This document provides the steps needed to create your Java software development environment and to create a project template.

First and most important complete these steps in sequence:

- Update the Java Runtime Environment to JRE 8u221 or latest edition
- Download Java SE 13 SDK
- Download JavaFx 13 SDK
- Install the latest version of Eclipse IDE 2019-09 or latest version

**Start ECLIPSE**

**Note:** You need a different name for the workspace if you already have a working version. Do not use the same workspace name.

**Create a Java Project**:

> File → New → Java Project
>
> **Project Name:**   Template
>
> **Use a project specific JRE:**  Java SE 13 (13)
>
> **Project layout:**  Use project folder as root for sources and class files
>
> **Work sets:**  Leave it blank

**Select: Finish.**

At this time Eclipse is asking if I want to create a module-info.class

Select: Create

Modify the file:

Module Template {

        requires javafx.base;

        requires javafx.controls;

        requires javafx.graphics;

        exports P1;

}

Save the file.

**Create a Java Class**

Package: P1

Name: MainClass

**Select:** public static void main(String[] args)

**Select** Finish

Modify MainClass as follows:


```java
package P1;
import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.layout.Pane;
import javafx.stage.Stage;

public class MainClass extends Application {
    public static void main(String[] args) {
        launch(args);
    }

    @Override
    public void start(Stage stage)
    {
        Pane p = new Pane();
        Scene scene = new Scene(p);

        stage.setScene(scene);
        stage.setTitle("JavaFx 13");
        stage.setWidth(250);
        stage.setHeight(250);
        stage.show();
```

}

}


In the Package Explorer highlight MainClass.java

At the top menu bar in Eclipse select: Project → Properties

Navigate to Java Build Path and select Libraries

Select ModulePath and Add External JARs
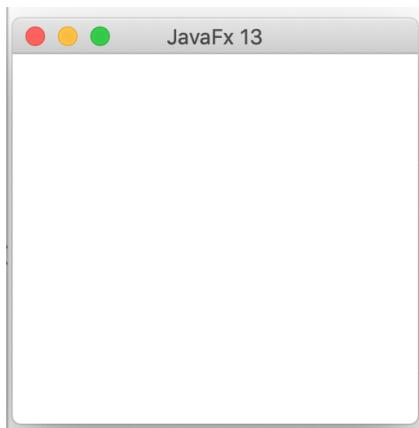
Select: javafx.base.jar

Select: javafx.controls.jar

Select: javafx.graphics.jar

(You may have to do this one at a time.)

 Select: Apply and Close.


**Select:** MainClass.java and run the code.




**Results:**

At this point we created a Template from which we can launch any new project.

To create a new Project navigate to the Package Explorer and highlight the project Template.

Right click with the mouse on it and select Copy.

Find a blank space in the Package Explorer and right click with the mouse and Select Paste.

Eclipse is asking for a new project name; enter the new name. For this example I call it Pr1.

Select Copy.

Verify that Pr1 is working, then modify it as needed.