



BlueJ – The interactive Java environment

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BlueJ Teaching and Learning Resources

The following resources are mainly aimed at teachers for preparing courses with BlueJ. The collection is continuously maintained, and submissions of material is strongly encouraged.

Java Classes

- [Simple Input](#) - a class to get input from the user easily
- [GUI/CUI](#) - more classes for user data input
- [Canvas](#) - a class to enable simple drawing and animations on an electronic canvas
- [stdio](#) - a class for handling text input, number input and rounding
- [GWindow](#) - a class to experiment with graphics primitives and GUI components
- [AppletWindow](#) - executes an applet in a JFrame
- [Skodak's IO Helper](#) - Some classes for making I/O with files and the terminal easy
- [Turtle Graphics](#) - an implementation of the classis turtle
- [JEWL](#) - a GUI library for beginners

Exercises and Assignments

- [Zork 1](#) - a simple framework for an adventure game. Suitable for first year assignment.
- [Skodak's Draw Tutorial](#) - a sequence of exercises (with source and solutions) from drawing simple shapes to an interactive game
- [Self-Test Centre - Short Java programming exercises](#) - a set of about 50 short Java programming exercises.
- [Shapes Labs](#) - A collection of lab exercises using the *shapes* example.

Demonstrations

- [Bouncing Ball](#) - a demo program using the canvas for animation
- [Demo program collection](#) - A small set of small, graphical demo programs

Other Resources

- **[A Laboratory for Object-Oriented Thinking](#)** - paper about CRC cards
- **[A set of lecture slides \(in German\)](#)** - for a first semester course
- **[Another set of lecture slides \(in German\)](#)** - for a second semester course
- **[Multiple Choice Questions](#)** - abank of 70 on-line self-test questions
- **[A set of lecture slides in French](#)** - available in various formats
- **[A set of tutorials for writing games in BlueJ](#)** - step by step...
- **[The BlueJ Crosswords](#)** - crossword puzzles about OO concepts
- **[A collection of course material](#)** - including slides and labs
- **[Java Tips](#)** - a collection of programming tips
- **[A detailed high-school level course](#)** (in German)

maintained by [Michael Kölling](#).