Getting set up to debug EJS programs with Eclipse

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- Make sure that you have the most recent Java JDK installed on your computer. On Macs this should already be installed. For PCs and linux machines, this can be downloaded from http://java.sun.com/javase/downloads/index.jsp.
- Download the "Eclipse IDE for Java Developers" from www.eclipse.org. Save the installation file (ending in .zip) on your desktop. Unpack the .zip file. The .zip file will contain a folder named "eclipse". Copy (unpack) the eclipse folder somewhere on your computer (e.g., C:\Program Files\eclipse or C:\eclipse). For convenience, create a shortcut to the application named "eclipse" in the eclipse folder.
- Create a folder inside of your EJS folder with a name such as "eclipse_workspace". Note, this location for the folder is not necessary, but it will be convenient for copying files.
- 4. Open Eclipse. When prompted to enter the workspace, select the folder that you just created in the previous step. Once Eclipse has opened, proceed to the workbench. (There are also tours/tutorials available, and once you have gotten started debugging, you can access these resources using the "Help" menu if you want more help.)
- 5. Under the "File" menu, select "New" then "Java Project".
- Give the project a name such as "ejs_project". Then select "Finish" or "Next" then "Finish".

- 7. Look inside of the eclipse_workspace folder, and you should see a new folder with a name that matches the name that you gave to the project (e.g., "ejs_project"). Within the ejs_project folder, you should see two new folders named "src" and " bin". Add another (third) folder named "jars" inside of the ejs_project folder.
- Minimize Eclipse, navigate to the EJS/bin folder, and copy the JAR files from the EJS/bin folder into your eclipse_workspace/ejs_project/jars folder. Also copy all JAR files from EJS/bin/extensions and EJS/bin/extensions/model_elements directly into your eclipse_workspace/ejs_project/jars folder. (Do not create subfolders under eclipse_workspace/ejs_project/jars.)
- 9. Now you will need to tell Eclipse where to find the JAR files that are used by EJS. In Eclipse, right click on the newly created ejs_project, select "Properties"; click on "Java Build Path"; and select the "Libraries" tab. Click the "Add External Jars" button; select all of the JAR files that you copied into the eclipse_workspace/ejs_project/jars folder; and click "Okay". (Note, when new versions of EJS are released, you should replace these JAR files with the updated JAR files that are distributed with the newer version of EJS.)
- 10. Now you are ready to copy an EJS program into your Eclipse workspace. EJS generates a .java file containing the Java code for each EJS program that you create, and within Eclipse these .java files can be used to debug your EJS programs. To do this, minimize Eclipse, and copy the .java file(s) from your EJS/workspace/output folder into your eclipse_workspace/ejs_project/src folder. For example, if you create an EJS program named testProgram.ejs, you will find a folder named testProgram_pkg located inside your EJS/workspace/output folder. Copy the entire testProgram_pkg folder (not just the contents of the folder!) into your eclipse_workspace/ejs_project/src folder.

When copying these files, be aware of the following pitfall: If the .ejs file for your simulation was saved in a *sub*folder of your EJS/workspace/source folder (e.g., EJS/workspace/source/folderName/simName.ejs) then the .java file will also be saved into a *sub*folder of your EJS/workspace/output folder (e.g., EJS/workspace/output/folderName/simName.java). When copying the .java file into the Eclipse workspace, this directory structure must be copied also. A simple way to avoid this confusion is to save a copy of the .ejs file that is to be debugged directly in your EJS/workspace/source folder—not in a subfolder of source.

- 11. In Eclipse, right click on ejs_project, and select "Refresh" (or press F5 to refresh). Now within Eclipse you should be able to navigate to the testProgram_pkg folder and open the file testProgram.java.
- 12. To run a program in the debugger, press F11. To add a breakpoint at a certain line of code, right click to the left of the line of code, and select "Toggle Breakpoint".