

Creating Java Hints: Making the Editor Even Better

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Agenda

- Goals
- Hints: The User's Perspective
- Hints: The Developer's Perspective
- Demo
- Resources
- Review the Goals

Goals

- Understand the value of hints
- Understand hints from user view
- Understand hints from developer view
- Create a first hint
- Understand how the hint works
- Potential project for homework?

Hints: User

- Type “a == b” (both are strings)
- Look at unused import statements
- Hints vs. Fixable Hints
- Severity & Error Marks
- Options window
- Browse through all the hints
- Look at labels and descriptions
- Change severity of a hint

Hints: Developer

- Look at how hint is registered
- Expand layer.xml file
- Connection between layer and APIs
- Browse to location of hints
- Open layer file of other hints
- Think about NetBeans sources

Demo

- Explain what the demo is going to do
- Introduce the Hint wizard
- Plugin portal
- Generate a hint
- Briefly inspect the sources
- Implementation versions
- Install the hint
- Look at how to extend it

Resources

- NetBeans Sources
- NetBeans Java Language Infrastructure Tutorial
<http://platform.netbeans.org/tutorials/60/nbm-copyfqn.html>
- Java Developer's Guide
http://wiki.netbeans.org/Java_DevelopersGuide
- Retouche Developer FAQ
<http://wiki.netbeans.org/RetoucheDeveloperFAQ>

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Questions?