

Implement Intention

```
public interface IntentionAction {  
  
    // shown in the list of available actions  
    String getText();  
  
    // shown in settings tree  
    String getFamilyName();  
  
    boolean isAvailable(@NotNull Project project, Editor editor, PsiFile file);  
  
    void invoke(@NotNull Project project, Editor editor, PsiFile file);  
  
    boolean startInWriteAction();  
}
```

Implement Intention

```
public interface IntentionAction {  
  
    String getText();  
  
    String getFamilyName();  
  
    // this intention is available at a caret  
    boolean isAvailable(@NotNull Project project, Editor editor, PsiFile file);  
  
    void invoke(@NotNull Project project, Editor editor, PsiFile file);  
  
    boolean startInWriteAction();  
}
```