1. Encapsulate fields via right-click menu
   1. Getter and setter
   2. Autogenerates code
      1. Right-click +…
         1. Insert code
         2. Fix imports
         3. etc.
   3. Example
      1. private int variable;
      2. Select variable and right-click
      3. Refactor
      4. Encapsulate field
      5. Setter/Getter
2. Red squiggles under wrong things
3. Comment-out: CTRL + FWD slash
4. Submitting assignments
   1. Right-click project
   2. Compress to zip
5. Clicking on a class name will bring user to class definition.
6. Typing “.” shows all states and behaviors.
7. **Package**: namespace for organizing classes and interfaces in a logical manner, making them easier to manage.
   1. Can import different parts, or an entire package.
      1. Entire package: use \*
   2. **Application Programming Interface (API)**
      1. Java’s has many packages
   3. File system view directories
      1. build (.java 🡪 .class [similar to .o]): compiled Java source code files; Class files used during runtime.
      2. dist (.jar instead of .exe): executable compressed version of class files for distribution.
         1. Command: java –jar BattleshipGame.jar
         2. Can also double-click on newer versions of Java.
      3. images: images associated with project.
      4. nbproject: NetBeans-specific files.
         1. Setup files.
         2. Do not modify.
      5. src (.java): source code files.
      6. test: automatically tests source code.
         1. **J-unit test**: automatic testing of source code.
8. Inserting files
   1. Source packages 🡪 right click 🡪 new package 🡪 name it,
   2. From hard drive, put downloaded files into .src data.
   3. Right click in folder under source packages and paste.
9. UI
   1. Show UI
      1. frame.setVisible(true);
   2. Mnemonic: used for alt + letter shortcut
      1. file.setMnemonic(‘e’);
   3. JFrame: screen size
      1. Default size: frame.setSize(X dimension, Y dimension);
   4. Closing a program
      1. Frame.setDefaultCloseOperation(JFRame.EXIT\_ON\_CLOSE);
   5. Non-resizable UI
      1. Frame.setResizable(false);
   6. Box Layout
      1. setLayout
   7. Scroll policy
      1. ScrollPane.setHorizontalScrollBarPolicy(ScrollPane.Constants.NONHORIZONTAL\_SCROLLBAR\_NEVER);
      2. ScrollPane.setVerticallScrollBarPolicy(ScrollPane.Constants.VERTICAL\_SCROLLBAR\_AS\_NEEDED);
   8. Adding panels in different locations
      1. frame.add(westPanel, BorderLayout.WEST);