

# Zenit

Your first JAVA IDE

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# Introduction

Welcome to Zenit, the open source IDE designed specifically for those who are new to the world of programming! We understand that starting to learn programming can be overwhelming, and the countless options available on the market can be intimidating. That's why we started the Zenit project, to provide a simplified and intuitive experience to help beginners get started with coding.

For a beginner, the leading IDE's on the market can be complex, and may not be the best fit. Zenit, on the other hand, strips away the parts that may confuse or make it difficult for new users to get started. We focus on simplicity, providing a clean and easy-to-use interface that allows you to focus on your code without any distractions.

While we may have simplified the UI, we have made sure to include important features that will help you along your journey. Our code completion feature will suggest variables and methods as you type. The multiple tabs feature allows you to work on multiple files simultaneously, and our built-in console will help you test your programs.

Zenit is an open source project and not a finished product. As you level up your skills, we hope to see you contribute to the project with your experiences and ideas.

# Installation and Setup

Zenit is an open source project and open for anyone to download, use and build upon.

Follow this link to the GitHub repository with the source code and further instructions:

<https://github.com/patriknotvincent/zenit>

# Starting the program for the first time

When you start the program for the first time you will be asked to choose a name for your default *workspace* folder.

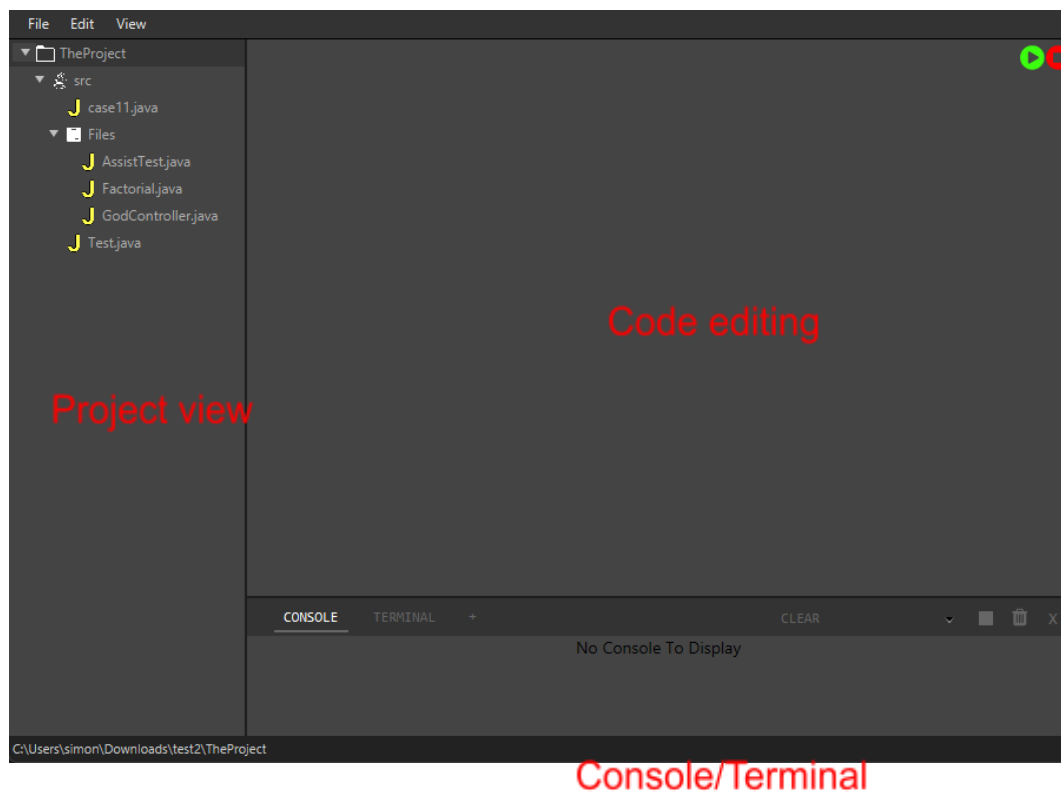
You can think of a workspace as a collection of projects saved in a specific folder on your computer. You can create several workspaces and collect different types of projects in them. As an example you might want to have one workspace for your private projects and one for your work projects to set them apart.

After you have named your default workspace folder, you are ready to start exploring the user interface.

# User Interface

## Main window

This is the main window of Zenit and the view you will see whenever you start the program. The main window is split up in three parts that are shown in red text. We will now explain what these parts do and how they can help you develop.



## Project view

In the project view, all projects in your workspace are listed as something called a *tree view*. This means that you can expand and shrink the elements to view or hide folders or files inside. In the example image above, you can see a project named *TheProject* containing a so-called *src-folder*. Additionally, the *src-folder* contains two files called *case1.java* and *Test.java* as well as a package called *Files*; containing even more files.


If you don't know what *src-folders*, *packages* or *java-files* are, we recommend reading up on this in the java documentation before you continue.

## Icons


All files are accompanied by an icon to show what type of file or folder it is. These are the current icons used.



- Any file that is compatible with Zenit except files with the `.java` extension.

 - Any folder that is a package-folder.

 - Any file that is incompatible with Zenit.

 - src-folders.

 - Files with the .java extension.

 - Package-folders.

## Code editing view

The code editing view is where any files you open in Zenit will display. Whenever you open a new file, a new tab will open with the file allowing you to view or edit it.

You can switch between your tabs by clicking on the tab names and close them by clicking on the x-button next to every tab name.

To the top right you will find a play button and a stop button. The play button will run the file currently open in the view and the stop button will terminate the currently running file.

## Console/Terminal view

In the console/terminal view you can open several terminals and also view the output from your program. By default, the *Console*-tab is open. You can close the whole Console/Terminal view at any time by clicking on the x-button all the way to the right.

Whenever you run your program, the output will be displayed in the tab named *Console*. Notice that at the moment, you can not enter any input to the program through this console as it is read-only. You can clear the console by clicking on the *clear*-button.

By clicking on the *Terminal*-button you can run UNIX commands on your computer. You can open more terminals with the plus-button next to the Terminal-button, shift between the terminals in the dropdown-menu, stop anything running in the terminal with the squared button or close a terminal by clicking the button with the bin icon.

## Other elements

### Path view

To the bottom left of the main window you can see the path to the current file you are viewing in the *Code editing* view.

### Top left dropdown menu

To the top left of the main window you will find a dropdown window with the following options.

File ->

**Open...** - Choose a file on your computer to open in the IDE.

**Close** - Closes the current tab.

**Save** - Saves the file currently open in the *code editing view*.

**Run** - Runs the currently open file.

**Terminate** - Terminates the currently running file.

**Search file** - Opens the *Search/Replace window*.

**Settings** - Opens the *Settings window*.

**JRE Versions** - Open the *JRE version window*.

**Import projects** - Lets you import a project folder to your workspace.

**Change workspace** - Lets you change the current workspace folder.

**Quit** - Exits the application.

Edit ->

Contains standard text editing features like *redo*, *undo* and *copy*.

View ->

**Console/Terminal** - Opens the *Console/Terminal view*.

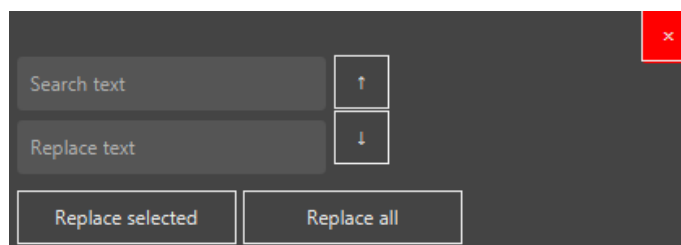
## Search/Replace window

The search and replace window can be opened from the top left dropdown-menu or by the keyboard shortcut **CTRL+F**.

The search window has two features.

- You can find text occurrences in the currently open tab by writing anything in the *search text* field. All occurrences will be highlighted in the tab and you can jump between them with the up and down buttons.
- You can also replace text in the open file by following the steps above, entering the text you want to replace to in the *replace text* field and then clicking *replace selected* or *replace all*.

Close the window by clicking the red x-button.



## Settings window

The settings window can be opened from the top left dropdown menu or by the keyboard shortcut **CTRL + SHIFT + P**.

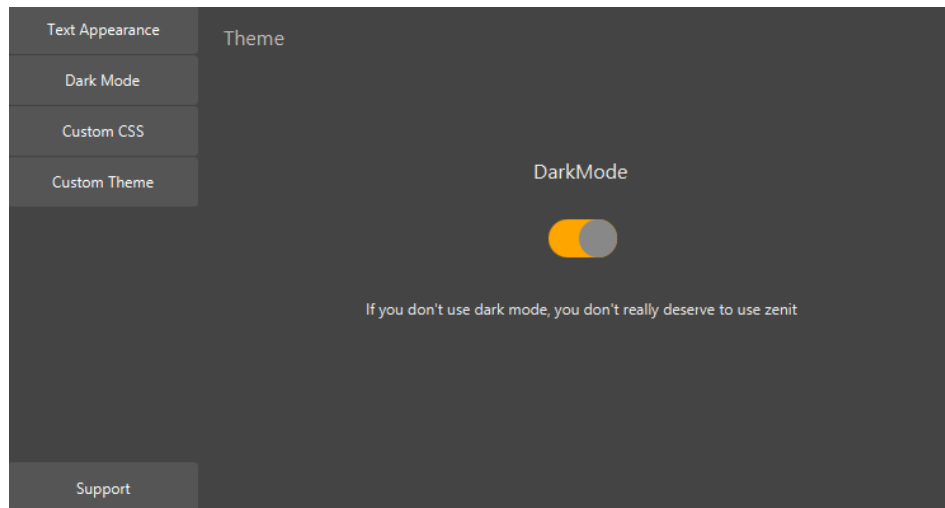


To the left there are several option tabs. Click on any of them to open the respective options.

**Text Appearance** - Change font and font size of the code in the *code editing view*.

**Dark Mode** - Switch between dark mode and light mode. There is also a scary message.

**Support** - Contact the developers, submit issues with the application and download the source code.



## JRE Versions window

The JRE Versions window can be opened from the top left dropdown menu or by the keyboard shortcut **CTRL + SHIFT + J**.

In the JRE Versions window you can add JRE versions, remove JRE versions and set the default JRE version.

If you don't know what JRE is, we recommend reading up on this in the java documentation before you continue.



# Creating and managing a project

To start developing in Zenit, you need to create a project in your workspace. You can do this by clicking on *File* in the top left dropdown menu followed by *Create project...*.

A src-folder will automatically be added to your project. By right-clicking on the folders and files in the *project view* you will be presented by a context menu where you can create, remove and delete files, packages and folders.

## Editing code

When editing code in Zenit, you can use it as any standard text editor but with some added features.

### Color coding

Keywords and some special characters are color coded to make the code easier to read.

### Code completion

After declaring variables and methods, Zenit can help you remember them and will also complete the words for you. When starting to type, a window will popup with any variables or methods you have declared that fits with the letters you have typed so far. You can then autocomplete by moving between suggestions with arrow up and down keys and selecting with the enter key.

You can close the autocomplete window with the Esc-button.

## Executing and terminating your code

To run the code in the file currently open in the *code editing view*, click on the green play button in the top right corner or by clicking on "Run..." in the top left dropdown-menu.

To stop execution, use the red stop button next to the play button.

Make sure you have read the Java documentation to handle packages and imports correctly.