This appendix shows a step-by-step procedure for the reader to set up the development environment for the Netbeans IDE.

### **Downloading and installing Netbeans**



Before downloading and installing Netbeans, make sure you have installed **Java Development Kit (JDK**), which can be downloaded from https://www.oracle.com/java/index.html.

Netbeans can be freely downloaded at the project's site https://netbeans.org/ downloads/index.html (as shown in the following screenshot); choose the installer to download according your operation system, as shown by the dropdown list **Platform**:

Email address (optional): Subscribe to newsletters: Wonthly Weekly Note: Greyed out technologies are not supported for this platform: Windows • Note: Greyed out technologies are not supported for this platform:						
			NetBeans IDE	Download Bundle	s	
Supported technologies *	Java SE	Java EE	HTML5/JavaScript	PHP	C/C++	All
NetBeans Platform SDK	•	•				•
Java SE	•	•				•
Java FX	•	•				•
Java EE		•				•
🔋 Java ME						•
ITML5/JavaScript		•	•	•		•
PHP			•	•		•
③ C/C++					•	•
I Groovy						•
Iava Card <sup>™</sup> 3 Connected						•
Bundled servers						
In GlassFish Server Open Source Edition 4.1.1		•				٠
Apache Tomcat 8.0.27		•				•
	Download	Download	Download x86 Download x64	Download x86 Download x64	Download x86 Download x64	Download

You can select from the versions displayed in the web page. For the projects in this book, the Java SE version fits very well, in addition to be the smallest and lightest. The download should start shortly, in every case you can click the button **download it here**, as shown in the following screenshot:

#### Appendix A



After download, you should run the executable (netbeans-<version>-javase-<your\_os>.exe). The following screen appears. You can perform the standard installation. When executing the installer, it tells you the size of the installation and the version. You can click the **Next** button.



- [3] -

You must accept the licence agreement by marking the check box, as shown in the following screenshot, then clicking on the **Next** button:

NetBeans IDE Installer	- 🗆 X
License Agreement	
Please read the following license agreement carefully.	S NetBeans IDE
NETREANS TOP 9.1 ("Broduct") LICENCE ACREEMENT	<u>^</u>
THE TREAMS LIZE 5.1 (FIGURE 1) CLEARSE AGREEMENT PLEASE READ THE FOLLOWING LICENSE AGREEMENT TERMS AND CONDITIONS CAREFULLY, INCLUDING WITHOUT LIMITATION THOSE DISPLAYED ELSEWHERE (AS INDICATED BY LIWS LISTED BELOW), BEFORE USING THE SOFTWARE. THESE TERMS AND CONDITIONS CONSTITUTE A LEGAL AGREEMENT BETWEEN YOU, OR THE ENTITY FOR WHICH YOU ARE AN AUTHORIZED REPRESENTATIVE WITH FULL AUTHORITY TO ENTER INTO THIS AGREEMENT, AND ORACLE. BY CLICKING "ACCEPT" OR THE EQUIVALENT YOU AGREE TO ALL OF THE TERMS AND CONDITIONS OF THIS LICENSE AGREEMENT, IF YOU DO NOT AGREE TO THIS LICENSE DO NOT CLICK "ACCEPT" OR THE EQUIVALENT AND DO NOT INSTALL OR USE THIS SOFTWARE.	
Copyright (c) 1997, 2015, Oracle and/or its affiliates. All rights reserved. Oracle and Java are registered trademarks of Oracle and/or its affiliates. Other names may be trademarks of their	
respective owners.	~
I accept the terms in the license agreement	
< <u>B</u> ack	Next > Cancel

Then, you can select the folders where the program will be installed on, or you can just leave the default folders, as shown in the following screenshot:

NetBeans IDE Installer		-		×
NetBeans IDE 8.1 Installation		A Noti	Doone in	-
Choose the installation folder and JDK™.			Degli 2 ID	5/
Install the NetBeans IDE to:				
C:\Program Files\NetBeans 8.1			Browse	•
JDK™ for the NetBeans IDE:				
C:\Program Files\Java\jdk1.7.0_45		$\sim$	Browse	·
	< <u>B</u> ack	<u>N</u> ext >	Can	cel

[4]

Now we're ready to install. You may leave the check box **Check for Updates** marked and just click the **Install** button:

VetBeans IDE Installer	_		×
Summary Click Install to start the installation.	🛞 NetB	eans (DE	
NetBeans IDE Installation Folder: C: \Program Files \NetBeans 8.1			
Check for Updates The NetBeans installer can automatically check for updates of installed plugins using your Internet connection.			
Total Installation Size: 346.4 MB			
< <u>B</u> ack	Install	Cano	el

After the installation, you may click on the **Netbeans** icon at the desktop to run Netbeans. An initial page will open:

1	etBeans IDE 8.1				-		×
<u>F</u> ile [	dit <u>V</u> iew <u>N</u> avigate <u>S</u> ource Ref <u>a</u> ctor <u>R</u> un <u>D</u> ebug <u>P</u> rofile	Tea <u>m</u> <u>T</u> ools <u>W</u> indow	<u>H</u> elp		Q Search (Ctrl+I)		
1	🔁 💾 🥊 🤍 🤁 🔜	T 🍞 🕨	š • 🕕 •				
8	ágina Inicial 🛛 🗙						
igator							
Nav 📎	NetBeans IDE	Learn & Discover	My NetBeans	What's New	Show C	On Startup 🖌	
Projects	My NetBeans						
Elles [	Recent Projects		Install F	Plugins			
Services	SevenalNetPackt_chp02 SevenalNetPackt_chp05		Add supp NetBeans	oort for other languages a s Update Center.	nd technologies by installing plugins fro	m the	
	ORACLE					∉ ≧java	-
					<b>(1</b> )		INS

- [5] -

### Setting up Netbeans environment

The Netbeans environment already provides options for creating and opening new projects. Now let's create a new project by selecting the menu File |New Project. In the dialog window that opens, make sure you selected the project template Java Project with Existing Sources, and then click Next:

🕡 New Project		X
Steps	Choose Project	
1. Choose Project	Q, Filter:	
	Categories:	Projects:
	Java	🧼 Java Application
	Maven	Java Project with Existing Sources
	NetBeans Modules	
	Samples	
	Description:	
	Imports an existing Java application	into a standard IDE project. The Java application can
	have multiple source folders. Standard proje run, and debug your project.	ects use an IDE-generated Ant build script to build,
	< <u>B</u> ack	Next > Einish Cancel Help

Then, you can choose a name for the project, the name NeuralNetPackt\_ch01 is just a mere suggestion, you are free to choose the name you want.

New Java Project with Existing	Sources		×			
Steps	Name and Locat	tion				
1. Choose Project	Specify a name an	d location for the new project.				
3. Existing Sources 4. Includes & Excludes	Project <u>N</u> ame:	Project NeuralNetPackt_ch01				
	Project Fol <u>d</u> er:	C:\Users\fab\Documents\WetBeansProjects\WeuralNetPackt_ch01	Browse			
	Build Script Name:	nbbuild.xml				
		I Folder for Storing Libraries				
	Lįbraries Folde		Bro <u>w</u> se			
		Different users and projects can share the same compilation libraries (see Help for details).				
		< <u>B</u> ack Next > Einish Cancel	<u>H</u> elp			

In the next screen you can select the folder where the source codes are stored:

New Java Project with Existin	g Sources	×
Steps	Existing Sources	
<ol> <li>Choose Project</li> <li>Name and Location</li> <li>Existing Sources</li> <li>Includes &amp; Excludes</li> </ol>	Specify the folders containing the source packages and JUnit test packages. Source Package Folders:	Add Folder
	Test Package Folders:	
		A <u>d</u> d Folder
		R <u>e</u> move
	You can drag&drop both source and test packages from one list to the other.	
	< Back Next > Einish Ca	ancel <u>H</u> elp

[7] \_\_\_\_\_

In the file open dialog that opens, browse to the folder where the files are stored and select it:

Browse Source Packages Folder						
	Look in: Este Computador	ø				
Itens Recentes						
Área de Trabalho	chapter01_java-src					
Documentos						
Este						
	File name:     srs\fab\Downloads\chapter01_java-src\src     Op	✓				
Rede	Files of type: All Files Car	icel				

Once you've selected the folder, you can click the **Open** button, and then the next button in the parent window. Now a list of includes and excludes is displayed. You can just leave as is and click the **Finish** button:

New Java Project with Existing So	urces	×
Steps 1. Choose Project 2. Name and Location 3. Existing Sources	Includes: ** Excludes:	
4. Includes & Excludes	Induded Files: HiddenLayer.java InputLayer.java Layer.java NeuralNetTest.java NeuralNetTest.java Neuron.java	
	OutputLayer.java	
	Sample patterns: com/mycorp/, **/doc-files/, **/*.html	
	< <u>Back</u> Next> <u>Finish</u> Cancel <u>H</u> elp	)

— [8] —

	NetRospe IDE 9.1						×
	precidents to L o. T						^
<u>F</u> ile	<u>Edit View Navigate Source Refactor Run Debug Profile Tea</u>	<u>m T</u> ools <u>W</u> inde	ow <u>H</u> elp		Q Search (Ctrl+I)		
	💾 🔚 👆 🍯 🧨 🛛 <default config=""> 🔍 🍸</default>	"🦉 🕨 -	抗 - 🕕 -				
P	Breieste					4	
5	Projects						^
igat	- B Source Packages						
Nav	🗄 📰 edu.packt.neuralnet						
8	- 🙆 HiddenLayer.java	n & Discover	My NetBeans	What's New	Show On St	artup 🔽	
-	. InputLayer.java						
8	🖾 Layer.java			1			
jects	NeuralNetTast java						
Pro	Neuron, java						
-	OutputLayer.java						
es	🕀 🍃 Libraries		Install	Diugina			
ĥ			Install	Flugins			
rvice			Add sup NetBear	port for other languages a ns Update Center.	and technologies by installing plugins from t	the	
S.							
					<u>(</u> )	lava	
					1	Java	

And we're done! Now you are ready to work on the codes of each chapter in your Netbeans installation:

### Importing a project

Netbeans offers an option to import an existing project, whether created on Netbeans or Eclipse. You can go to the menu File | Import Project and select the appropriate option.

If you already have Eclipse installed and you want to import it into Netbeans, just select the folder for the workspace location, and click **OK**:

🜍 Import Eclipse Project		×
Steps	Workspace Location	
<ol> <li>Workspace Location</li> <li>Projects to Import</li> </ol>	Specify the workspace folder where Eclipse stores your projects or the project folder to in Import Projects from Workspace	nport.
	Workspace Location: C:\Users\fab\workspace	Browse
	○ Import Project ignoring Project Dependencies	
	Project to Import:	Browse
	Destination Folder:	Browse
	< Back Next > Einish Cancel	Help

Select the project you want to import and click **Finish**:

🚺 Import Eclipse Project	×
Steps	Project to Import
<ol> <li>Workspace Location</li> <li>Projects to Import</li> </ol>	Projects to Import:           IntProlog (Java Project)           NeuralNetPackt (Java Project)
	NetBeans Projects Location: <ul> <li>Store NetBeans project data inside Eclipse project folders</li> <li>Create imported NetBeans projects in a separate location</li> <li>Location: C:\Users\fab\Documents\NetBeansProjects</li> <li>Browse</li> </ul>
	< <u>B</u> ack Next > <u>Finish</u> Cancel <u>H</u> elp

And the project is imported successfully:



If you want to import from a zip file, you can choose the option **From Zip** from the menu File | Import Project. Just make sure the zip file was created from the Netbeans **Projects**.

### Programming and running code with Netbeans

We recommend to run the IDE as an administrator, but it is not necessary.

After all previous steps, you are able to start Java programming. The next screenshot shows the structure of the Netbeans environment:



- **Projects**: This section is displayed in the left of the packages and classes that compose the Java project.
- **Code File**: It is shown in the middle of the screen and brings the code you should interact.
- **Run**: To run the code, as displayed in the button indicated in the screen.
- **Debug**: To debug the code, select the menu **Debug** and then choose a file to debug (or by clicking *Ctrl+Shift+F5*).

### **Debugging with Netbeans**

To debug a Java program in Netbeans, you just select a project to debug or the class file itself:



To debug line-to-line, you should add a breakpoint. So you can place a breakpoint by clicking on the corresponding line number. Let's add a breakpoint in the beginning of the main method.



Use the following commands for debugging line-to-line on the source code:

- *F5*: To step into method;
- *F6*: To step over method;
- *F7*: To step return;
- *F8*: To resume debug;
- *Ctrl*+*F*2: To terminate the debug:

To inspect the value of a variable, just right click on the code screen and select the option **New Watch** (or just *Ctrl+Shift+F7*). Insert the name of the variable or expression you want to watch and click **ok**. You can see at the bottom of the screen a section called variables, where all the user custom expressions and relevant variables are displayed with their current values:

Págin	a Inicial	× 🗟 NeuralNet	:Test.java >	(	4	
Sour	ce His	tory 🛛 🚱 🗸 🗸	- - Q -		● ■   🕮 🚅	<b>B</b>
1	pa	ckage edu.pa	ckt.neur	alnet;	,	
2		<b>N</b>		m+ (		
4	pu [-]	public class N	eurainet static	void main(String[] args)		
	T		Neural	Net n = new NeuralNet();		_
⇔			n.init	Net();		—
7			n.prin	tNet();		_
8		}				
10	- í					-#-
$\geq$						×
Varia	bles ×	Breakpoints	Output			_
Ð	Name			Туре	Value	X
	Ð 🗹 📢	€n		NeuralNet	 #59	^
	<6	Enter new watch>				
	🗉 🤍 St	atic				
22	± 🔶 ar	gs		String[]	 #58(length=0)	
	±⊘n			NeuralNet	 #59	×

In the preceding case, n is an object, so you can expand all its attributes by clicking on the + sign at its left. And there you are, all the following attributes are shown:

Varia	ables × Breakpoints Output					-
Ð	Name	Туре		Value		8
	= 🗹 🗇 n	NeuralNet		#59		^
8	♦ inputLayer			null		
	🚸 hiddenLayer			null		
23	🚸 listOfHiddenLayer			null		
	< outputLayer			null		
	♦ numberOfHiddenLayers	int		0		
	<enter new="" watch=""></enter>					
	🗄 🤍 Static					
		a		#F0/ 11 0)		×
	NeuralNetPa	ackt (debug)	running	× 1	10:1	INS

# B Setting up Eclipse Environment

This appendix shows a step-by-step procedure for the reader to set up your development environment if you want to use Eclipse IDE.

### **Downloading and installing Eclipse**

Before downloading and installing Eclipse, ensure you have installed Java Development Kit (JDK), accessing https://www.oracle.com/java/index.html. Access http://www.eclipse.org/downloads (as shown in the following screenshot); choose the Eclipse installer to download according your operation system. Recently, Eclipse team made the installation process easier trough Eclipse Installer:



-[15]·

Setting up Eclipse Environment

The web page represented by following screenshot appears. You should click on the button **Download**. The best mirror to download is selected automatically, but if you want to choose another one you may do in the bottom:



After download, you should run the executable (eclipse-inst-<your\_os>.exe). The following screen appears. As we will not develop web applications, you should click on the first option **Eclipse IDE for Java Developers**:



Now you should select the installation folder and decide if you want create start menu entry and desktop shortcut. Then, click on the **INSTALL** button:

eclipseinstaller by Domph				
Eclipse IDE for The essential tool Editor, Mylyn, Mar	<b>Java Developers</b> s for any Java developer, including a Java IDE, a Git client, XML ren integration and WindowBuilder.			
Installation Folder C:\Us	ers\Alan Marcel\eclipse\java-mars			
~	create start menu entry			
~	create desktop shortcut			
	🕹 INSTALL			
васк				

Setting up Eclipse Environment

You must accept the licence, clicking on the Accept Now button:



Finally, the installation process begins:

eclipseinstaller by Oomph			
Eclipse IDE for Java Developers The essential tools for any Java developer, including a Java IDE, a Git client, XML Editor, Mylyn, Maven integration and WindowBuilder.			
Installation Folder	C:\Users\Alan Marcel\eclipse\java-mars		
	<ul> <li>create start menu entry</li> <li>create desktop shortcut</li> </ul>		
	INSTALLING		
	Cancel Installation		
ВАСК			

- [18] -

After the installation, you may click on the LAUNCH button to run Eclipse:



#### Setting up Eclipse environment

Now, the next step consists in choose the workspace folder where your projects will be placed. If you mark the option **Use this as the default and do not ask again**, next time you run Eclipse, it will not be necessary inform the workspace folder again. Click on the **OK** button:

0	Workspace Launcher	×		
Select a workspace				
Eclipse store Choose a w	res your projects in a folder called a workspace. vorkspace folder to use for this session.			
<u>W</u> orkspace:	C:\Users\Alan Marcel\workspace-packt	<u>B</u> rowse		
<b>√</b> Use this a	as the default and do not ask again OK	Cancel		

-[19]-

Setting up Eclipse Environment

The welcome screen shows and you are ready to start the Java programming:



### Importing a project

Before importing the project, make sure you unzip it in a folder you know.

To import a project already developed to your Eclipse IDE, follow the menu **File** | **Import...**:

Appendix B



The import prompt displays, you should expand the **General** option, choose **Existing Projects into Workspace** and click on the **Next** button:

	Import	
<b>elect</b> Create new pr	jects from an archive file or directory	
Select an impo	rt source:	
type filter tex		
↓ General ,	s sting Projects into Workspace e System eferences	,
Dom 🔁 🕞	h	
(?)	< <u>B</u> ack <u>N</u> ext >	Einish Cancel

- [ 21 ] -

Setting up Eclipse Environment

Now, click on the **Browse...** button to search for the project unzip folder. After that, do not forget to mark **Search for nested projects** option and click on the **Finish** button:

0	Import	- 🗆 🗙
Import Projects Select a directory to sear	ch for existing Eclipse projects.	
Select root directory:	C:\Users\Alan Marcel\Desktop\NeuralNetPackt_chp03 v	Browse
Projects:		biowsciii
✓ NeuralNetPackt_	chp03 (C:\Users\Alan Marcel\Desktop\NeuralNetPackt_chp03)	Select All
		Deselect All
		R <u>e</u> fresh
Options Useric for nested pro Copy projects into w Hide projects into w Hide projects that als Working sets Add project to work Working sets:	j <u>jecta</u> orkspace eady exist in the workspace ing sets	Sglect
?	< Back Next > Einish	Cancel

In this step, you should close the Welcome screen and you will see in the **Package Explorer** the project you imported to Eclipse:

•	Java - Eclipse	<u> </u>
<u>File E</u> dit <u>S</u> ource Refac <u>t</u> or <u>N</u> a	vigate Se <u>a</u> rch <u>P</u> roject <u>R</u> un <u>W</u> indow <u>H</u> elp	
📬 🕶 🖬 👘 👘 🏘 🕶 💽	▼ 💁 ▼ 🔠 🎯 ▼ 😥 🖋 ▼ 🤔 🗽 🧏 ▼ 🖏 ▼ 🤃 ↔ ▼ → ▼ — Quick Access 🕴 😫   🌉	Java
Package Explorer       Image: Comparison of the system         Image: Comparison of the system       Image: Comparison of the system         Image: Comparison of the system       Image: Comparison of the system         Image: Comparison of the system       Image: Comparison of the system         Image: Comparison of the system       Image: Comparison of the system         Image: Comparison of the system       Image: Comparison of the system         Image: Comparison of the system       Image: Comparison of the system         Image: Comparison of the system       Image: Comparison of the system         Image: Comparison of the system       Image: Comparison of the system         Image: Comparison of the system       Image: Comparison of the system         Image: Comparison of the system       Image: Comparison of the system         Image: Comparison of the system       Image: Comparison of the system         Image: Comparison of the system       Image: Comparison of the system         Image: Comparison of the system       Image: Comparison of the system         Image: Comparison of the system       Image: Comparison of the system         Image: Comparison of the system       Image: Comparison of the system         Image: Comparison of the system       Image: Comparison of the system         Image: Comparison of the system       Image: Comparison of the system	Ier ut af d connect to you ALM tools or cr local task. Connect to you Connect to you Connect task. Connect to you Connect t	n rtaska eate a
	An outline is not ava	ilable.
	An outline is not ava	ilable.
	An outline is not ava	ilable.
	An outline is not ava	Reso
	An outline is not ava	Reso
	An outline is not ava Problems (2) @ Javadoc (2) Declaration 2 errors, 0 warnings, 0 others Description © Errors (2 items) © The project cannot be built until build path errors are resolved	Reso
	An outline is not ava Problems () @ Javadoc () Declaration 2 errors, 0 warnings, 0 others Description © Errors (2 terms) © The project cannot be built until build path errors are resolved () Unbound classpath container: 'JRE System Library [JavaSE-1.7]' in project 'NeuralNetPackt_chp03	Reso Neur
٢	An outline is not ava An outline is not ava Comparison An outline is not ava Comparison	Reso Neur

– [ 22 ] –

If you see a JRE version error, you should open **Problems** tab, click with right button in the **Unbound classpath container...**, and choose the **Quick Fix**. The next screen will be exhibit:

*	Quick Fix	_ □
l <b>uick Fix</b> Select the fix for 'Unbound classpath container: 'JRE Sys	tem Library [JavaSE-1.7]' in project 'NeuralNetPacl	kt_chp03".
Select a fix:		
🔐 Configure build path		
Replace with other library		
Select a system library to use when building Neura	INetPackt_chp03	
Problems:		
Problems: Resource	🚰 Location	Select <u>A</u> ll
Problems: Resource V S NeuralNetPackt_chp03	😰 Location Build path	Select <u>A</u> ll
Problems: Resource v S NeuralNetPackt_chp03	🔁 Location Build path	Select <u>A</u> ll Deselect All
Problems: Resource v S NeuralNetPackt_chp03	😥 Location Build path	Select <u>A</u> ll <u>D</u> eselect All
Problems: Resource	ジ Location Build path	Select <u>A</u> ll <u>D</u> eselect All
Problems: Resource SneuralNetPackt_chp03	₽ Location Build path	Select <u>A</u> ll <u>D</u> eselect All
Problems: Resource volume Sector Sec	₽ Location Build path	Select <u>A</u> ll <u>D</u> eselect All
Problems: Resource ☑ ③ NeuralNetPackt_chp03	کا لوت Build path	Select <u>A</u> ll Deselect All

Now, click on the **Select a system library to use...** option and **Finish** button. The **Edit Library** window appears and you should the **Workspace default JRE** (jre1.8.0\_40) and click on the **Finish** button:

(unbound)
(unbound)
(unhound) M Environments
(unbound)
✓ Installed JREs
<u>F</u> inish Cancel

## Programming and running code with Eclipse IDE



After all previous steps, you are able to start Java programming. The next screenshot shows the structure of the Eclipse:

- **Package Explorer**: This section is displayed in the left of the packages and classes that compose the Java project.
- **Code**: It is shown in the middle of the screen and brings the code you should interact.
- **Run the code**: There are many ways to run the code. Perhaps, the easiest one is the **Play Button** indicated by arrow **A**.
- **Debug the code**: There are also many ways to debug the code. The easiest one is the **Bug Button** appointed by arrow **B**.



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When you click on the button to run the code, it runs into **Console** tab as shown in the following screenshot:

ja	ıva - NeuralNetPackt_chp03/src/edu/packt/neuralnet/NeuralNetTest.java - Eclipse 🛛 🗕 🗖 💌
<u>File Edit Source Refactor N</u>	avigate Se <u>a</u> rch <u>P</u> roject <u>R</u> un <u>W</u> indow <u>H</u> elp
📑 🕶 🖬 🖬 🕼 🔌 🎋 🕇	·O▼¶₽₩©▼≫⊭∦₽₽₽₽₽
	Quick Access 😰 🔡 Java
🛱 Package Explorer 🛛	Reproblems @ Javadoc 😟 Declaration 📮 Console 🕱 🛛 🖉
E \$	
NeuralNetPackt_chp03	<terminated> NeuralNetTest [Java Application] C:\Program Files\Java\jre1.8.0_40\bin\javaw.exe (14 de nov de 20 </terminated>
	### INPUT LAYER ###
	Neuron #1:
	Input Weights:
	Neuron #2:
	Input Weights:
	[0.55140/8699241520/] Neuron #3:
	Input Weights:
	[0.5427499111608655]
	### HIDDEN LAYER ###
	Hidden Layer #1
	Input Weights:
	[0.7499697155807362, 0.6113671969161375]
	Neuron #2
	Thnut Weights:
	27         // first column has BIAS           28         testNet.setTrainSet(new double[][] { { 1.0, 1.0, 0.73 }, {           29         { 1.0, 1.0, 0.95 }, {           30         { 1.0, 0.0, 0.51 }, {
	<pre>31</pre>

### **Debugging with Eclipse IDE**

To debug a Java class using Eclipse IDE, you must create a breakpoint. It can be make simply double-clicking near the line number (a blue round will be displayed). Then, when you click on the **Debug** Button to run the debugging process, the execution of the class will stop right on the line marked with breakpoint and you may type on the keyboard:

- *F5*: To step into method;
- *F6*: To step over method;
- *F7*: To step return;
- *F8*: To resume debug;
- *Ctrl*+*F*2: To terminate the debug.

The next screenshotshows the Eclipse debug screen. There is an important section in this screen, on the right-top corner, named **Variables**, that shows the variables and it respective current values:

