

Local Development Environment Part 2 Notes

Team Treehouse

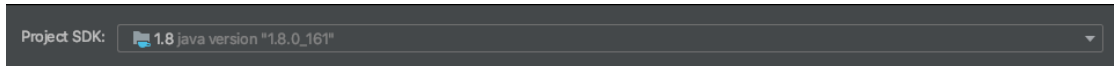
June 1, 2020

1 Introducing IDEs

- **Installing IntelliJ IDEA:** Can be done here

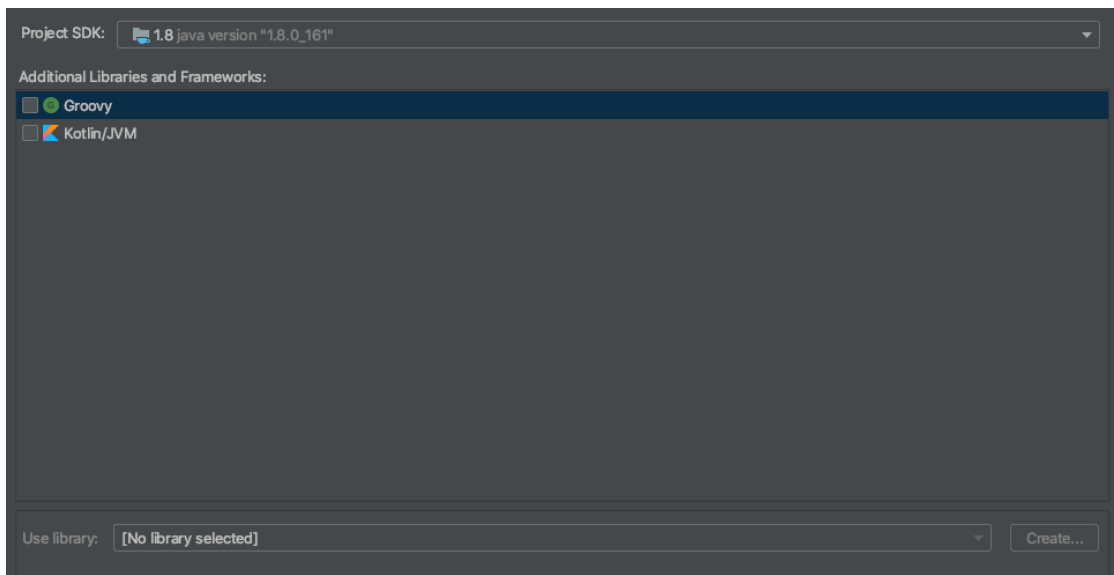
2 Creating Your First Project

- Creating Project
 1. Choose Project SDK

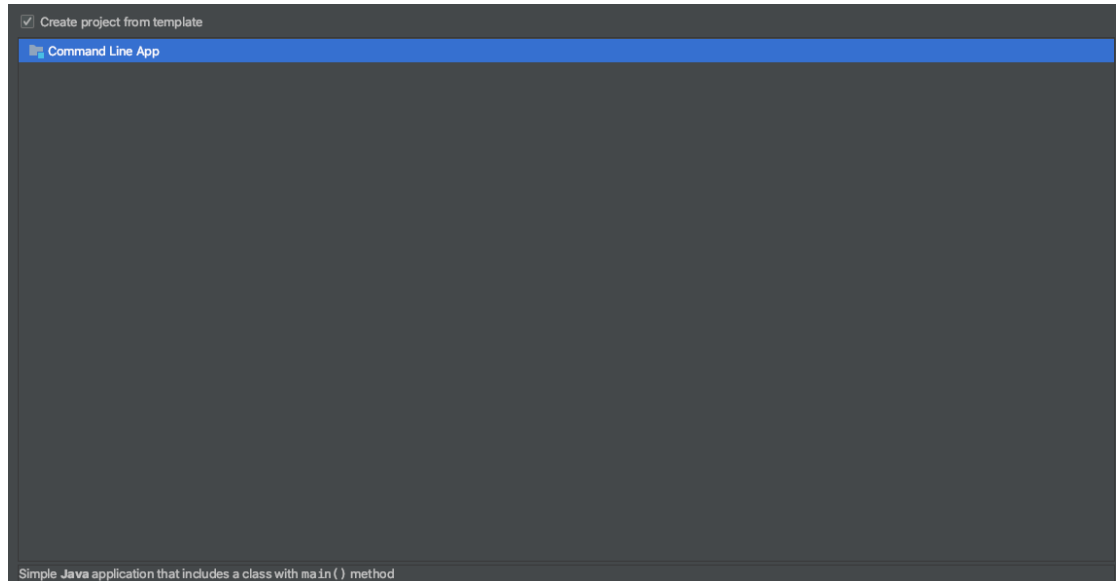


Notes:

- The part about ‘Additional Libraries and Framework’ can be omitted



2. Choose template 'Command Line App'

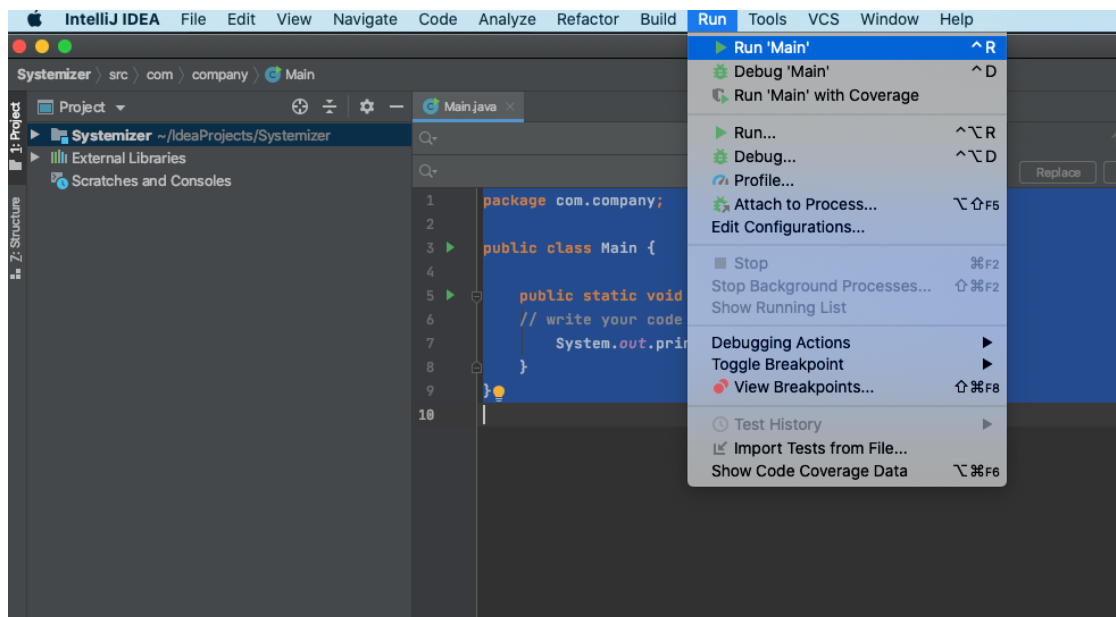


3. Set project name 'Systemizer'

4. Generate Project

- Running project

1. By pressing *Run 'Main'* under *RUN* menu

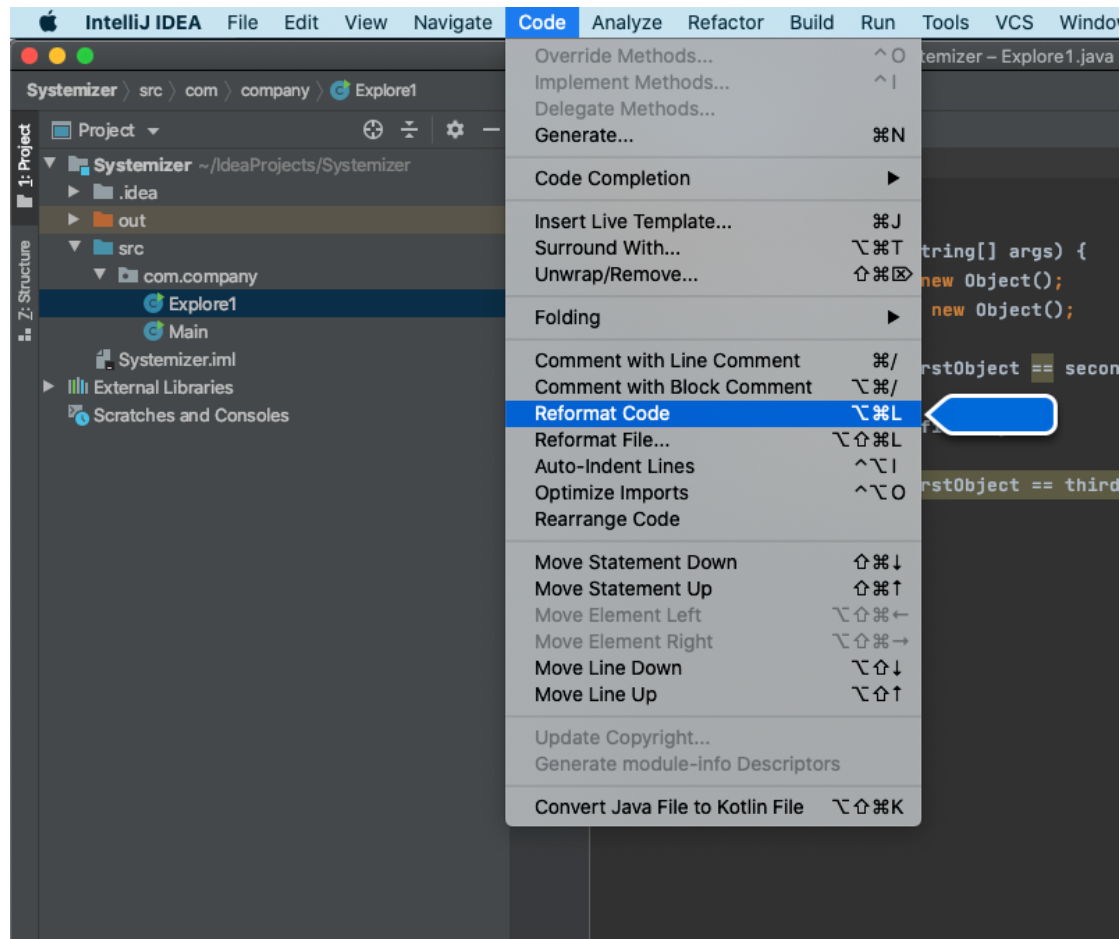


3 Exercise 1

- Solution included in *exercise_3.java*

4 Importing External Code

- Importing Code
 - Done by dragging and dropping files into ‘src’ folder
- Refactoring Imported Code
 - Can be done by pressing ‘*Reformat Code*’ under menu *CODE*




5 Quiz 1

1. Upon creation a Project contains a default:

- A. Module
- B. Single Imports
- C. Template
- D. Intention Action

Answer: A

2. To fix the spacing and layout of code in your file you should use the following Action:

- A. Refactor >>Refactor This
- B. Help >>Tip of the day
- C. Code >>Reformat Code
- D. File >>Other Settings  Fix spacing

Answer: C

3. Please fill in the correct answer in each blank provided below.

When there is something to be suggested a yellow lightbulb icon shows up. It is called an ____ Action

Answer: intention

6 Running Your Code

7 Honing Your Skills