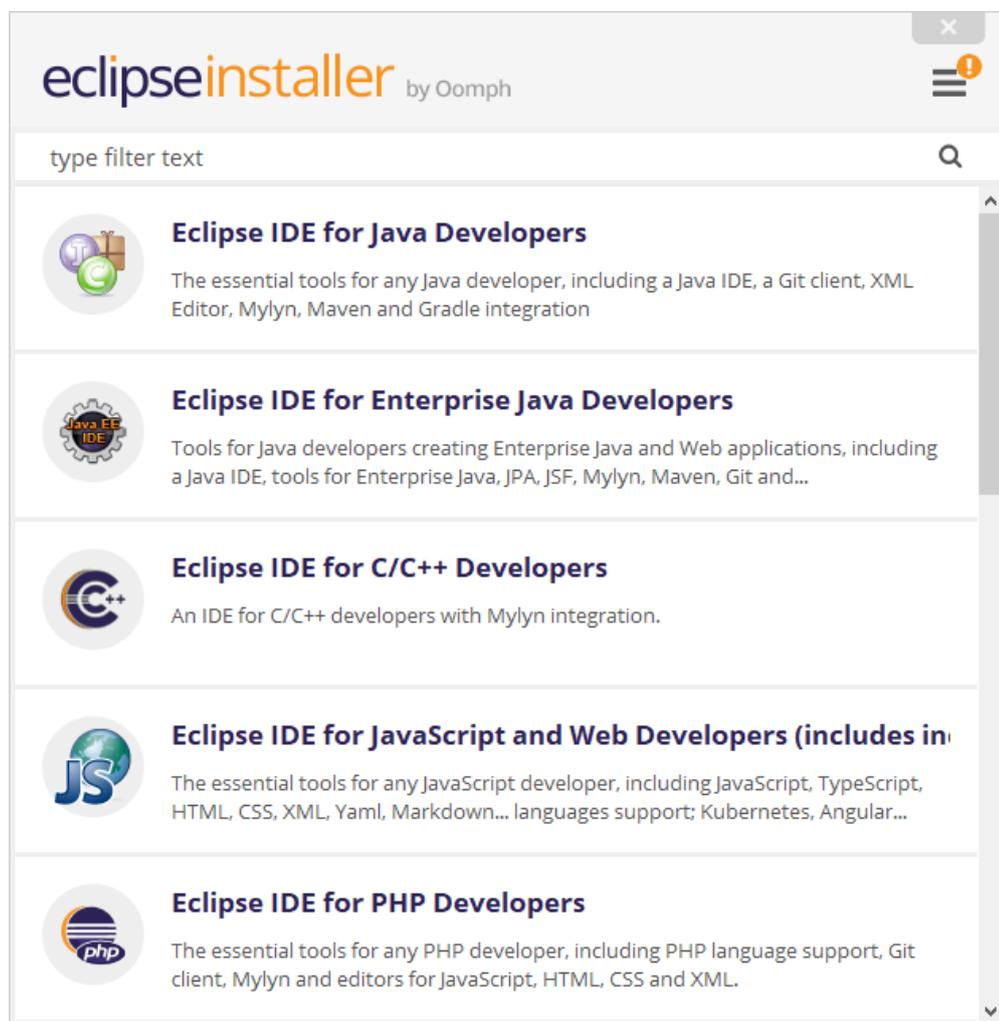


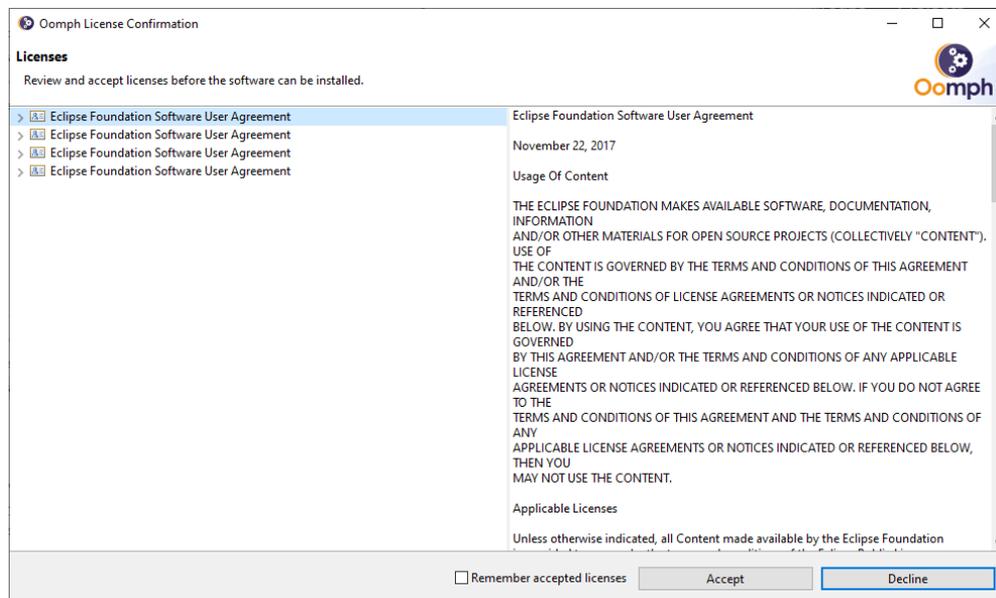
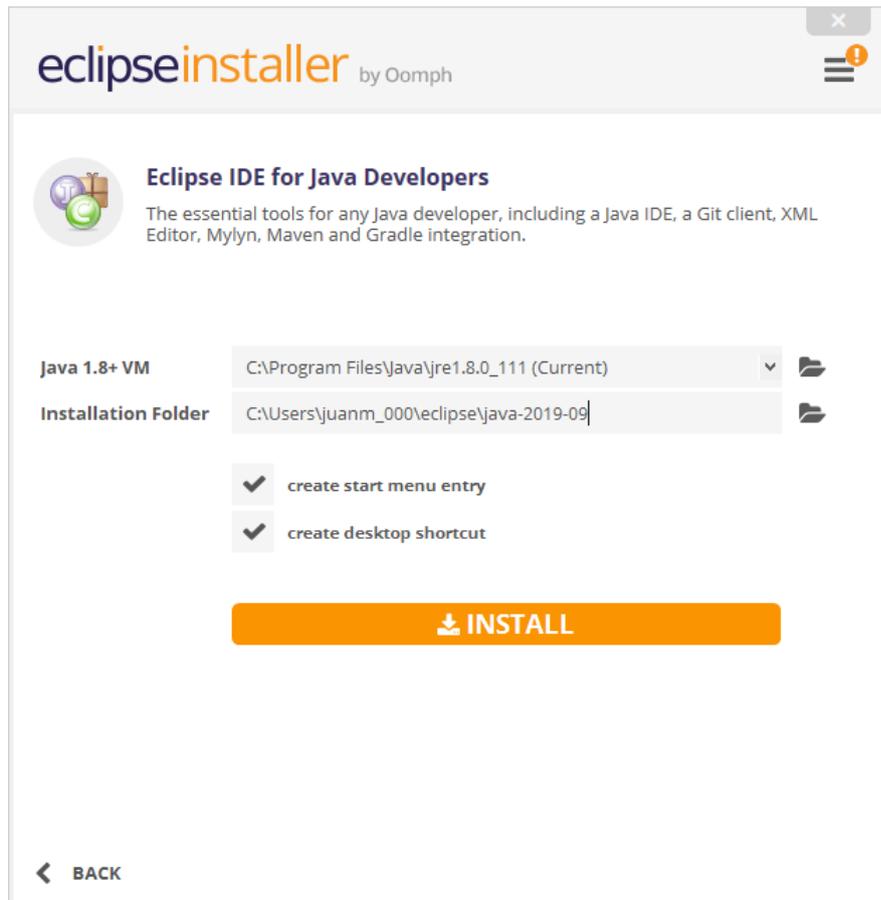
# Instalación de Eclipse en Windows

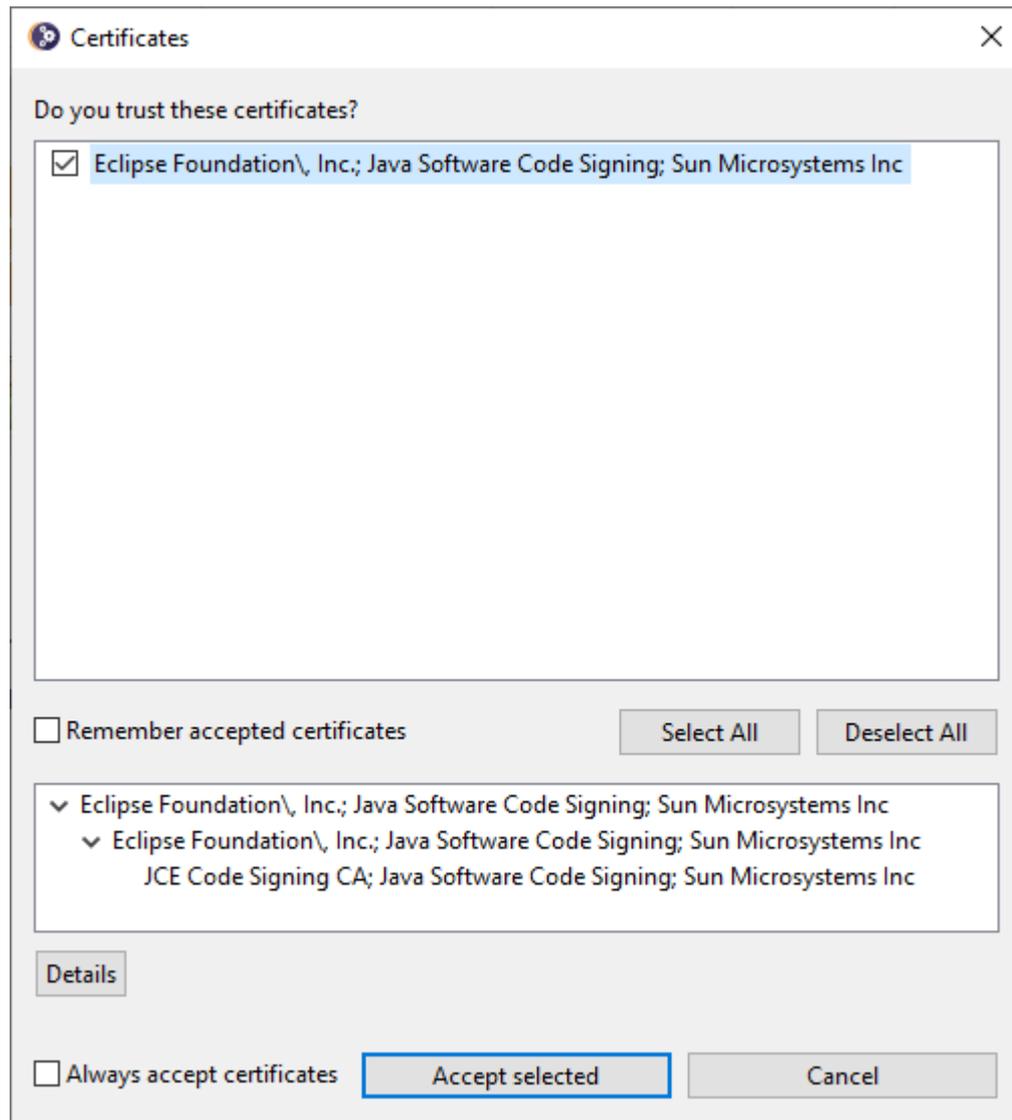
Para poder instalar Eclipse es necesario tener Java instalado. Si no lo tenéis, descargad el instalador de <https://www.oracle.com/technetwork/java/javase/downloads/index.html>.

Una vez tengáis Java instalado, proceded a instalar Eclipse.

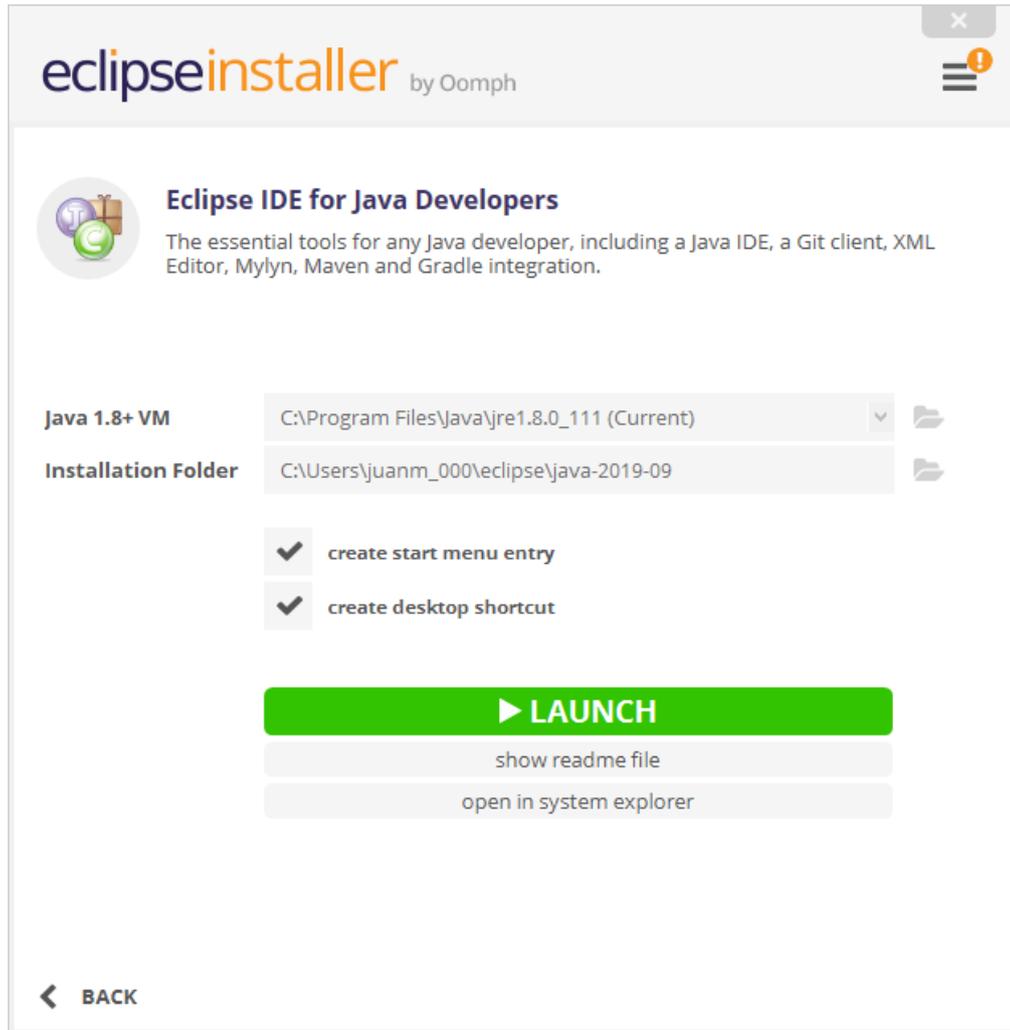
1. Descargad el IDE Eclipse de la página <https://www.eclipse.org/downloads/>
2. Ejecutad el instalador y seleccionad *Eclipse IDE for Java Developers*:







- Una vez finalice la instalación, seleccionad *Launch* para abrir el entorno de desarrollo, e indicad el directorio donde queréis crear los *workspaces*:



The screenshot shows the Eclipse Installer window. At the top, it says "eclipseinstaller by Oomph". Below that, there is a section for "Eclipse IDE for Java Developers" with a description: "The essential tools for any Java developer, including a Java IDE, a Git client, XML Editor, Mylyn, Maven and Gradle integration." There are two configuration fields: "Java 1.8+ VM" set to "C:\Program Files\Java\jre1.8.0\_111 (Current)" and "Installation Folder" set to "C:\Users\juanm\_000\eclipse\java-2019-09". Below these are two checked options: "create start menu entry" and "create desktop shortcut". At the bottom, there is a large green "LAUNCH" button, and two smaller buttons: "show readme file" and "open in system explorer". A "BACK" button is located in the bottom left corner.

**eclipseinstaller** by Oomph

**Eclipse IDE for Java Developers**  
The essential tools for any Java developer, including a Java IDE, a Git client, XML Editor, Mylyn, Maven and Gradle integration.

**Java 1.8+ VM** C:\Program Files\Java\jre1.8.0\_111 (Current)

**Installation Folder** C:\Users\juanm\_000\eclipse\java-2019-09

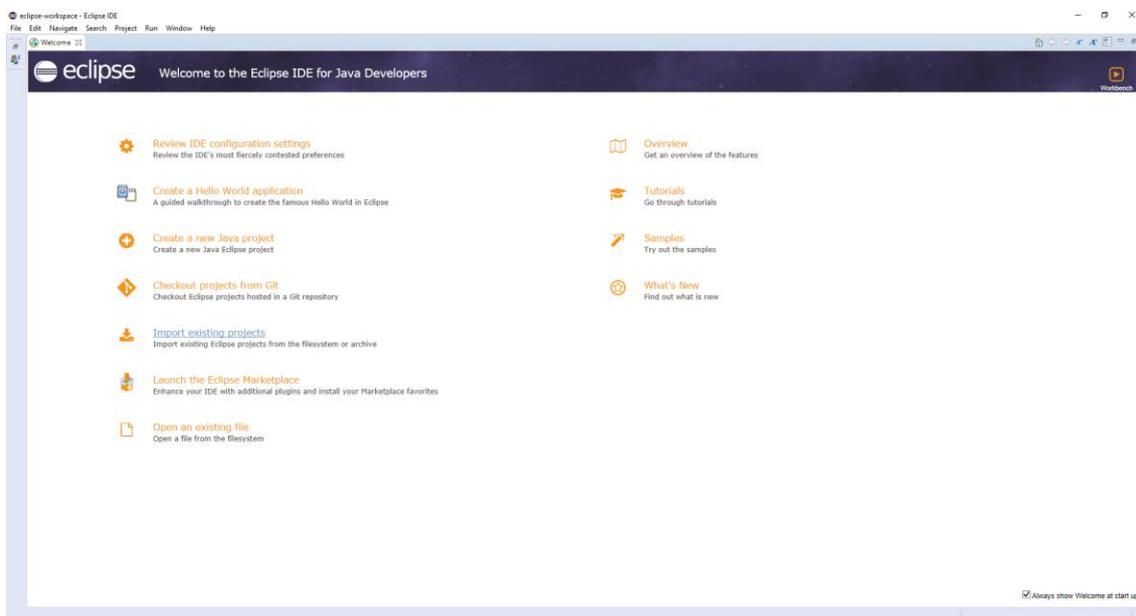
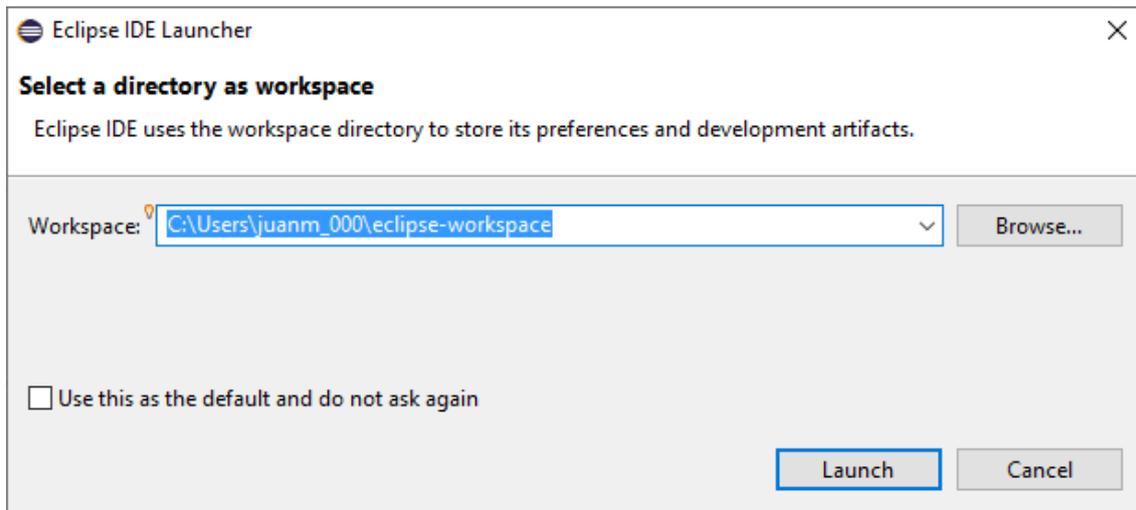
- create start menu entry
- create desktop shortcut

**▶ LAUNCH**

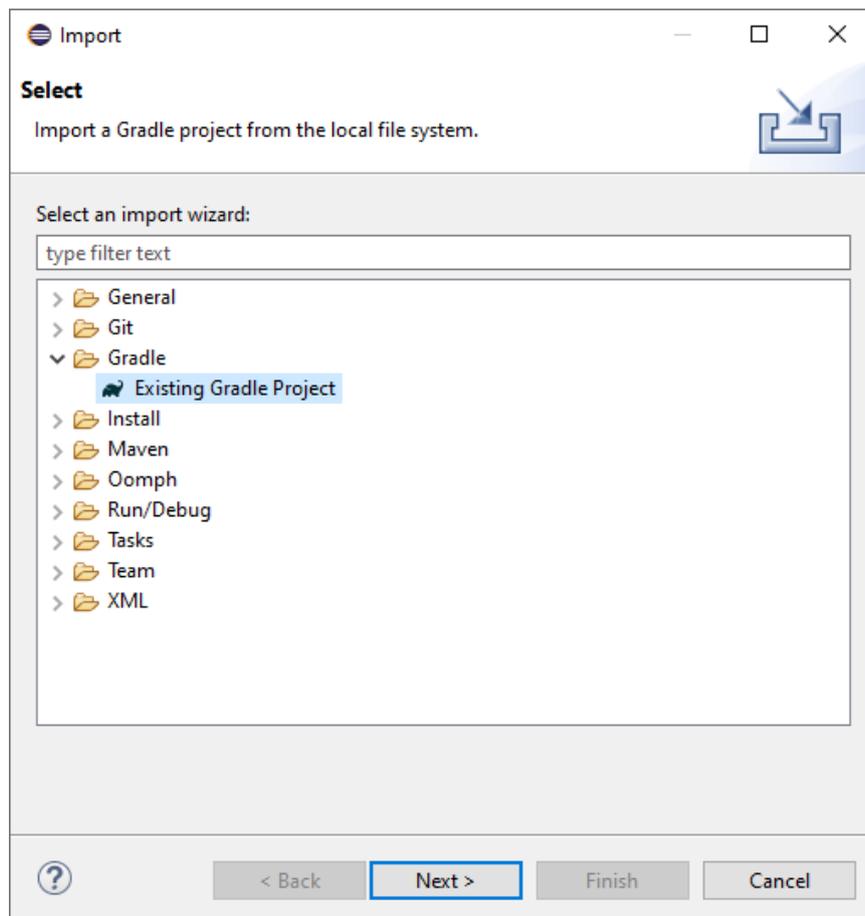
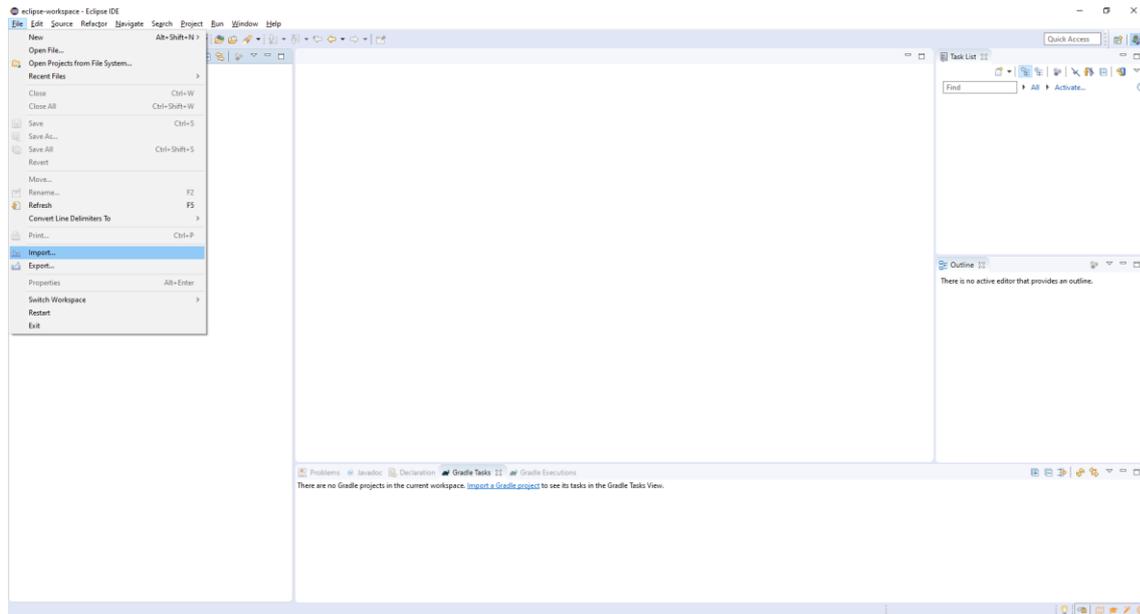
show readme file

open in system explorer

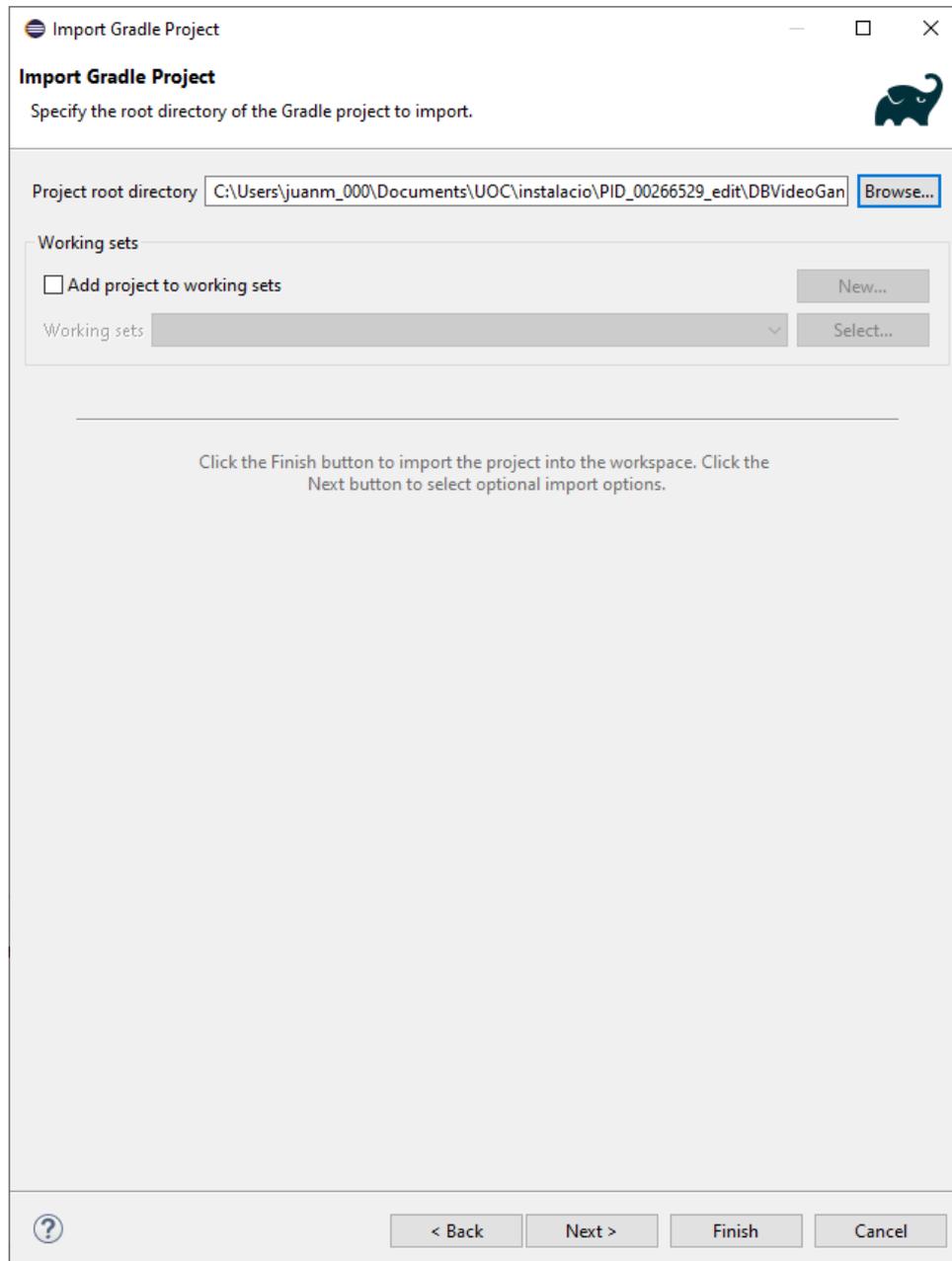
← **BACK**



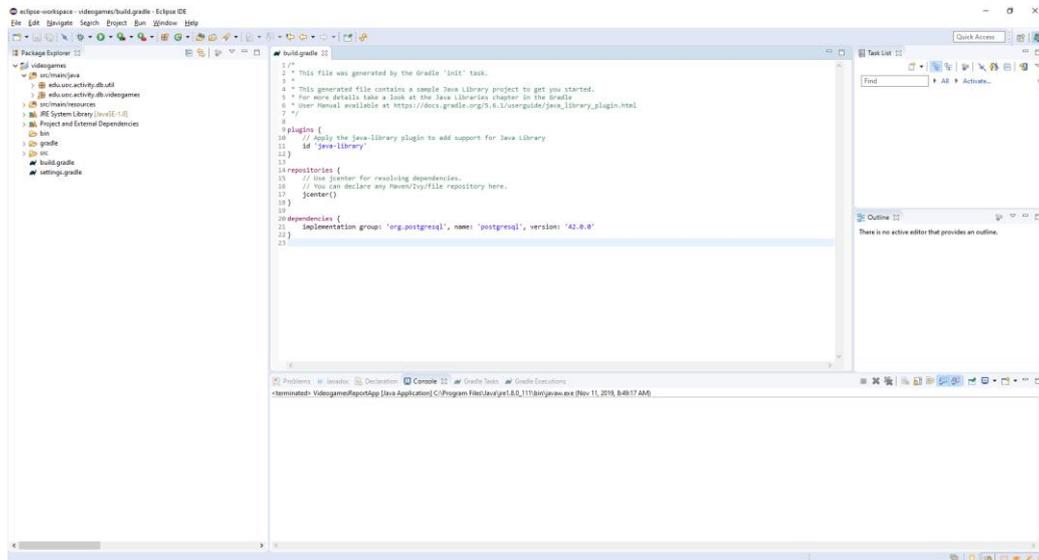
4. A continuació comprobad que la instal·lació se ha realitzat correctament importando un projecte existent. Descarregad el exercicio resolt VideoGamesIII del aula, y haced clic en *File -> Import*.



5. Seleccionad el directorio donde tenéis el proyecto y haced clic en *Finish*:



Tendríais que ver la pantalla siguiente:



Tendríais que ver que el informe se ha generado bien, lo que significa que os habéis podido conectar desde Java a la base de datos de PostgreSQL:

