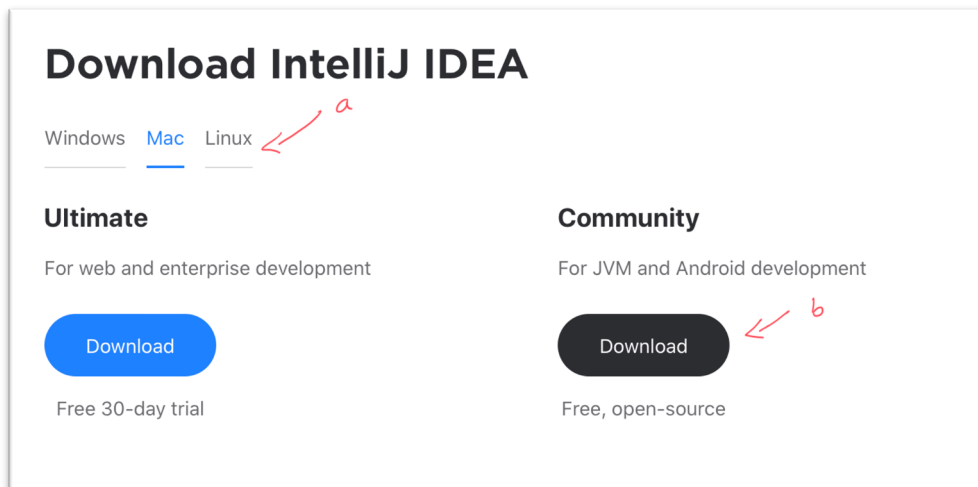


## Installing IntelliJ

1. Please visit this link: <https://www.jetbrains.com/idea/download/#section=mac>
  - a. Please make sure you select the correct platform of your computer
  - b. Please make sure you download the community edition



2. After the download is complete
  - a. If you have a MAC you will need to open the .dmg file which was downloaded and drag the application to the applications folder
  - b. If you have a WINDOWS PC you will need to run the downloaded setup executable and install IntelliJ on your computer

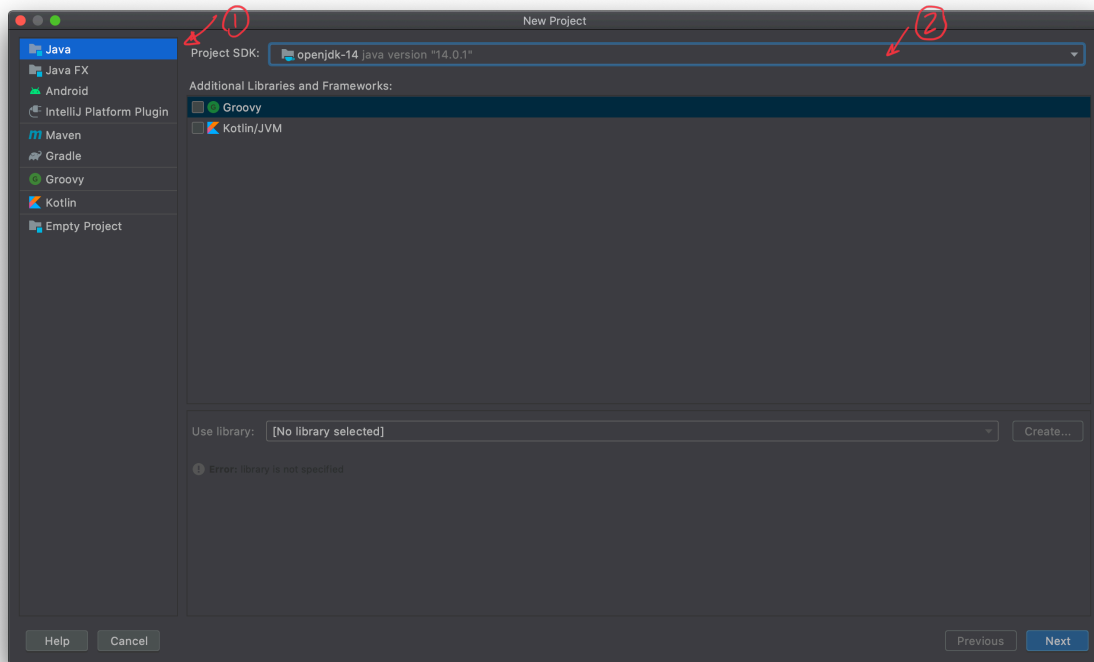
## Setting up Java to work with IntelliJ

1. Run IntelliJ for the first time and go through the set-up screen; skip all the tips that it presents to you

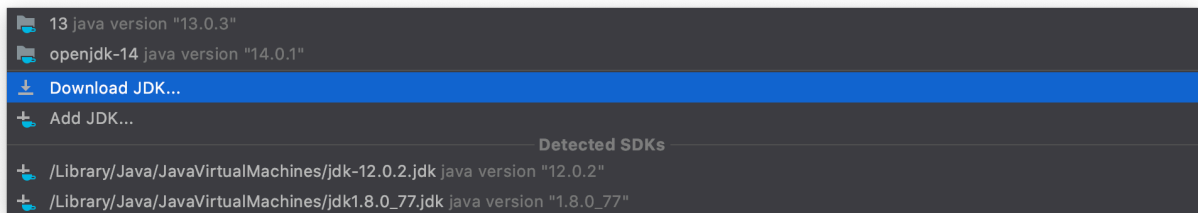


2. Once you get to the main screen, please click "Create New Project"

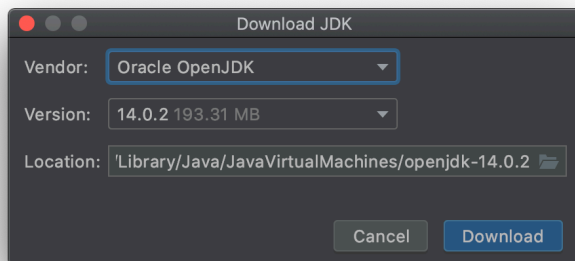
3. Please then select "Java" and then select the dropdown menu and then click "Download JDK" as show in the first two figures on the next page in this document



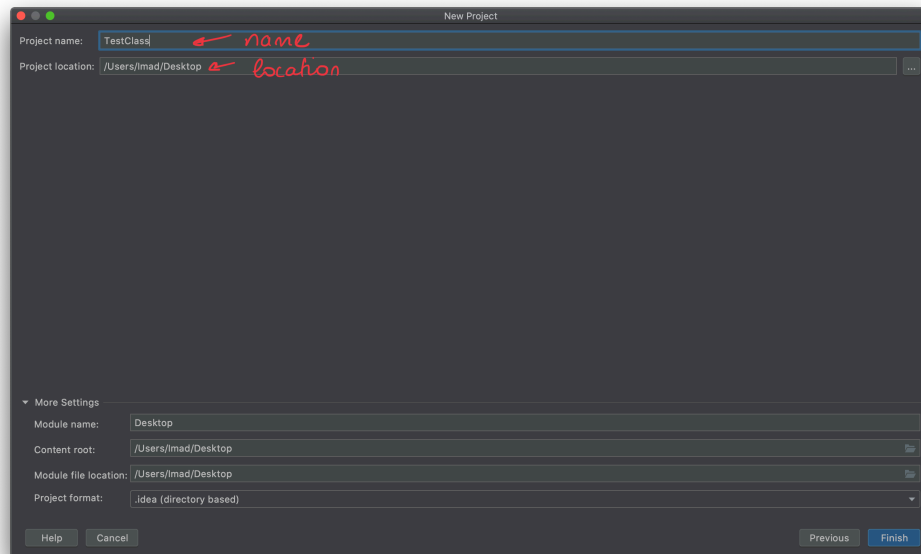
Please Click the dropdown and then click download JDK



4. Please select the choice as shown in the screenshot, the version number may have changed since the making of this document. **Please note that you will only have to do this once, afterwards this java version will automatically be selected whenever you make a new java project using IntelliJ**



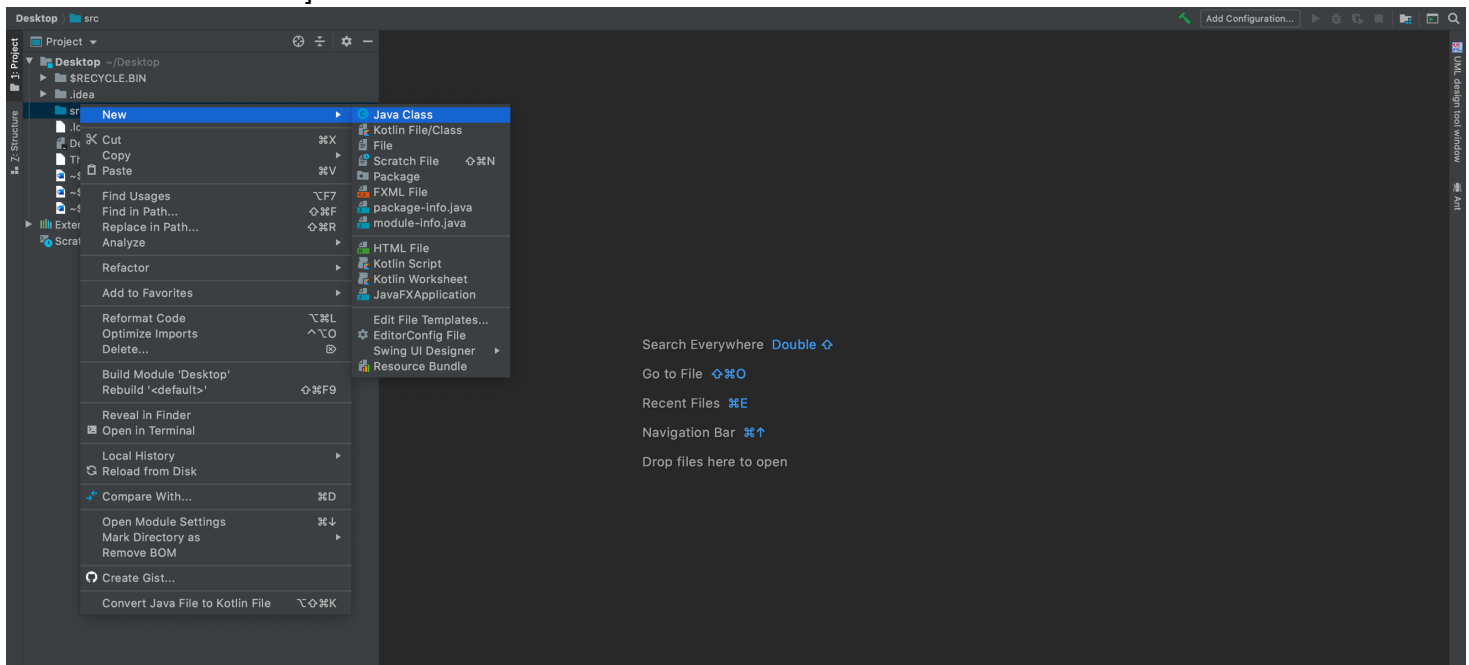
5. After this please press next twice and you will arrive to the screen where you will be instructed to give your project both a name and a location. The name provided should match the Lab or Assignment that you are solving (you should create a new project every time you start a new Lab or Assignment). Each class you create (explained below) should represent each exercise solution. Then click Finish



## Creating Classes

As mentioned above, for every exercise solution **has to have its own class**; unless otherwise instructed.

1. To create a class right click the “src” folder (as shown in the screenshot) and click new then class]



- 
2. Please give the class an appropriate name and press enter on your keyboard; viola you have created a new class. **Please give the classes appropriate names as provided to you in either the assignment or the lab exercise. Naming your classes wrong may result in being given a zero for that class**