



## Lesson 1: The World of Objects



## IDE



- ✓ 1. Introduction
- ✓ 2. What is OOP
- ✓ 3. Fields
- ✓ 4. Methods
- ✓ 5. IDE
- 6. Objects & Classes
- 7. The main method
- 8. Creating Classes
- 9. Creating a Class in IntelliJ
- 10. Creating a method
- 11. Constructors
- 12. Self reference
- 13. Example: The Contacts Manager
- 14. Adding methods
- 15. Exercise: Contacts Manager
- 16. Solution: Contacts Manager

# Integrated Development Environment

## What is an IDE

To be able to create and run any code in Java (and pretty much any programming language), you will need 2 main things:


1. A helpful text editor that highlights keywords with different colors and autocompletes code.
2. A compiler that converts your Java code into computer code (known as bytecode) that can be understood by computers and hence run properly.


An IDE (which stands for Integrated Development Environment) combines both of those amongst other features like highlighting errors and potential bugs.




An IDE will help you power through creating any project in almost any programming language.

## Choosing an IDE

There are plenty of options out there, and choosing one is usually based the programming language you're using as well as your personal preference.

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