

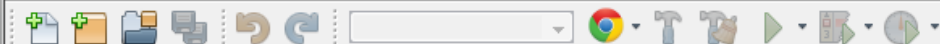


NetBeans IDE

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What is Netbeans IDE

- A software development platform written in Java
- Development in Java, PHP, C/C++ and **HTML5**
- Runs on Microsoft Windows, Mac OS X, Linux, Solaris
- Current version 8.1
- Composed of modules
- Sources in Mercurial
 - `$ hg clone http://hg.netbeans.org/main`
- netbeans.org/community



Project Explorer showing a tree view of project files and folders:

- cv02
- cv03
 - Site Root
 - Unit Tests
 - Important Files
- cv05
 - Site Root
 - index.html
 - style.css
 - test.js
 - Unit Tests
 - Important Files
- cv05_b
 - Site Root
 - index.html
 - style.css
 - Unit Tests
- FileChangeWatcher
- HTML5_aeroMap

Navigator showing project structure:

- JavaScript
- CSS
- HTML

```

35
36     Info.prototype._drop = function(e) {
37         e.preventDefault();
38         var files = e.dataTransfer.files;
39         console.log(files);
40         if(files.length > 0){
41             this._showInfo(files);
42         }
43     }
44
45     Info.prototype._showInfo = function(files){
46         for(var i = 0; i < files.length; i++){
47             /**@type File*/
48             var f = files[i];
49             var r = "JMENO: " + f.name+ " / TYPE: " + f.type+ " / SIZE: " + Math.round(f.size/1024);
50             this.inf.innerHTML += r;
51             if (f.type.match(/image\/.+/) != null) {
52                 var fr = new FileReader();
53                 fr.addEventListener("load", this._writeImg.bind(this));
54                 fr.readAsDataURL(f);
55             }
56         }
57     }
58
59     } //for
60
61
    
```

Test Results Output - Browser Log

Debugging session with browser was closed.

History

- 1996 - NetBeans began as Xelfi
- Java IDE student project under the guidance of the Faculty of Mathematics and Physics at Charles University in Prague
- 1997 – Commercial version of NetBeans IDE
- 1999 – Bought by Sun
- 2000 – open-sourced by Sun
- 2010 – Sun acquired by Oracle

My contribution

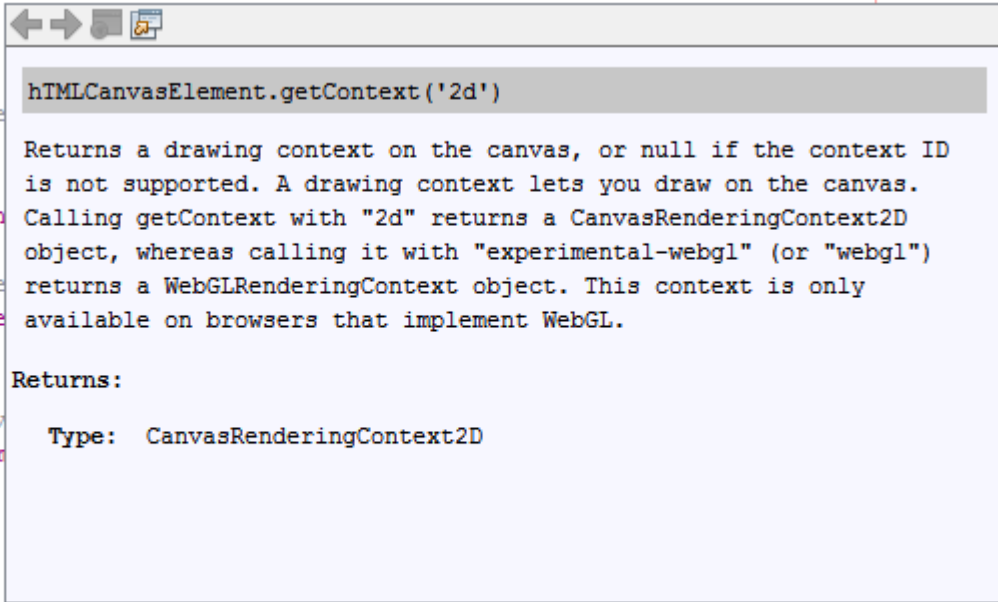
- Add code completion support for the HTML5 Canvas

```
/*
 * To change this
 * To change this
 * and open the te
 */
// TEST FOR OSP
var test = document

/** @type HTMLTable
var test2 = document
//test2.

/** @type HTMLCanv
var canvas = docum

var context = canvas.getContext("2d");
```



HTMLCanvasElement.getContext('2d')

Returns a drawing context on the canvas, or null if the context ID is not supported. A drawing context lets you draw on the canvas. Calling getContext with "2d" returns a CanvasRenderingContext2D object, whereas calling it with "experimental-webgl" (or "webgl") returns a WebGLRenderingContext object. This context is only available on browsers that implement WebGL.

Returns:

Type: CanvasRenderingContext2D

getContext(contextType): CanvasRendering... JS Platform

```
/**
 * Draws a filled rectangle at (x, y) position whose size is determined by width and height.
 * @syntax canvasRenderingContext2D.fillRect(x, y, width, height)
 * @param {Number} x - The x axis of the coordinate for the rectangle starting point.
 * @param {Number} y - The y axis of the coordinate for the rectangle starting point.
 * @param {Number} width - The rectangle's width.
 * @param {Number} height - The rectangle's height.
 * @returns {undefined}
 */
CanvasRenderingContext2D.prototype.fillRect = function(x, y, width, height) {};
```



Thank you for your attention