*Why am I reading this?  What is it?*

Chapter 1 of this document explains how to open Java executables in Windows using the Command Prompt.  This is useful for two possible reasons:

- You simply need to open a Java program.
- You need to see the "console," which can provide important output during execution – such as error descriptions.

Chapter 2 explains how to set up QuickTime and Java so they interact correctly.

# Chapter 1: Running Java In Windows

*What is all this "Java" business?  Why isn't the file a normal executable application?*

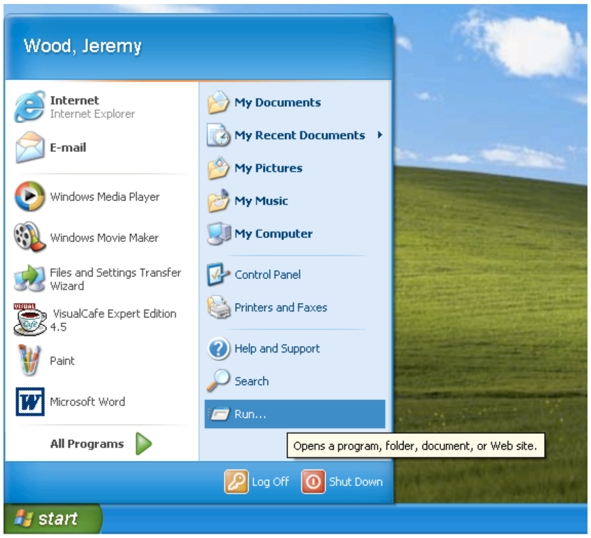
You know how you hate to ask compatibility questions?  It's worse for programmers: we have to *answer* them.  Java was designed to eliminate these questions; it's the first real *cross-platform* language.  This means a well-written Java program can run on a Windows PC, on a Macintosh, or on a Linux machine. However, Java's implementation is still a little rough around the edges; give it a few more years, and it will live up to it's ease-of-use promises.

This document assumes you have either a ".class" file or a ".jar" file in front of you. A ".java" file, despite its innocently java-like name, is *not* what you want; this file type is *uncompiled*, and may contain errors.  See "Closing Comments" for more information.

*OK.  Just tell me how to open my file.*

The latest and greatest Windows will open Java executables just by double-clicking. So give that a try first.

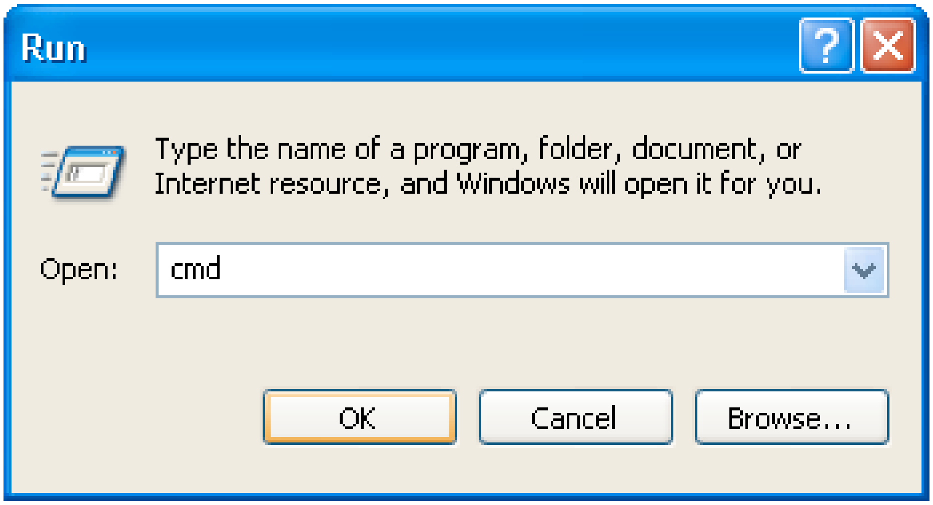
## 1.1  Opening the Command Prompt:



Opens a program, folder, document, or Web site.

If simply double-clicking doesn't work, or if you need to see the console, select "Run" from the "Start" menu. (See illustration to the left.)

A dialog box will appear asking you what you want to run. Simply enter “cmd” and press “OK”:



Type the name of a program, folder, document, or Internet resource, and Windows will open it for you.

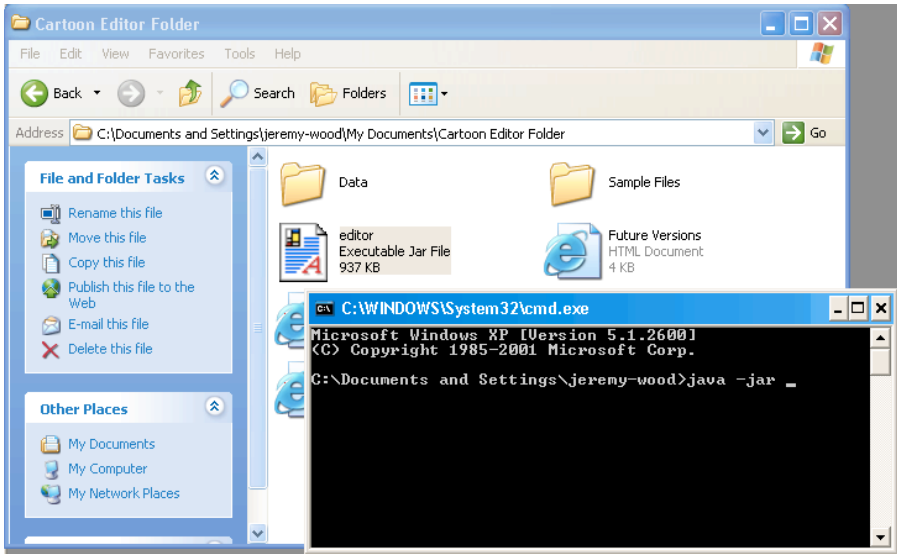
Open: cmd

A gritty black-and-white window should appear. If instead you are greeted with an error that there is no “cmd” or “cmd.exe” to run, try looking in the Accessories folder for the “Command Prompt” application. This may occur on older versions of Windows (95, 98).

## 1.2 Using the Command Prompt:

At this point you should have a command prompt in front of you. If you are opening a “.class” file, simply type “java” followed by a space. If you are opening a “.jar” file, type “java -jar” followed by a space. (Don’t press return yet, we’re not done.)

Now in Windows, navigate to the file you want to open. Drag its icon to the black-and-white window. In the picture to the right, I’m dragging the file “editor” to the command prompt.

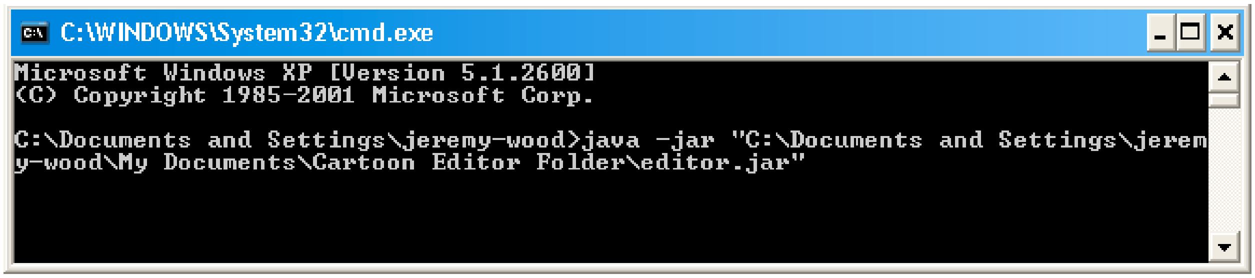


Address C:\Documents and Settings\jeremy-wood\My Documents\Cartoon Editor Folder

```
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.

C:\Documents and Settings\jeremy-wood>java -jar _
```

Now the command prompt will contain an amazingly long and messy string. Something like:



```
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.

C:\Documents and Settings\jeremy-wood>java -jar "C:\Documents and Settings\jerem
y-wood\My Documents\Cartoon Editor Folder\editor.jar"
```

Hit return, and your program will be launched. The command prompt (i.e. the “gritty black-and-white window”) will now serve as your program’s “console.” Depending on the program, you may need the console to enter input, or to see output. Errors, for example, are spit out to the console by default.

## 1.3 Closing Comments:

If you need to abort your program, from the command prompt you can type *control-C*. Or you can use the Windows Task Manager.

If you’re using an older version of the command prompt that does *not* support drag-and-drop (that is: if dragging the file over the command prompt did nothing), you’ll have to type in the file’s address by hand. To do this, you’ll need to know it’s file path: how do you navigate to it inside Windows? “C:\Documents and Settings\...” means “Open the “C” drive, then open the “Documents and Settings” folder, then open ...” until eventually you get to to the “.class” or “.jar” file you need.

If you’re trying to run a “.java” file, you’ll need to compile it first. From the command prompt, enter “javac”, a space, and then the file path of the “.java” file. Hit return. The command prompt will report any errors in the file – not all source code can be compiled. If there were no errors, a new “.class” file will be created. This you can launch, using the methods described above.

# Chapter 2: Quicktime, Java & Windows

*How do I know if I have Java?*

If you can open Java files, either by double-clicking or by using the command prompt as described above, then you have Java.

If you don’t have Java, you can download it from: http://java.sun.com

*How do I know if I have QuickTime?*

Usually you will have a QuickTime folder in your Programs folder.  If this is not the case, or if you still aren't sure, you can do a search for "QuickTime."  If the QuickTime Player successfully opens, or if you have an application labeled "Uninstall QuickTime," then you probably have a working copy of QuickTime installed.

If you don't have QuickTime, you can freely download it from:
http://www.apple.com/quicktime/
**However**, please keep reading this section **before installing QuickTime.**

*I have Java.  I have QuickTime.  Why is this Java program saying it can't find QuickTime?*
There's a special package that is required to link Java and QuickTime.  Without it, Java can't access QuickTime's toolkit.  This package is called QTJava, and to everyone's great frustration: **it is not installed by default**.

You need to visit http://www.apple.com/quicktime/ and reinstall QuickTime. Customize your installation, and make sure (in addition to the basics) you install everything with "Java" in the title.

# Contact Information:

Please feel free to email me if you believe this document contains any errors, or if you have a specific question about running Java in Windows.  I may not be able to answer your question, but I'll give it a go.  I can be reached at:
mickleness@yahoo.com

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