

Zonnon plugin for Eclipse

Plugin version 1.0.0 includes Zonnon compiler 1.0.55 (Rotor/Mono version).

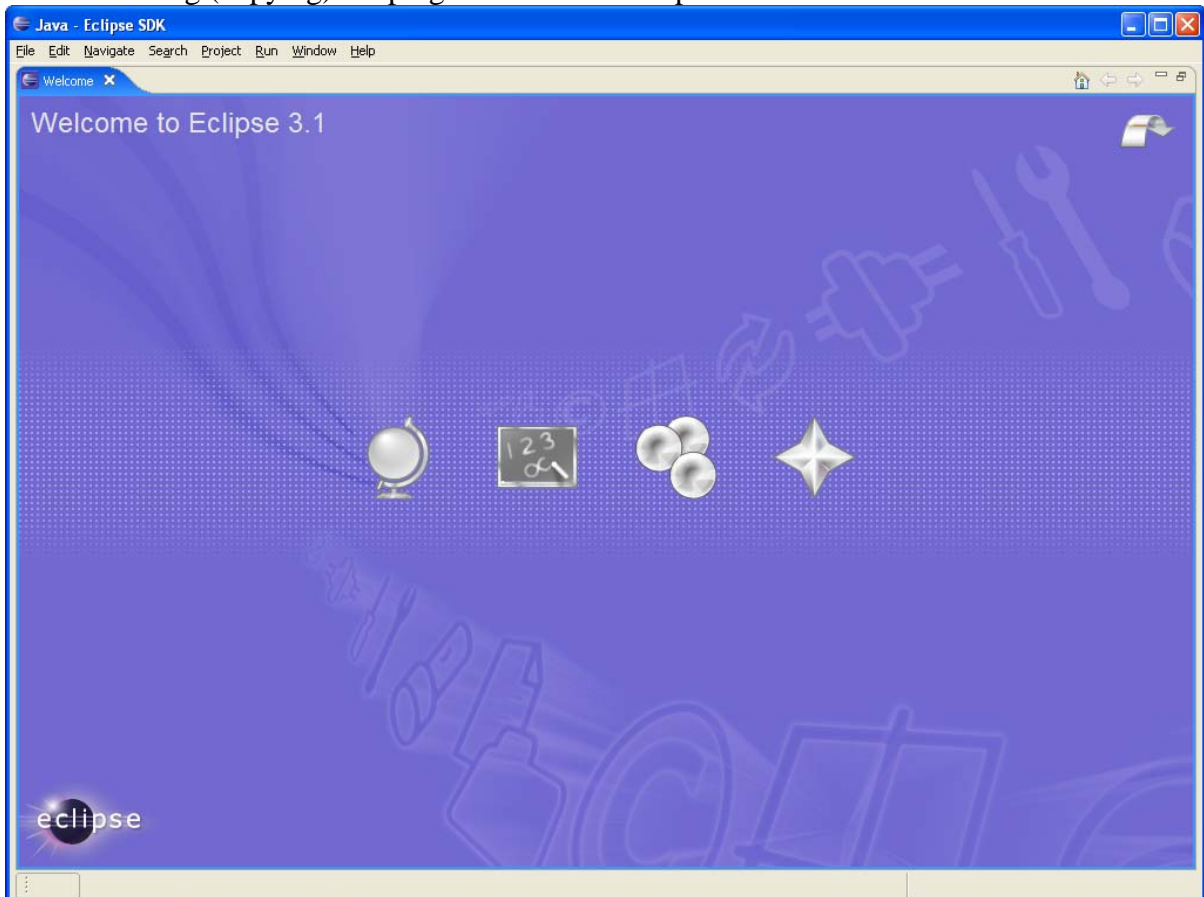
Installation

- [Install Eclipse IDE](#)
<http://download.eclipse.org/eclipse/downloads/>
Just unpack it. You will need a 1.4.2 level or higher Java runtime or Java development kit (JDK) installed on your machine in order to run Eclipse. [Get Java runtime](#).
- [Install Mono](#)
<http://www.mono-project.com/Downloads>
- The archive ch.ethz.zonnon.1.0.0.zip contains one folder ch.ethz.zonnon. You should unpack this folder into eclipse/plugins folder. So it should be eclipse/plugins/ch.ethz.zonnon
Zonnon plugin already includes Zonnon Compiler for Rotor/Mono.
- Restart Eclipse.

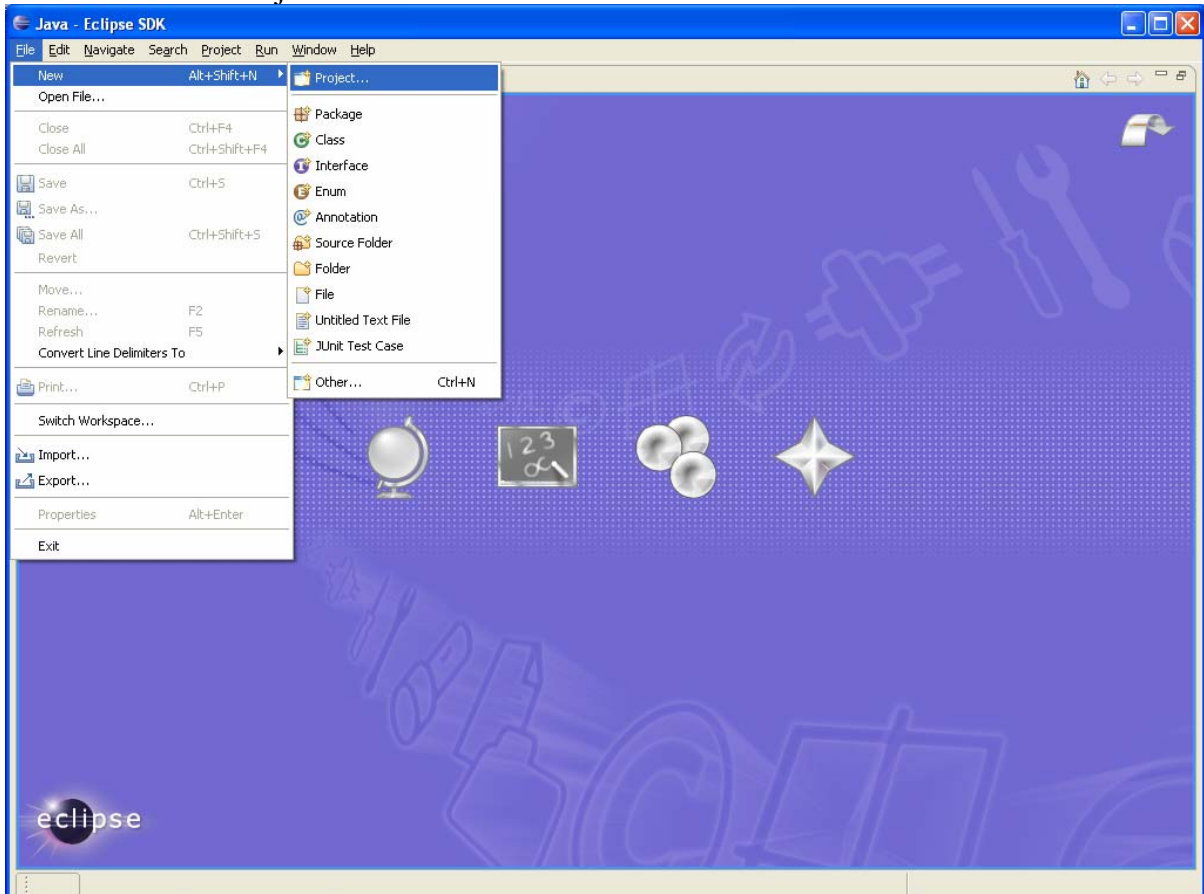
Usage notes

- Turn off Project -> Build Automatically (otherwise compiler will be executed after each "save")
- To create new project: File -> New -> Project ...
Zonnon -> Create a new Zonnon project
- To compile: Project -> Build All.
- If there are compile errors use "Problems" view.
- To run the example: Run -> Run...
then select Zonnon Project and click "New" to create a new launch configuration.

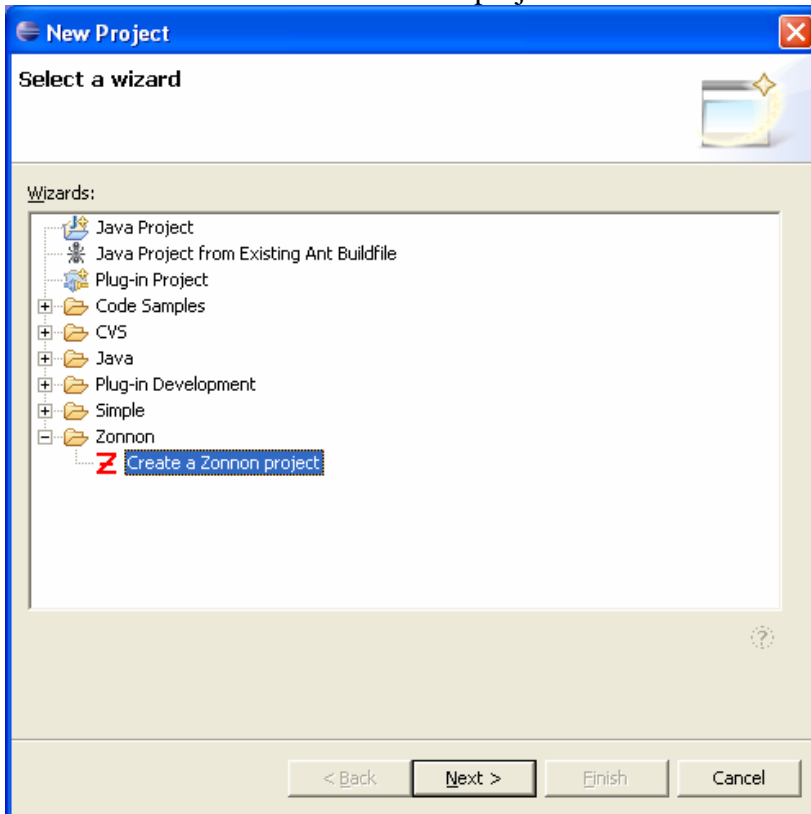
After installing (copying) the plug-in restart the Eclipse.



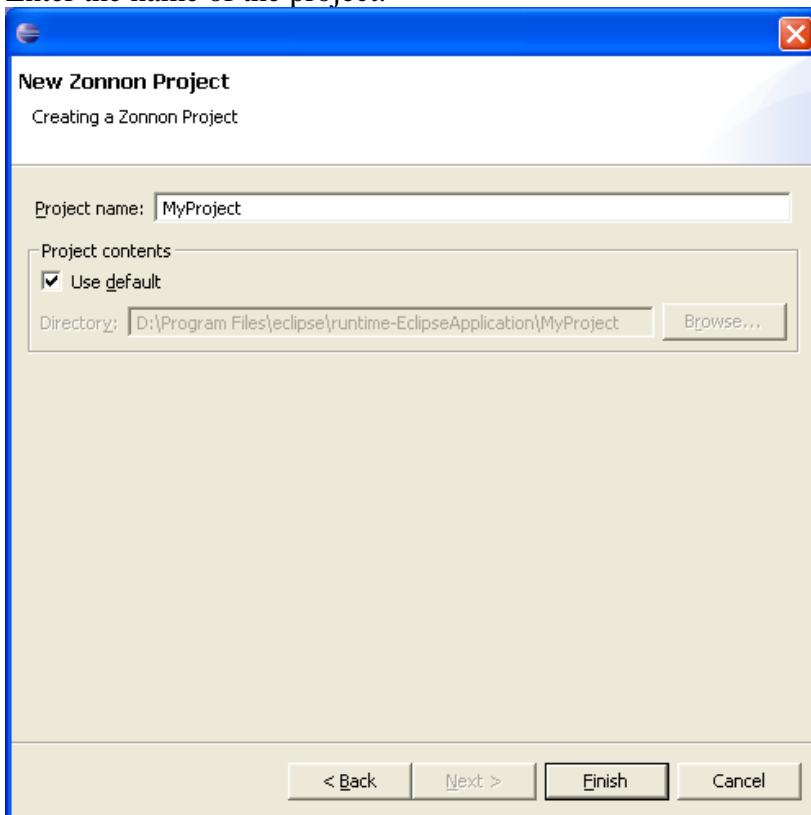
Choose "New → Project".



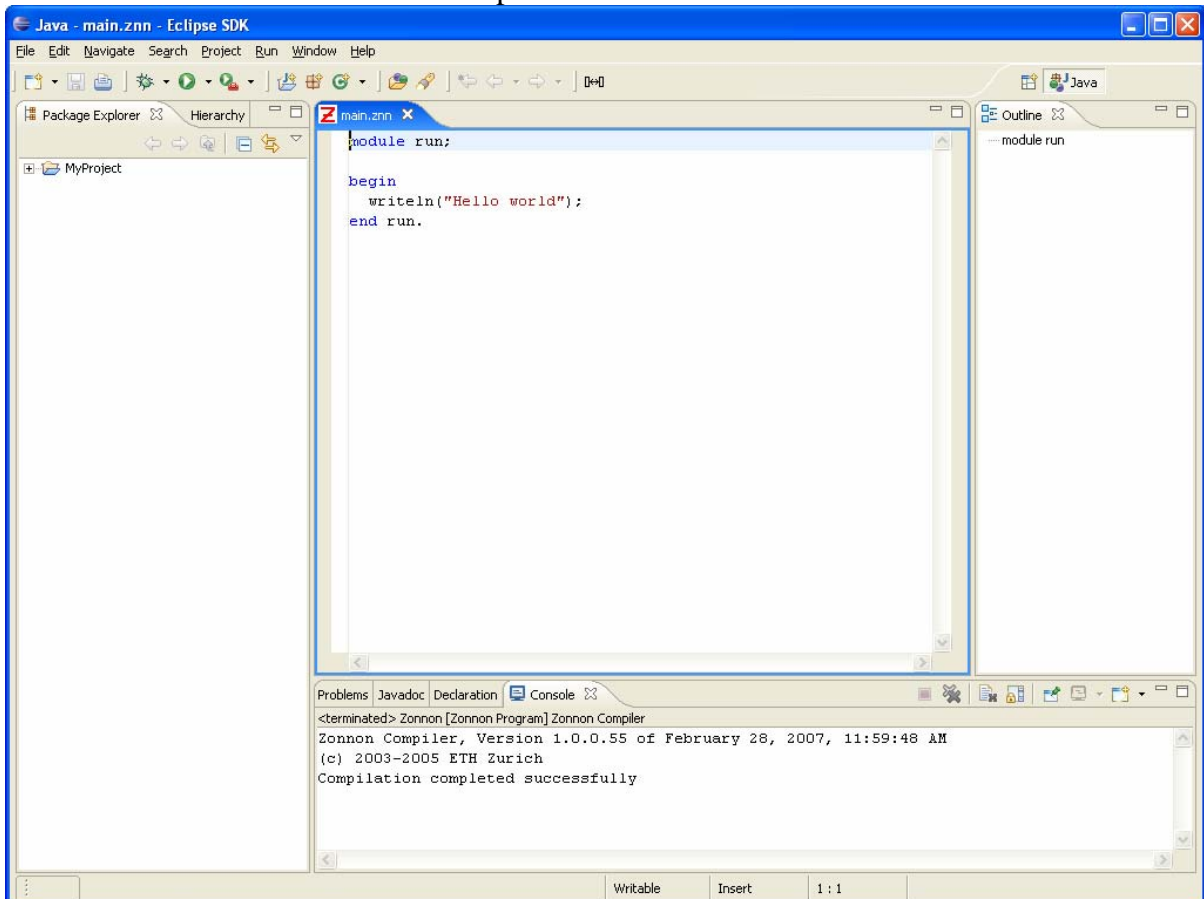
Select “Zonnon → Create a Zonnon project”.




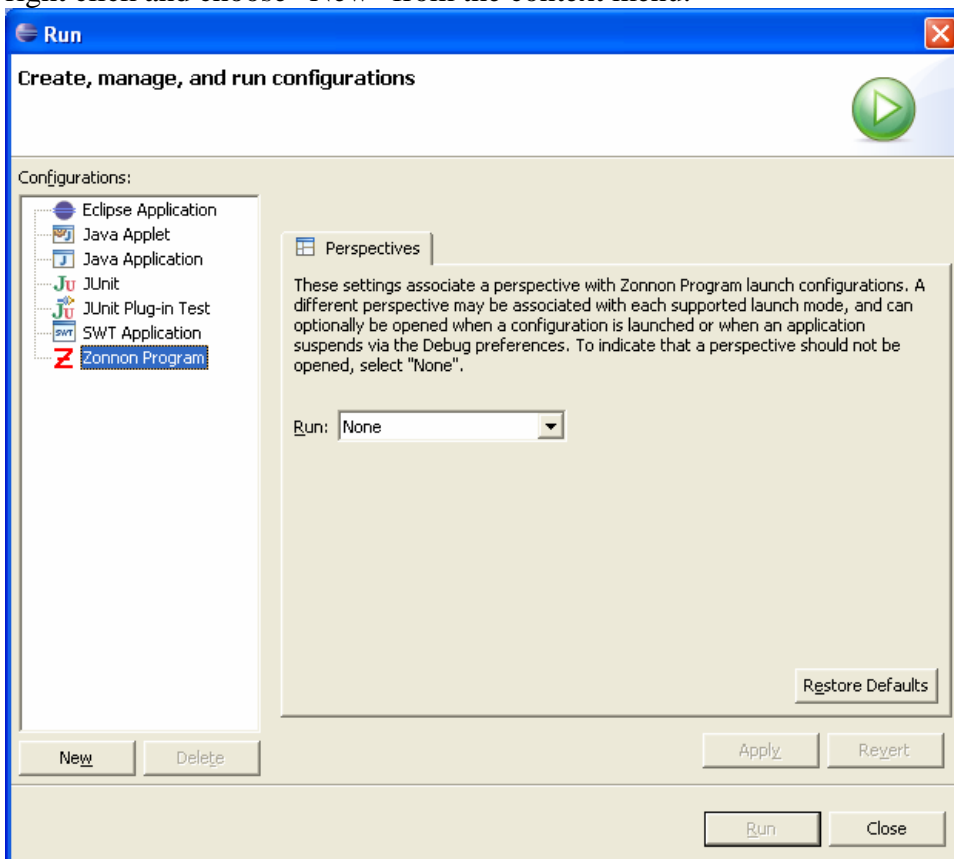
Enter the name of the project.



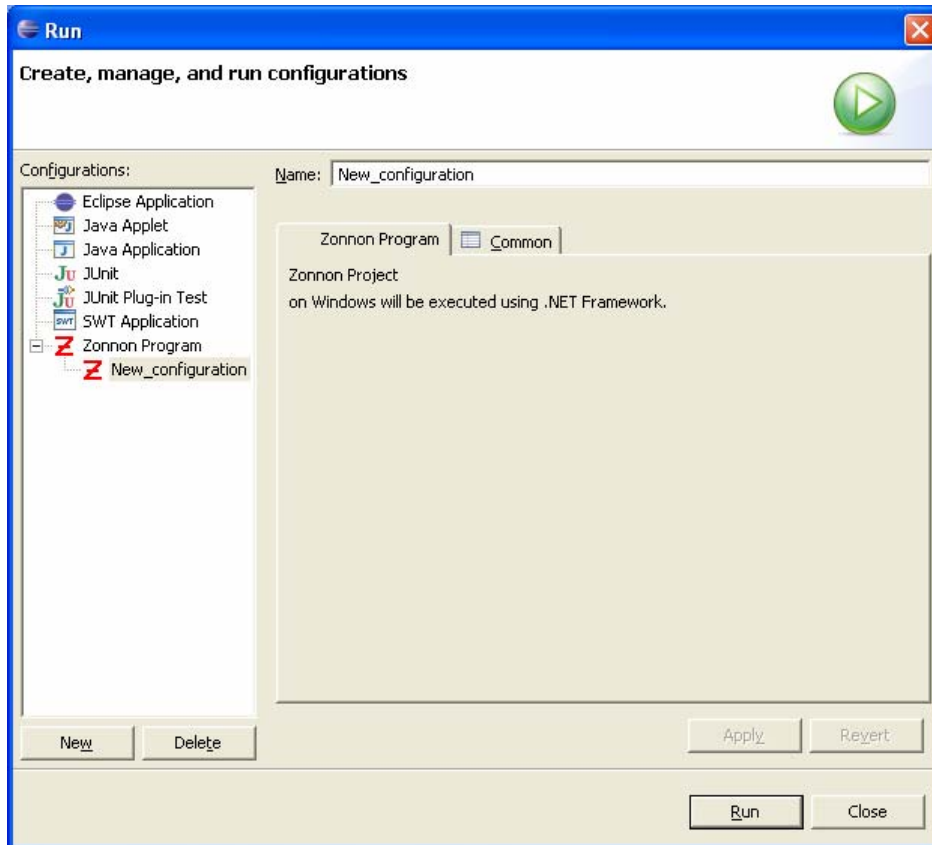
You should see the “Hello world” template.



To execute it click  (“Run”). Choose “Zonnon Project” and click “New”. In older versions right click and choose “New” from the context menu.



Just click Run here.



The result of the execution of the command line application is in the "Console" window below. If your application waits for some input from console it should be typed within this window.

