to create the constructor of given class then check these check boxes.

Create Class with Java Themes : This is another separate task.In this you only need to enter the Class Name & select one of the theme,it will create itself the java code.

Click Finish.

To create package go to **File -> New -> Package**

This will show following dialoag

J Package	×
Create Package	
Package Name :	
Class Name :	
Add Class to existing package	
Select package folder name :	
	Finish Cancel Help

Package Name : Enter package name that you want to create with (.) operator. e.g.: hello.world.button

Class Name: Enter the class name that you want to add to current package.

Click Finish.

If you have already created the package or already added the package to your project and want to add another java class file to that package then go to

File -> New -> Package

Enter **Class Name** & check the **Add Class to existing package** check box. Select the package name in the list and click Finish.

Interface: To add interface file to the project then go to

File -> New -> Interface

Enter Interface Name & select modifier and Click Finish

Enums: To add Enums file to the project then go to

File -> New -> Enums

Enter Enum Name & select modifier and Click Finish

HTML File: To add html file to the project then go to

File -> New -> HTML File

Enter HTML File Name & Check the check box if you want to insert the main html source and Click Finish

CSS File: To add CSS file to the project then go to

File -> New -> CSS File

Enter CSS File Name and Click Finish

Text File: To add Text file to the project then go to

File -> New -> Text File

Enter Text File Name and Click Finish

JavaScript File: To add JavaScript file to the project then go to

File -> New -> JavaScript File

Enter JavaScript File Name and Click Finish

SQL File: To add SQL file to the project then go to **File** -> **New** -> **SQL File**

Enter SQL File Name and Click Finish

XML File: To add XML file to the project then go to **File** -> **New** -> **XML File**

Enter XML File Name and Click Finish

New File: To add a file with your own file extension to the project then go to **File** -> **New** -> **New File**

Enter File Name with file extension and Click Finish

To open a project go to **File -> Open Project**

Or press **CTRL+SHIFT+O** keys.

Once file dialog is appeared then select your project filename with file extension **.slvjproj** and click Open.

e.g : If you have created the HelloWorld project then the project file name would be HelloWorld.slvjproj

You can also associate these project files with Silver-J application.

Go to your project folder, right click on the project file and select Open With option & select Silver-J application from installation folder.

Once you associated the project files with Silver-J application then you can open your project by just double clicking on that project file.

Open Files Previous Top Next

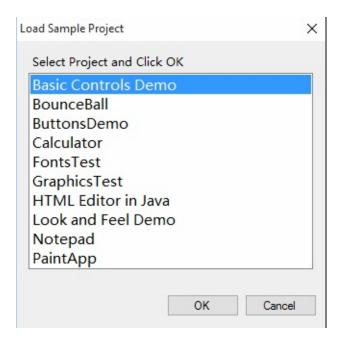
To open other files in the Silver-J then go to **File -> Open Files**Or press **CTRL+O** key

Once file dialog is appeared then select multiple files that you want to open in the Silver-J & click Open.

If you want to load some sample project then go to

File -> Load Sample Project

This will show following dialog



Silver-J provides 10 following sample java projects

- 1) Basic Controls Demo
- 2) Bounce Ball
- 3) Buttons Demo
- 4) Calculator
- 5) Fonts Test
- 6) Graphics Test
- 7) HTML Editor in Java
- 8) Look And Feel Demo
- 9) Notepad
- 10) Paint App

Select any one project from the list and click OK.

Saving Files Previous Top Next

Save: To save current opened document go to

File -> Save

or press **CTRL+S**

or Right click on the document tab & select Save (filename) option.

Save As: To save current document outside the application then go to **File** -> **Save As**

Save All: To save all opened documents in application then go to

File -> Save All

To close the current document then go to **File** -> **Close**

or right click on that document & select **Close** options

To close all opened documents at once then go to

File -> Close All

or right click on any document tab & select Close All option

You can also close all documents instead of current document by right clicking on the tab that you dont want to close & select **Close All but this** option.

To close current opened project go to

File -> Close Project

or right click on the Project name in **Project Explorer** & select **Close Project** Option

To delete current project then go to

File -> Delete Project

or right click on the project name in Project Explorer & select **Delete** option.

To change the case of selected text in the editor then go to

Edit -> Change Case -> Upper Case

Edit -> Change Case -> Lower Case

Edit -> Change Case -> Sentence Case

Select your appropriate option or Right click on the editor

To add/insert comment in the editor then go to

Edit -> Comment Line -> Single Line Comment

Edit -> Comment Line -> Multi Line Comment

Above comment line functions will only insert the comment at the position in the editor.

To convert selected text into comment go to

Edit -> Comment Line -> Selection Comment

or you can Right click on the editor.

You can insert main() function of java without typing it.this save your time of coding.go to

Edit -> Insert -> main() Function

You can also insert the code snippet of tour own class. go to

Edit -> Insert -> Class

This will show following dialog

Insert Class			×
Modifiers :	public	O private	O protected
Class:			
extends			
implements			
			Insert Cancel

This wont create a java file.It will just insert the code snippet of class on the provided information.

To insert the class, select modifier, enter class name, extends - superclass name & interface name & click Insert.

You can also insert events into your program. go to

Edit -> Insert -> Events

This will show following dialog

```
Insert Events
                                                                       ×
  Select and Click Insert
public void actionPerformed(ActionEvent e) { }
public void adjustmentValueChanged(AdjustmentEvent e) { }
public void focusGained(FocusEvent e) { }
public void focusLost(FocusEvent e) { }
public void itemStateChanged(ItemEvent e) { }
public void keyPressed(KeyEvent e) { }
public void keyReleased(KeyEvent e) { }
public void keyTyped(KeyEvent e) { }
public void mouseClicked(MouseEvent e) { }
public void mouseDragged(MouseEvent e) { }
public void mouseEntered(MouseEvent e) { }
public void mouseExited(MouseEvent e) { }
public void mouseMoved(MouseEvent e) { }
public void mousePressed(MouseEvent e) { }
public void mouseReleased(MouseEvent e) { }
public void mouseWheelMoved(MouseWheelEvent e) { }
public void windowActivated(WindowEvent e) { }
public void windowClosed(WindowEvent e) { }
public void windowClosing(WindowEvent e) { }
public void windowDeiconified(WindowEvent e) { }
public void windowGainedFocus(WindowEvent e) { }
public void windowlconified(WindowEvent e) { }
                                                               Cancel
                                                  Insert
```

Select the events & click Insert.

Appearance Previous Top Next

You can set different apperances to the window.go to **View -> Appearance**

and select your theme.

or you can set the appearance by going to

Run -> Options

Silver-J provides following different appearances

- 1) Default
- 2) System
- 3) Light
- 4) Dark
- 5) Night

Compile Previous Top Next

To compile a project go to

Run -> Compile

or press **ALT+C** key.

There must have a valid **JDK**(Java Development Kit) path. You can change your path by going to **Run** -> **Options**.

Remember there must have one java class in your project to compile.

You can see error on Errors List at the bottom.

You can change the main class of your project by going to **Run-> Main Class.** here you can change the java class that you want to compile or run.

If your project is of Application type then to run your project go to **Run -> Run Application**

or press **ALT+R** key.

There must have a valid **JDK**(Java Development Kit) path. You can change your path by going to **Run** -> **Options**.

Remember there must have one java class in your project to run.

You can see error on Errors List at the bottom.

You can change the main class of your project by going to **Run-> Main Class.** here you can change the java class that you want to run.

Run Applet Previous Top Next

If your project is of Applet type then to run your project go to **Run -> Run Applet**

or press ALT+A key.

There must have a valid **JDK**(Java Development Kit) path. You can change your path by going to **Run** -> **Options**.

Remember there must have one java class in your project to run.

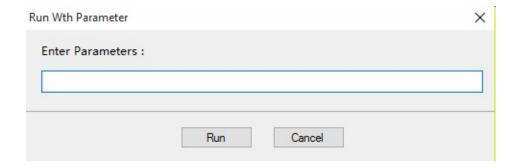
You can see error on Errors List at the bottom.

You can change the main class of your project by going to **Run-> Main Class.** here you can change the java class that you want to run.

Silver-J allows you to run your program with parameters. To run your project by specifying parameters then go to Run -> Run with Parameters

or press CTRL+ALT+R key.

This will show following dialog



Enter your parameters & click Run.

When you released the SPACE bar key then the project is automatically get compile.

To enable this feature go to & select following item

Run -> Auto Compile Program

You can add files to your project by going to

Run -> Add Files to Project

Select the files that you want to add to your project & click Open.

Remember when you build your application then these all files will be added to the builded executable jar application, but **.java** source files will not be added to jar file.

If you want to add the folder to your project & also want to add that folder to the builded executable jar application then copy your folder to your project **srcclasses** folder. That folder will automatically be added to the executable jar file.

If your project is of Application type then you can build its executable jar application.

To build jar application go to

Run -> Build

or press CTRL+SHIFT+B key.

You can see your builded executable jar application in **build** folder at your project folder.

See **Add Files to Project** help contents for how to add files & folders to executable jar application.

If you are editing an HTML document then you can see it in internal browser of Silver- J.

go to

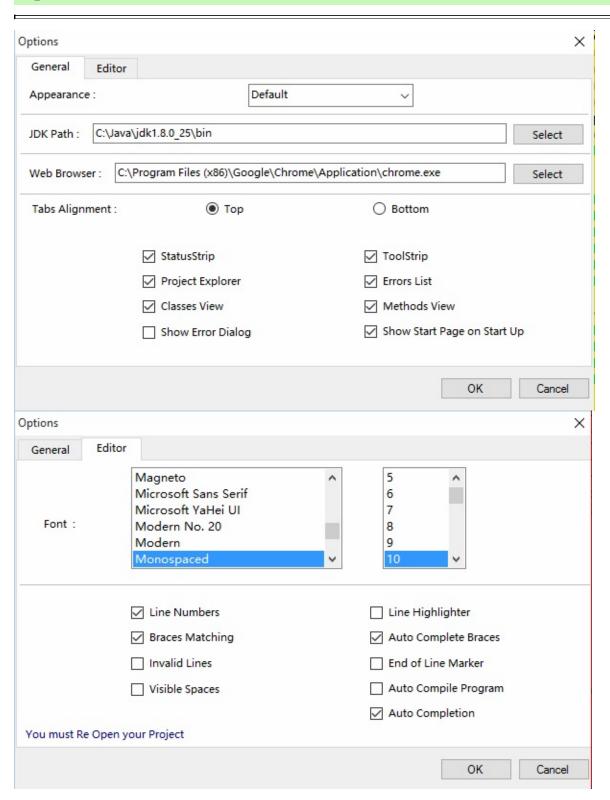
Run -> Preview HTML Page

You can also see the current html document in the webbrowser by going to

View -> View in Web Browser

You can change your browser at Options in **Run** -> **Options**

Options Previous Top Next



To change the options of Silver-J go to

Run -> Options

You can change the JDK path, Browser, Font, Auto Completion, Appearance etc.

You can remove the added files from your project. Right click on the project name in **Project Explorer** & select **Remove Added Files to Project**

This will open a dialog box, select file name that you want to remove & click Remove.

This is the feature of Silver-J.

```
HHH 1.java
                                         index.html
     import java.awt.*;
     import javax.swing.*;
3
     import java.awt.event.*;
     public class PaintApp extends JFrame implements ActionListener, MouseListener, WindowListener
5
6
7
      String selected_shape=new String("Square");
      String selected_color=new String("Blue");
8
      boolean Eraser=false;
                                            x2.sel_y2:
10
                                              r"}:
11
       JButton
                                              "Yellow","Magenta","Red","Blue"};
12
       JCanvas
                                              juare", "Circle"};
13
       JCheckBox 1 0 1
      JCheckBoxMenuItem
15
       JColorChooser |
16
                                              nt e){
       17
      JComponent
18
      JDialog
                                              nt e){}
19
      JEditorPane
20
                                              ent e){}
      JFileChooser
21
                                              ent e){}
      JFileDialog
                                            vEvent e){}
22
23
24
25
      public void windowactivated(vvindow=vente){}
      public void windowDeactivated(WindowEvent e){}
26
      /mouse events
      public void mouseMoved(MouseEvent e){}
```

When you type a key then the list of that key is popuped and you can select the word from that list this saves a lot of time.

If you dont want this feature then you can disable it by going to

Run -> Options

In Editor tab, uncheck the **Auto Completion** check box.

When you type a character & you dont see any word in the list then you can add that or any word at a file **jkeywords.slvjfile** at installation folder in files folder.

Open jkeywords.slvjfile in notepad or in any editor.

Consider the word JFrame does not exists in the list then you can add this word in that file within tags like this

<JKeyword>JFrame</JKeyword>

then the JFrame word will appear in that popup list.

Remember the tag must complete with </JKeyword>.

Same way you can also add method to a file by using <JMethodKeyword> </JMethodKeyword> tag.

You can create the object of the given class which is shown in the popuped list by pressing **F3** key.

When you type the letter J,it will popup all the list of words that starts with J,e.g JFrame,JApplet etc.

If you want to create the object of the selected item from the popuped list then press F3 key,it will automatically create the object of that selected item class.

e.g. : If you select the JApplet world in the popup list & if you press **F3** now it will insert following code into the editor automatically

JApplet obj1=new JApplet();