# Shortcuts

1. **Alt** + **Enter** – offers options to fix the problem.
2. **F2** – go to the problem.
3. **Shift** + **F2**  – go to previous problem.
4. **sout** – system.out.println
5. **psvm** – public static void main(String[] args) { }
6. **Shift + F6** – rename all variables that are in use.
7. **Ctrl + alt + l** – reformat code.
8. **Alt + inser** – generate constructor.

# Nominations

1. @Test – antonation.
2. public voud randomMethod () {} – method with name randomMethod.