Amethyst Algorithms Project 1: IDE Setup

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About the author

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```
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! In `DirtDropsGold.java:L26` (line 26), add a breakpoint, run `Client` in debug, join a world, and break a dirt block.

```
  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 | }
```

Debugging part 2

Another neat feature of Debug mode is the ability to execute arbitrary Java code while the game is running.

Remove all your breakpoints, and try running some of these expressions in the `Threads & Variables > Evaluate expression` field:

```java
//TODO: Examples go here for debug statements.
```

sample onBlockBreak