

# How to Create a Module for Icewolf Web Browser

## Step 1. Add a Menu Item

Let's create a module named "**Foo Bar**".

- Open `IWMenuBar.java`
- Find this line in the declarations part of class `IWMenuBar`:  

```
final MenuItem sample_module = new MenuItem("Sample Module");
```
- Right above this line add the following line:  

```
final MenuItem foo_bar = new MenuItem("Foo Bar");
```
- Then in function `IWMenuBar(Stage stage)` find the following line:  

```
main_menu.getItems().addAll(sample_module, quit_item);
```
- Then add your item into the list of arguments of `addAll()` function, wherever you want the menu item to be, leaving `quit_item` at the end of the list. For example:  

```
main_menu.getItems().addAll(sample_module, foo_bar, quit_item);
```
- Make your menu item handled by a universal handler. Find this string in `IWMenuBar` class:  

```
sample_module.setOnAction(MEHandler);
```

And add your handler to this list:  

```
foo_bar.setOnAction(MEHandler);
```
- Now find this code:  

```
if(name.equals("Sample Module")) {  
    IWSampleModule sampleModule = new IWSampleModule(stage, urlTextField, searchTextField, webView);  
}
```

And add you own code below:  

```
if(name.equals("Foo Bar")) {  
    IWFooBar sampleModule = new IWFooBar(stage, urlTextField, searchTextField, webView);  
}
```
- Finally, copy file `IWSampleModule.java` and paste it under the name of your class, e.g. `IWFooBar.java` (keep the `IW` prefix). Rename class `IWSampleModule` (e.g., `IWFooBar`).
- Test the result.

Congratulations! You've just created a new menu item and a separate class to handle it. This class has references to the stage, URL text field, search text field and the web view.