

Using NetBeans IDE to develop Groovy Scripts

You will need NetBeans IDE 6.7.1 or 6.8 with Groovy Plugin to develop Groovy scripts. The Groovy support comes with NetBeans "Java" and "All" package. If your NetBeans does not have Groovy, download the plugin through NetBeans Plugin Manager. For more information about adding a new plugin, click **IDE Basics > Plugins > Updating the IDE** on the NetBeans **Help** menu.

Use the following three simple steps to develop and run a Groovy script in NetBeans:

1. Set up a classpath.
2. Develop a Groovy script.

To set up a classpath

1. Click **Tools > Libraries** on the main menu. The **Library Manager** dialog will open.
2. Click the **New Library** button. The **New Library** dialog will open.
3. Specify a library name, for example, MD16.8. The Library Type must be Class Libraries.
4. Click **OK** to close the **New Library** dialog.
5. Select your new library in the Libraries tree.
6. Click the **Add JAR/Folder** button and add all the JAR files in *<MagicDraw>/lib*.
7. Repeat steps 2 to 6 to add the Groovy library that is in *<MagicDraw>/plugins/com.nomagic.magicdraw.automaton/engines/groovy-2.0.1/embeddable/groovy-all-2.0.1.jar*.
8. Click **OK** to close the **Library Manager** dialog.

To develop a Groovy script

1. Click **File > New Project** on the main menu to create a Java application project. The **New Project** dialog will open.
2. Select **Java** in the **Categories** box and **Java Application** in the **Projects** box, and then click **Next**.
3. Choose a project location. Be sure that you do not select **Create Main Class**.
4. Click **Finish**.
5. Expand your project node in the **Project** window. The Libraries node will appear.
6. Right-click the Libraries node and select **Add Library** from the shortcut menu.
7. Click **File > New File** on the main menu to add a new Groovy file.
8. Select Groovy in the **Categories** box and Groovy Script in the **File Types** box.
9. Follow the instructions until finish.