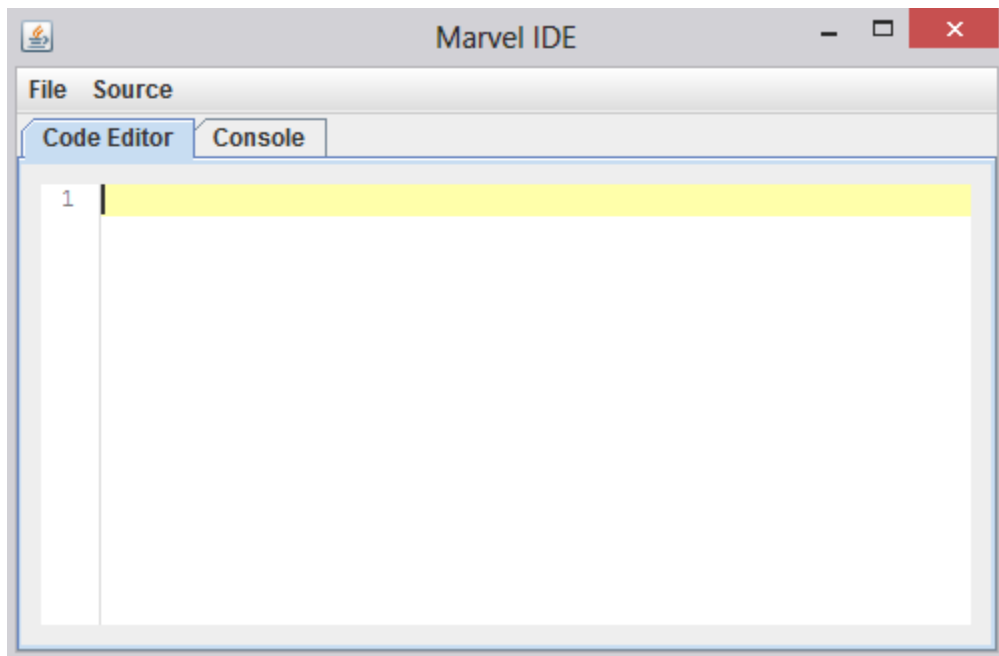# Marvel IDE Documentation

This document will provide instructions on how to write and compile your program code in the **Marvel IDE** (Integrated Development Environment).

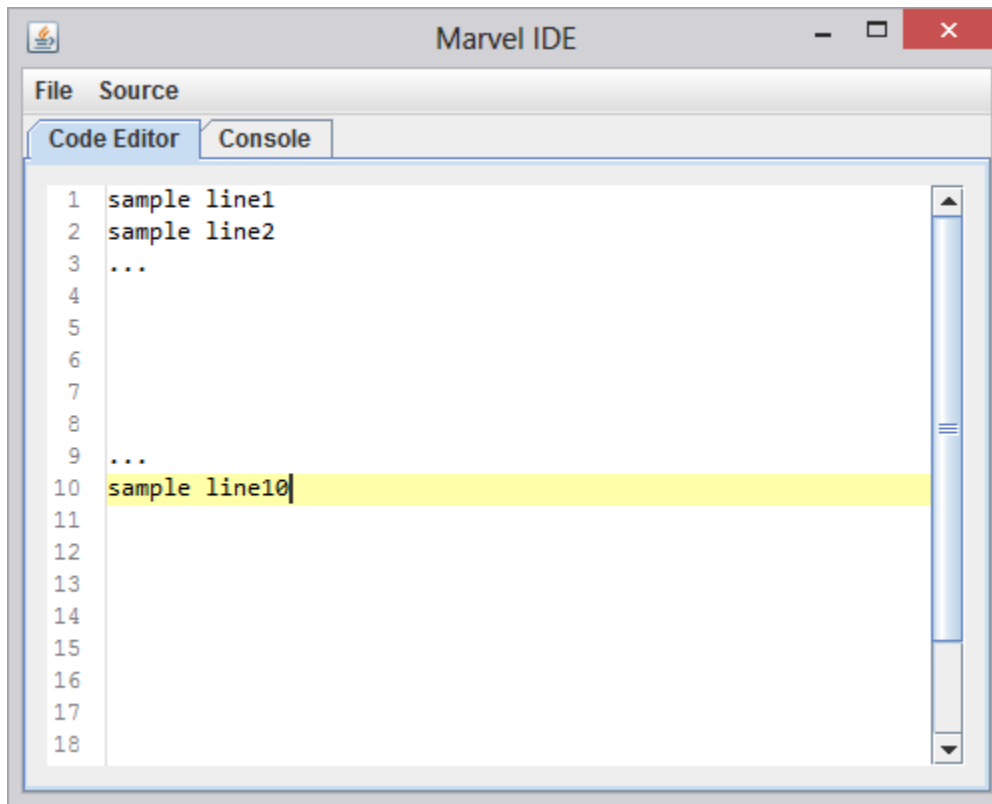1. Locate the executable Marvel IDE jar file and then run the application.
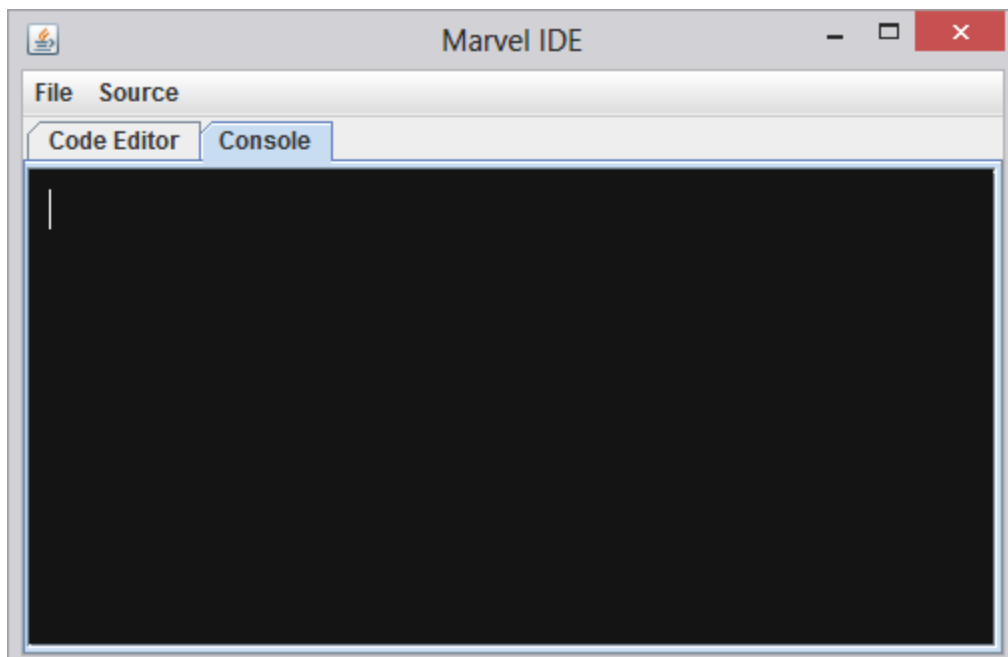   *Note: it may be saved with a different filename

2. The Marvel IDE window should display on your screen. It has a menu bar and a tab pane as displayed below.
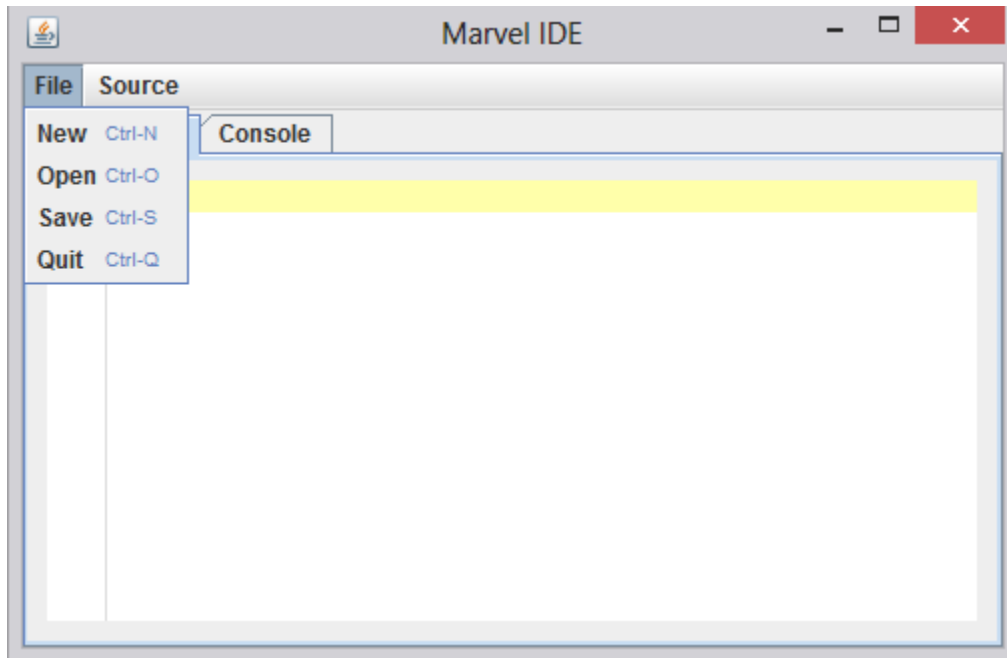
3. The **Code Editor** tab is where you can write and edit your program code. You can write your code in any number of lines you want to use. The yellow line indicates where the cursor is currently located. The line number is also indicated at the left part of each line.

```
Marvel IDE                          −  □  ×

File   Source
 Code Editor   Console

  1   sample line1
  2   sample line2
  3   ...
  4
  5
  6
  7
  8
  9   ...
 10   sample line10
 11
 12
 13
 14
 15
 16
 17
 18
```

4. The **Console** tab is where the output of your program code wil be displayed.

```
Marvel IDE                          −  □  ×

File   Source
 Code Editor   Console
```
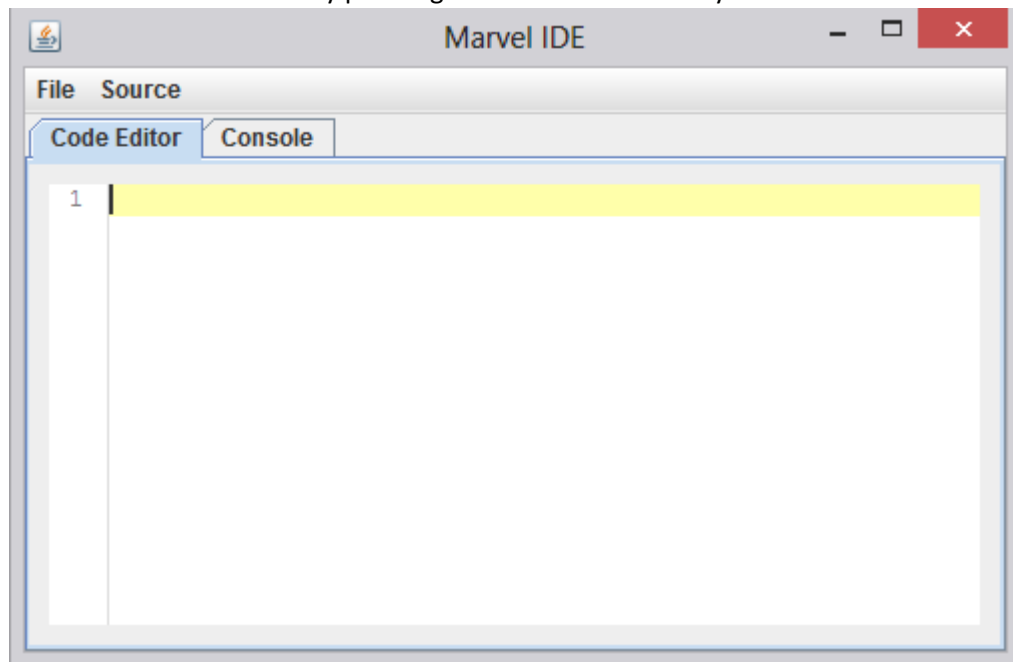
5. Clicking **File** on the menu bar will show the following options:
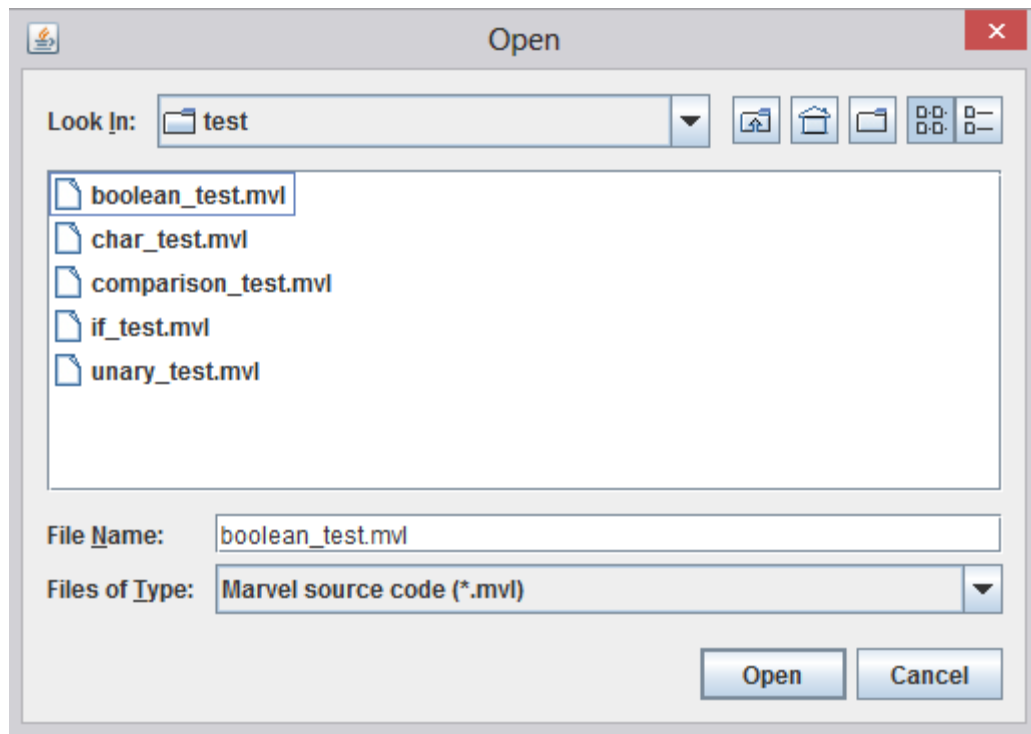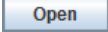

a. **New**

This will clear the Code Editor text area and set the title of the window to "Marvel IDE". You can also use this function by pressing *Ctrl + N* simultaneously.
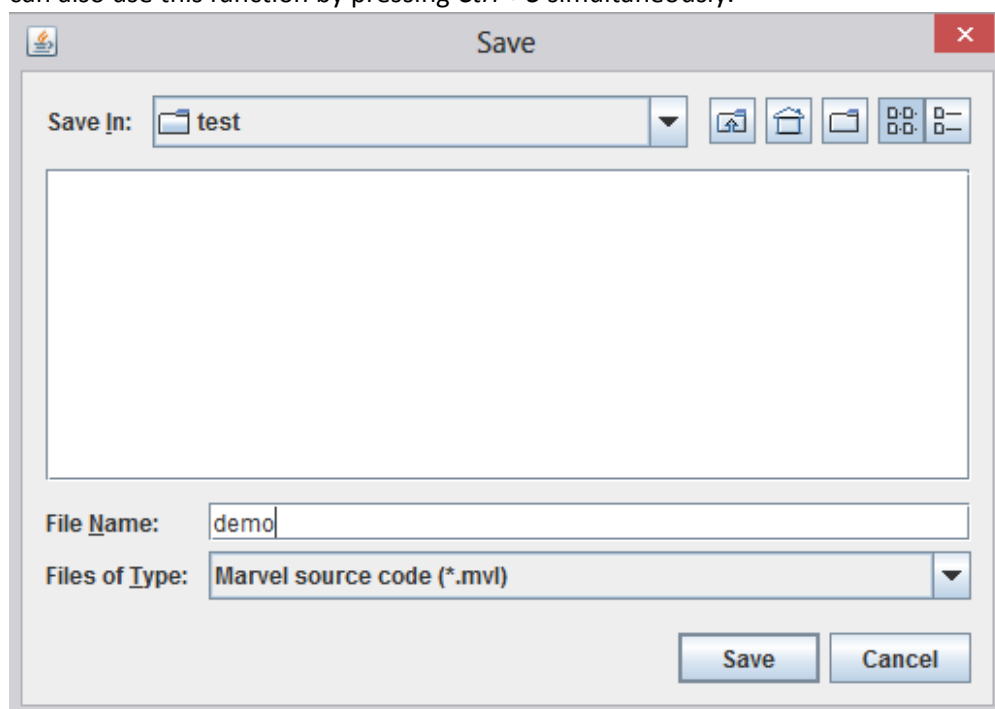

b. **Open**

This will show a pop-up window where you can locate the file you wish to open. You can also use this function by pressing *Ctrl + O* simultaneously.
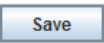
Once the window appears, look for your file, select it and then click the Open button to open it in the IDE.

c. **Save**

This will show a pop-up window where you will be choosing where to save your code. You can also use this function by pressing *Ctrl + S* simultaneously.
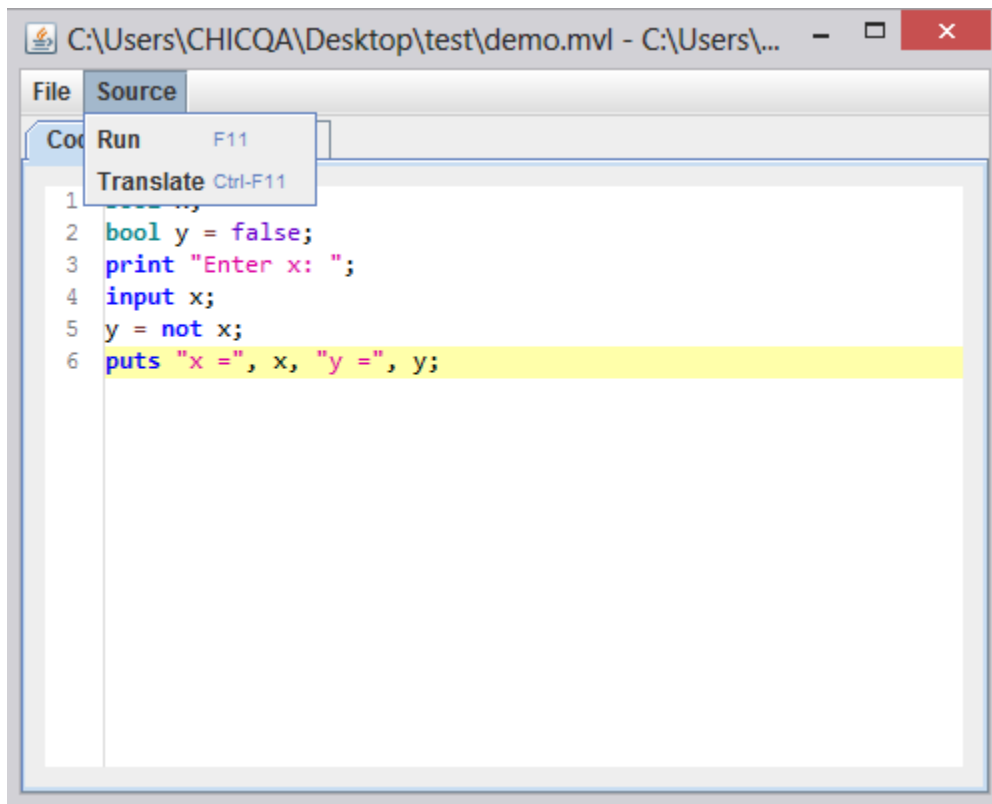
First, choose a name for the file by typing it in the *File Name* field. Next, choose the type of the file, which is *.mvl* (Marvel) by default. Lastly, click the [Save] button to finish saving your code in the selected directory.

   d. **Quit**

Choosing this will close the IDE and will not store any unsaved text in the code editor. You can also use this function by clicking the [×] (close) button at the upper right corner of the window.
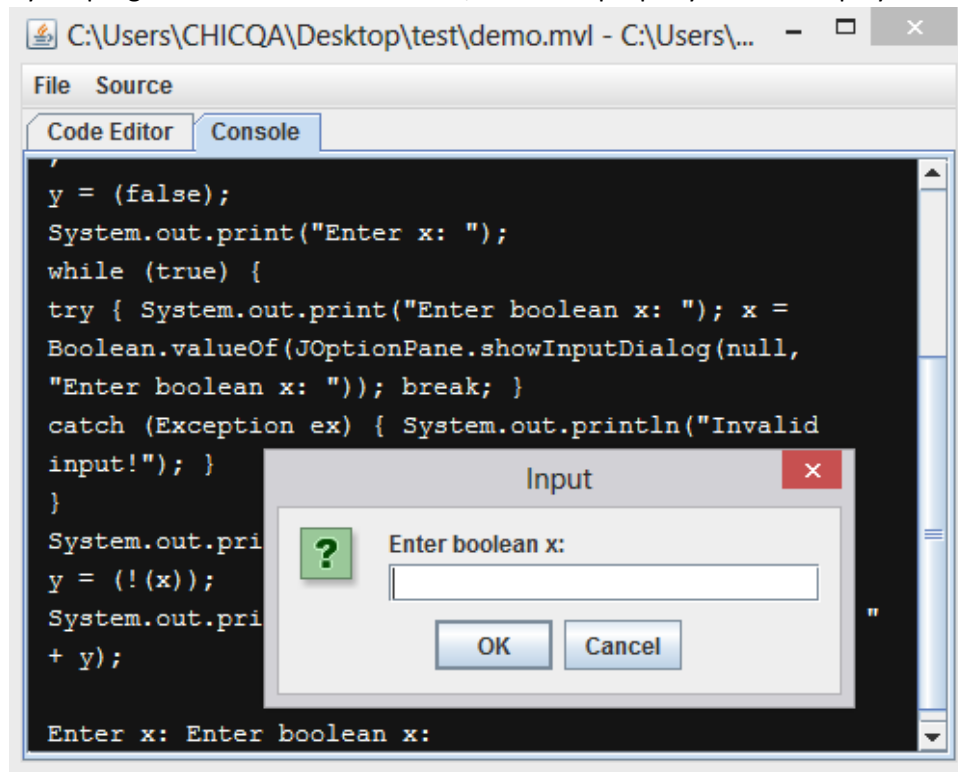
6. Meanwhile, clicking **Source** on the menu bar will show the following options:
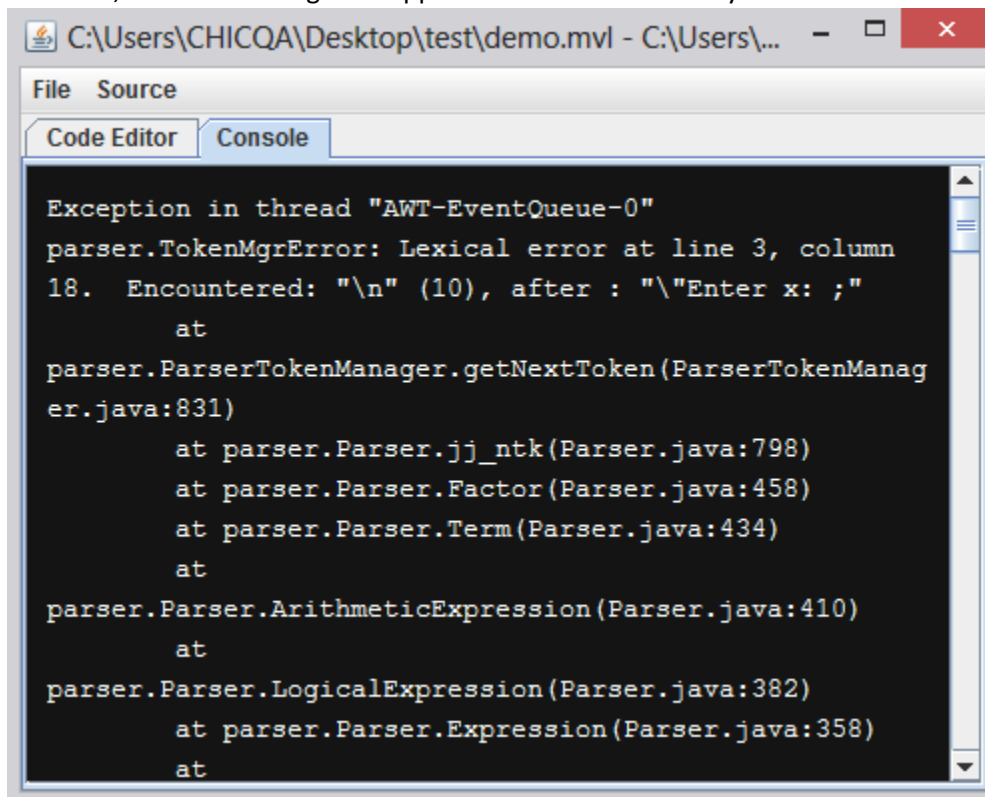

   a. **Run**

This will compile and run the code which is currently in the code editor. You can also run your program in the IDE by pressing *F11.*

If your program code contains no error, it will run properly and will display in the console.
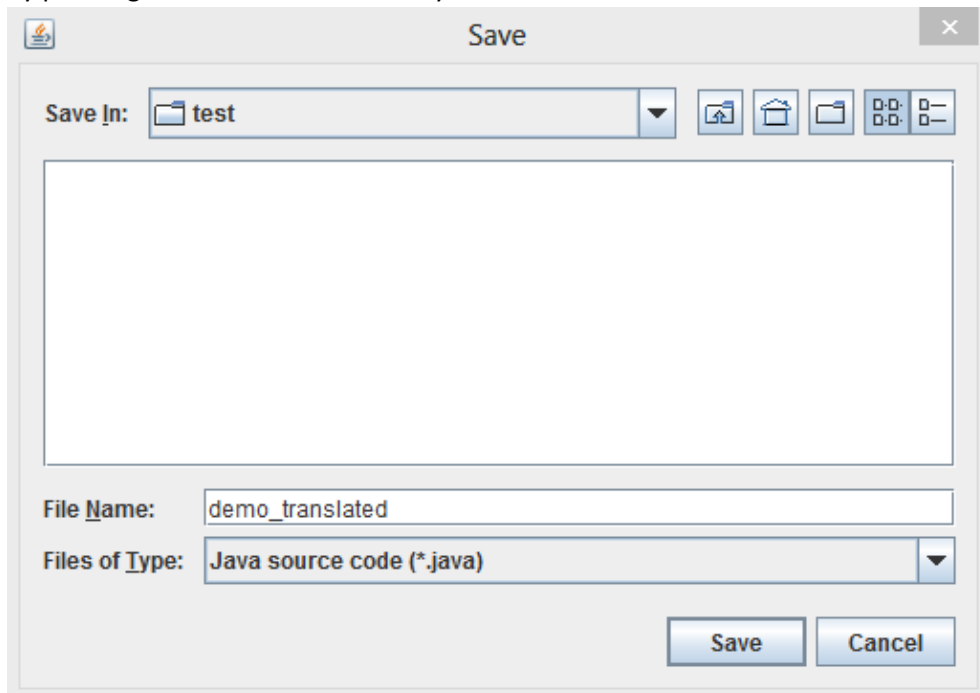

However, an error message will appear if there are errors in your code.

b. **Translate**

Selecting this will show a pop-up window where you will be asked to choose where to save the *Marvel* code which will be translated into *Java*. You can also run your program in the IDE by pressing *Ctrl + F11* simultaneously.

First, choose a name for the file by typing it in the *File Name* field. Next, set the file type to *.java,* which will be chosen by default. Lastly, click the Save button to finish saving your code in the selected directory.

Once it has translated the code successfully, this message will appear in the console.