

Amethyst Algorithms Project 1: IDE Setup

Henry Post

Drakonix Industries, LLC

March 31, 2025

About the author

Henry Post



bio -> meltingscales.github.io

code -> github.com/meltingscales/amethyst-algorithms

This presentation was made using Markdown and Pandoc with the “beamer” template.

IDE choice

We're going to be using IntelliJ IDEA. Both “Community” and “Ultimate” edition will work.

This is not necessary, but recommended. I prefer IntelliJ IDEA, and if you're a student with a `.edu` or similar email, you can get the “Ultimate” edition for free on their website!

<https://www.jetbrains.com/community/education/>

Debugging

It's dead simple to debug while coding with an IDE!

In the “Gutter”, the left-hand tract of screen space to the right of line numbers in IDEA, you can set what's called a “breakpoint”.

If you set one, and run the “Client” run configuration in Debug mode, the game will PAUSE right before it executes the code targeted by a breakpoint! Try it out!

```
vvv -- Right there is the gutter.  
01 | package test.mypackage.com;  
02 |  
03 | public static void main(String[] args) {  
04 |     System.out.println("Hello world!");  
05 | }
```


Gradle

sample onBlockBreak