

First Steps

This documentation is organized under the following headings:

●	About this Tutorial	How the completed "Hello World!" application will appear to the user. An overview of the basic steps that are required to create this application.
●	Starting the Development Workplace	How to start the development workplace.
●	Creating a Project	How to create the project that is to be used for this tutorial.
●	Getting Started with the Layout Painter	How to create a layout for your project. General information on how to use the Layout Painter.
●	Writing the GUI Layout	How to use the Layout Painter in order to create the GUI layout for the "Hello World!" application.
●	Setting Up Your Environment	How to set up Application Designer in your development environment for Java.
●	Writing the Adapter Code	How to define the class and how to use the Code Assistant in order to generate most of the adapter code. How to program the adapter code for the method using your development environment for Java and how to test the completed application. How to view the generated HTML page directly from the browser.
●	Some Background Information	Information on changing the adapter code. About name binding between controls and adapter, data exchange at runtime, and files and their locations. Some information for real development and on some tools provided in the development workspace.

It is important that you work through the exercises in the same sequence as they appear in this tutorial. Problems may occur if you skip an exercise.