
Title: **Eclipse plug-in development**

Target audience: Programmers, system designers

Duration: 3 days, 8 hours/day

Description This course introduces the Eclipse open development framework. The audience will get an overview of the system architecture, the application development guidelines, and the most important APIs. The course also offers a hands-on lab part that helps to get used to Eclipse-based development.

Learning objectives At the end of the course, students will be able to:

- Understand the basic concepts and architecture of Eclipse
- Implement Eclipse extensions (plugins)

Outline

Day 1: INTRODUCING Eclipse

1. Introduction of the Eclipse Framework
2. Eclipse architecture
3. Eclipse plugins, architecture, elements

Day 2: Basic Eclipse Development

1. Creating a simple plugin
2. Design patterns
3. Eclipse Plugin Design patterns
4. Understanding Extensions and extension points

Day 3: Hands-on-lab: Implementing an editor plugin

1. Eclipse GUI basics, JFace viewer framework
2. Eclipse Editor basics
3. Saving, loading, resource management

Prerequisites To complete this course, you need:

- A Pentium IV, 1 GB RAM computer with Java SDK 5.0 or later
- Eclipse 3.4
- Java knowledge
