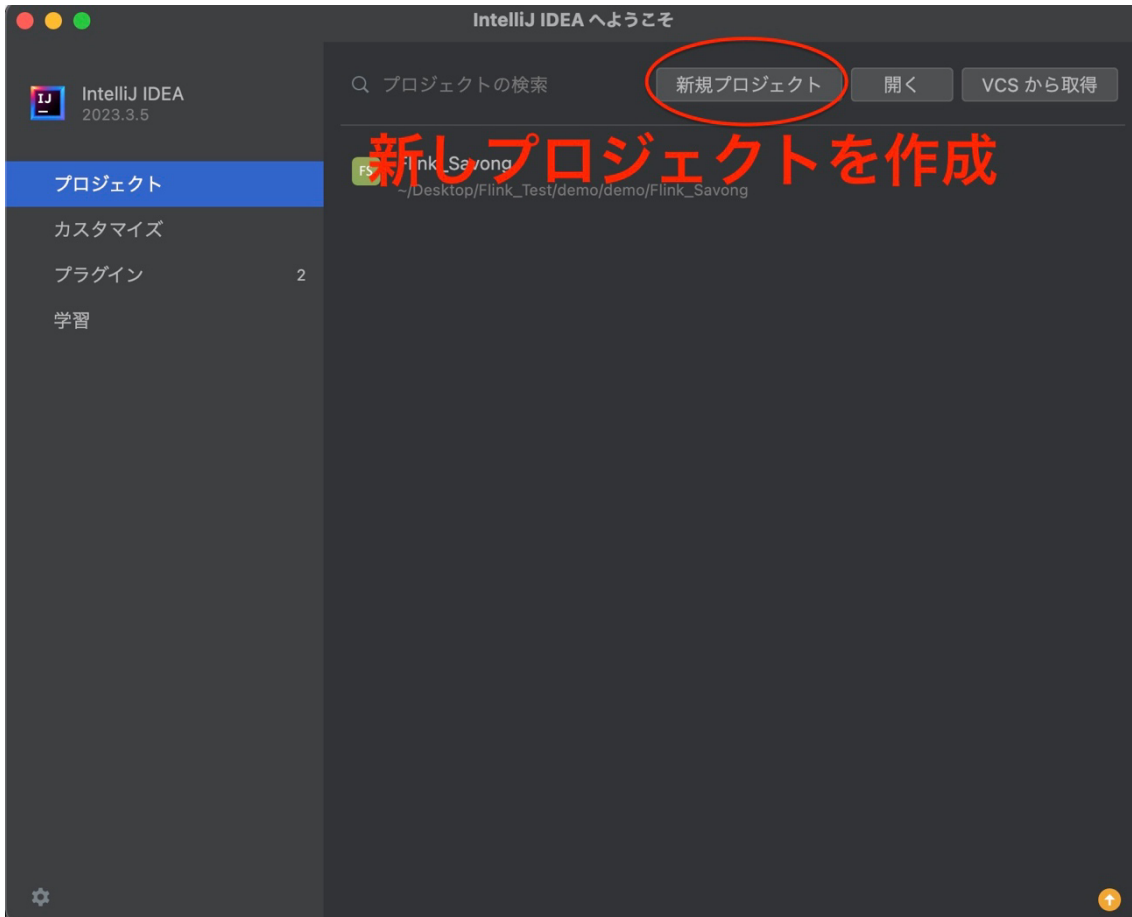
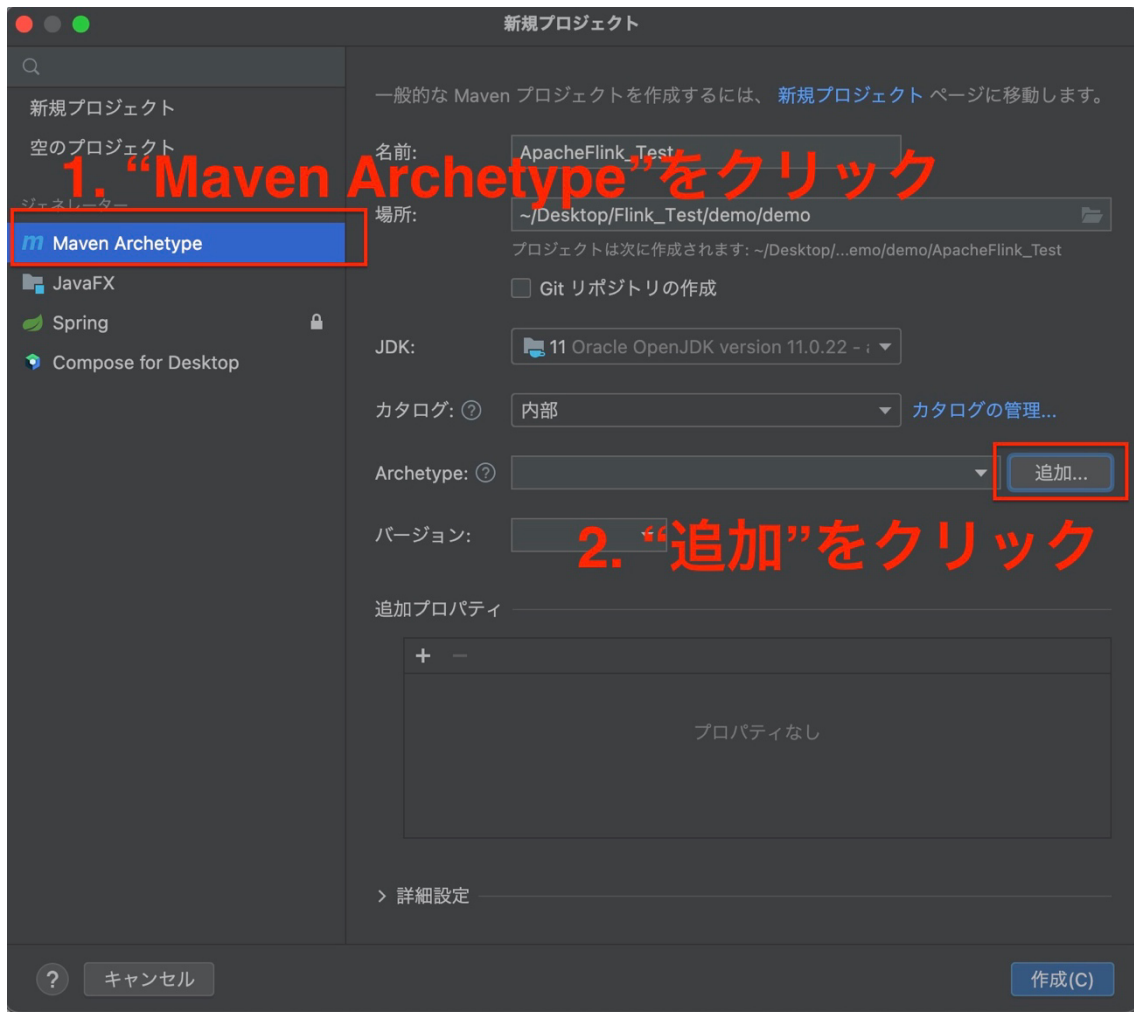
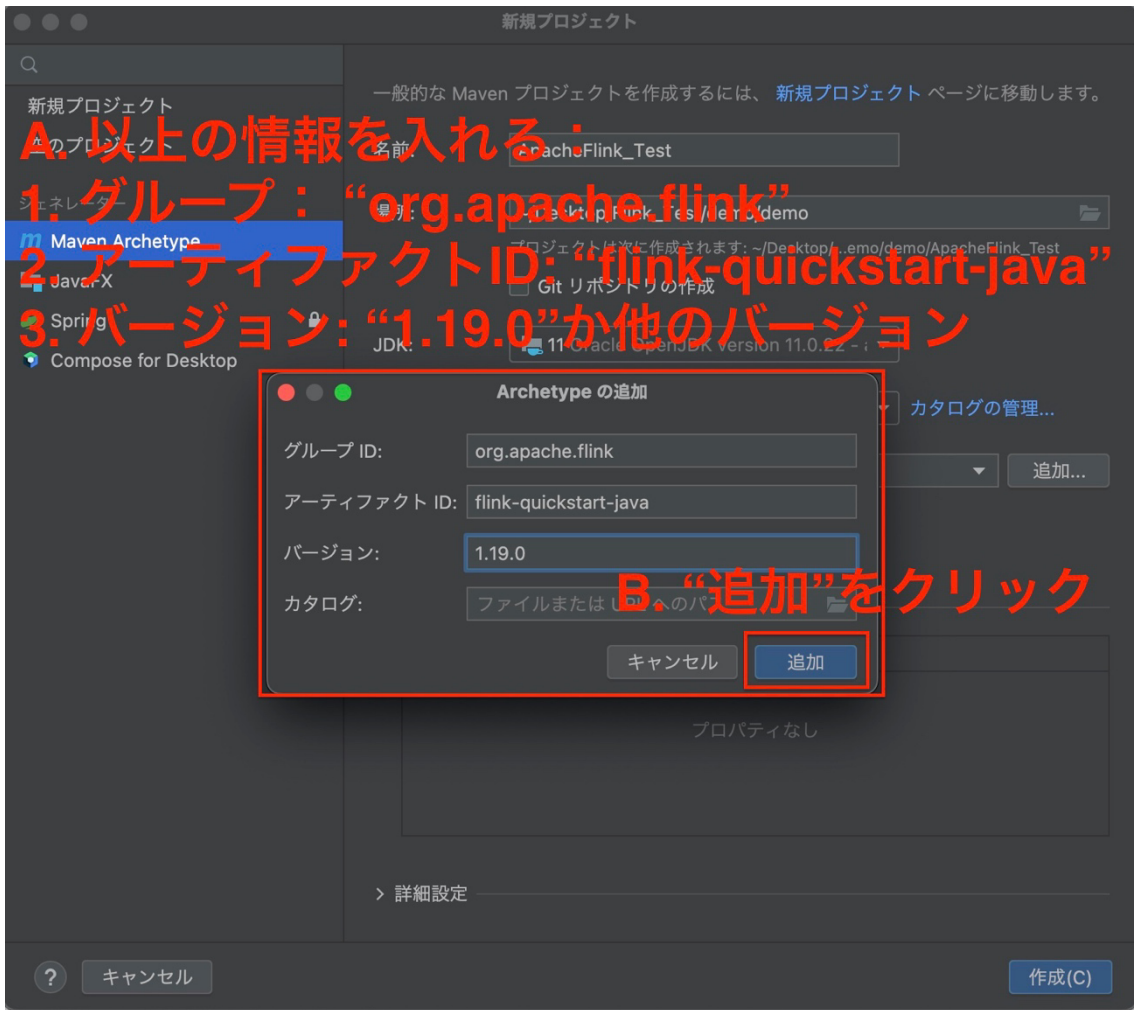
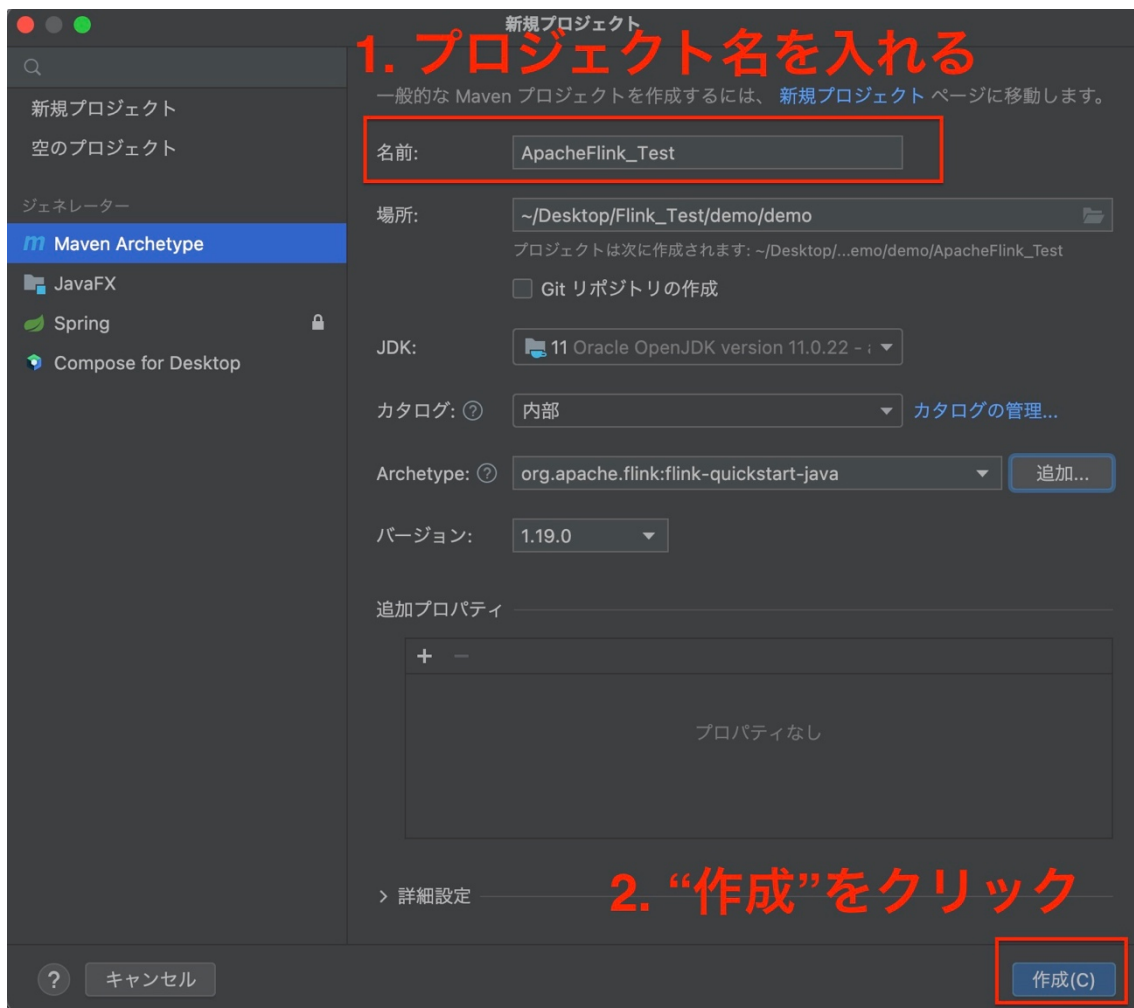


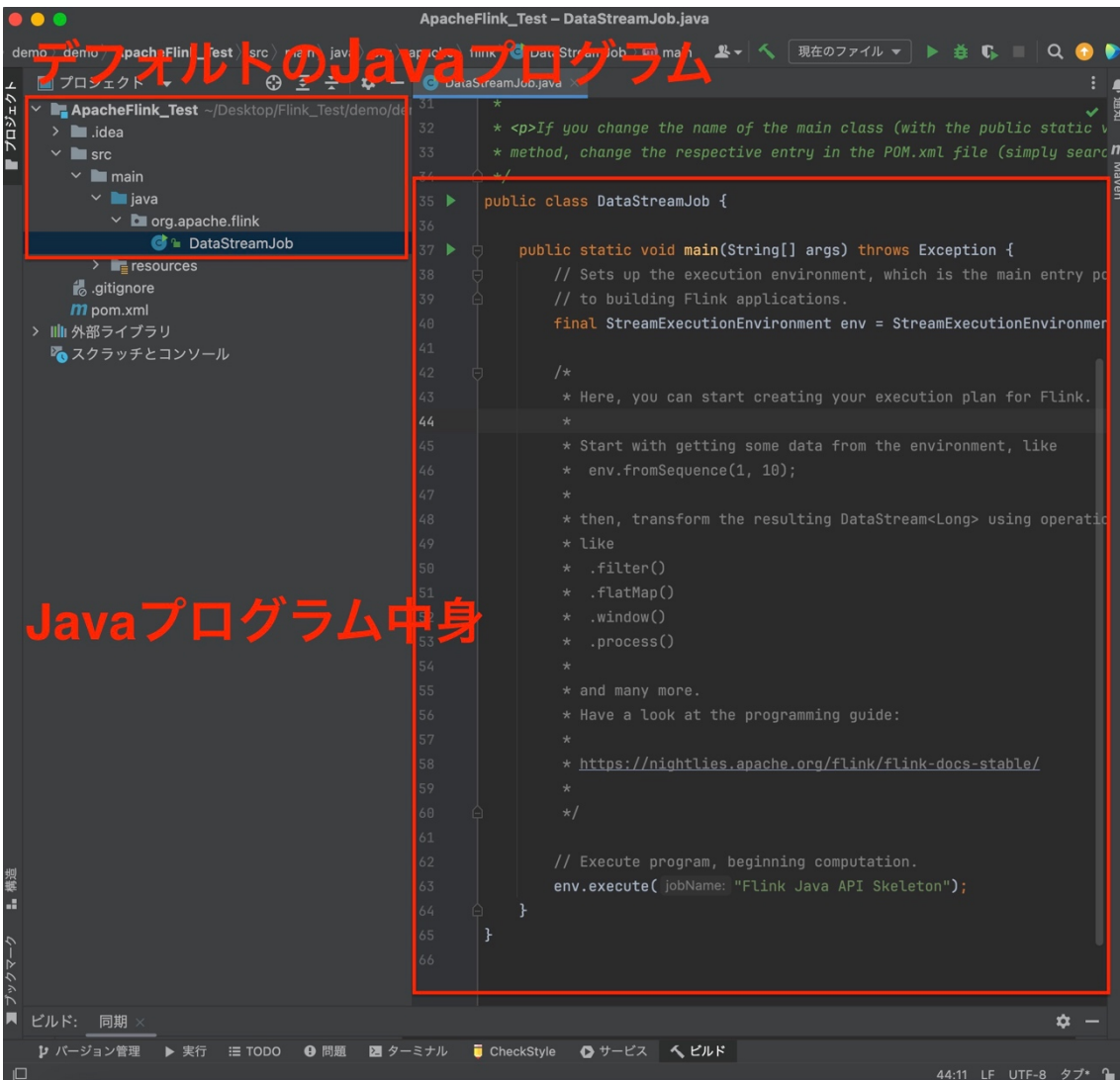
1. 新しプロジェクトを作る



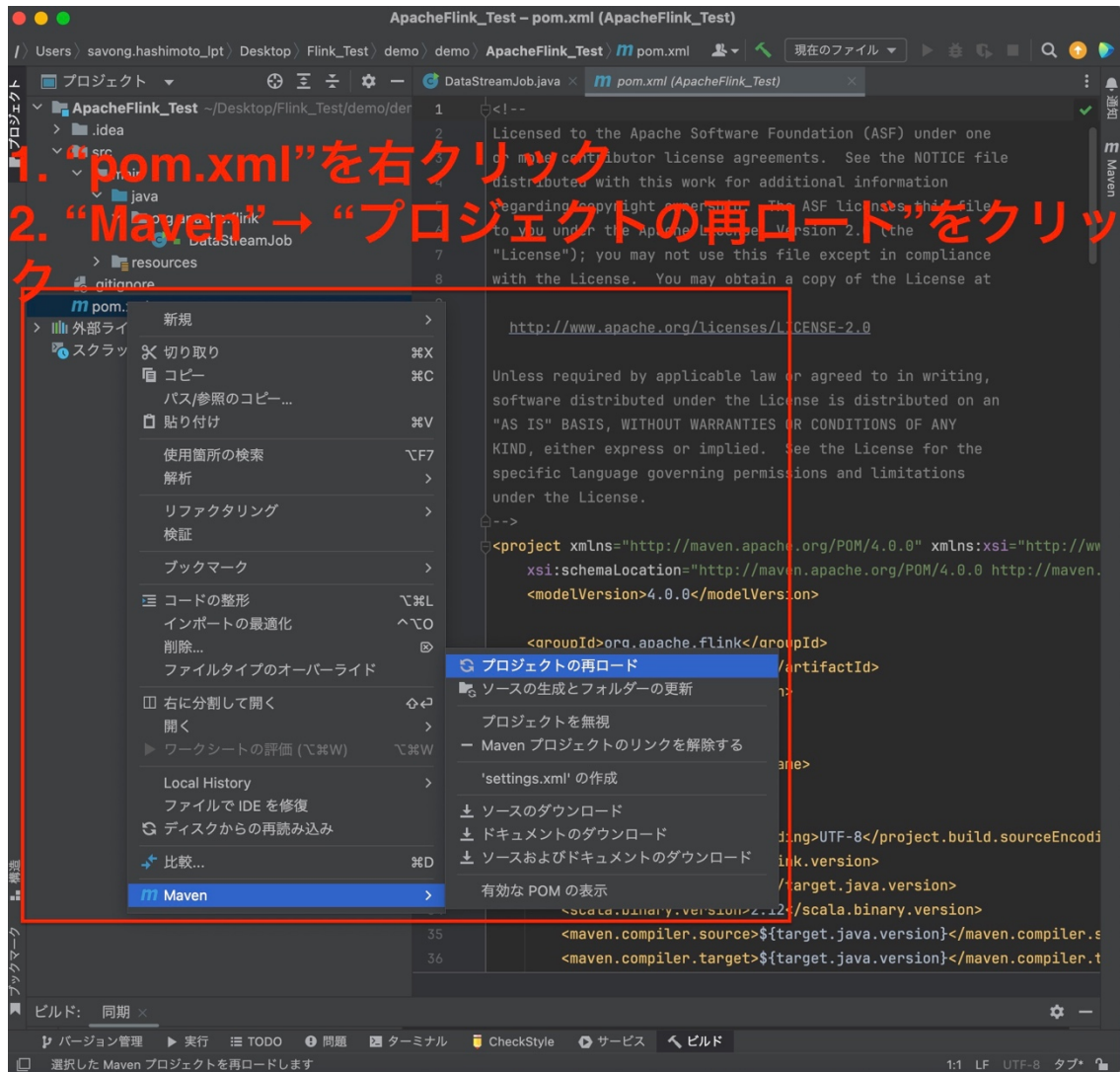








2. “pom.xml”を修正



3. デフォルトの Java プログラムを確認

The screenshot shows an IDE window titled "ApacheFlink_Test - DataStreamJob.java". The file explorer on the left shows the project structure:

- ApacheFlink_Test (~/Desktop/Flink_Test/demo/)
- src
- main
- java
- org.apache.flink
- DataStreamJob

The main editor displays the code for DataStreamJob.java:

```
31 *  
32 * <p>If you change the name of the main class (with the public static v  
33 * method, change the respective entry in the POM.xml file (simply search  
34 *  
35 public class DataStreamJob {  
36  
37 public static void main(String[] args) throws Exception {  
38 // Sets up the execution environment, which is the main entry po  
39 // to building Flink applications.  
40 final StreamExecutionEnvironment env = StreamExecutionEnvironmer  
41  
42 /*  
43 * Here, you can start creating your execution plan for Flink.  
44 *  
45 * Start with getting some data from the environment, like  
46 * env.fromSequence(1, 10);  
47 *  
48 * then, transform the resulting DataStream<Long> using operatio  
49 * like  
50 * .filter()  
51 * .flatMap()  
52 * .window()  
53 * .process()  
54 *  
55 * and many more.  
56 * Have a look at the programming guide:  
57 *  
58 * https://nightlies.apache.org/flink/flink-docs-stable/  
59 *  
60 */  
61  
62 // Execute program, beginning computation.  
63 env.execute("Flink Java API Skeleton");  
64 }  
65 }  
66
```

Red annotations are present: "デフォルトのJavaプログラム" is written in red across the top of the IDE, and "Javaプログラム中身" is written in red on the left side of the code editor.

4. 新し Java プログラムを作成

