

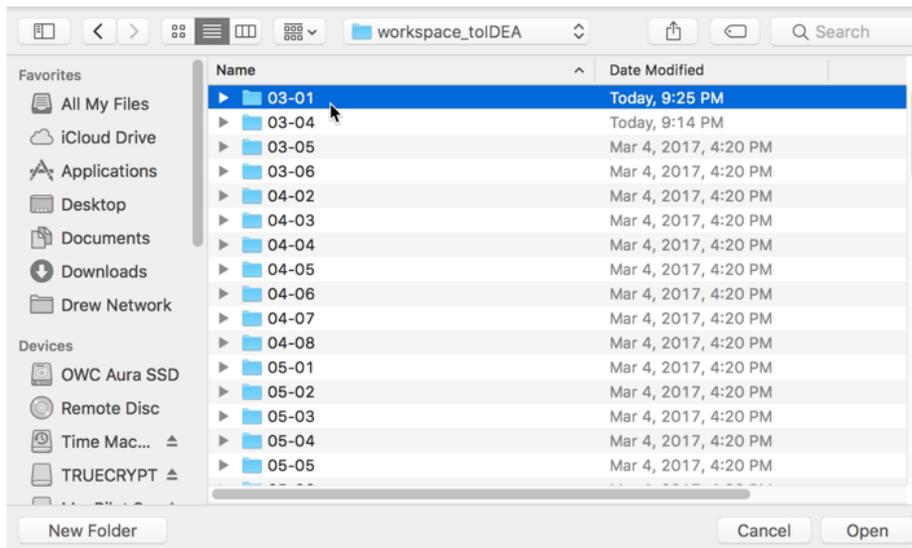
Java For Dummies

Running the book's code in IntelliJ IDEA

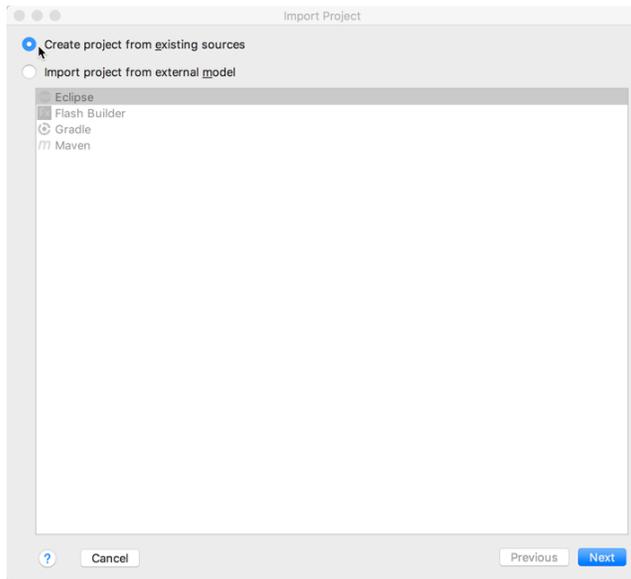
1. Launch IntelliJ IDEA.
2. In the Welcome screen, select Import Project.



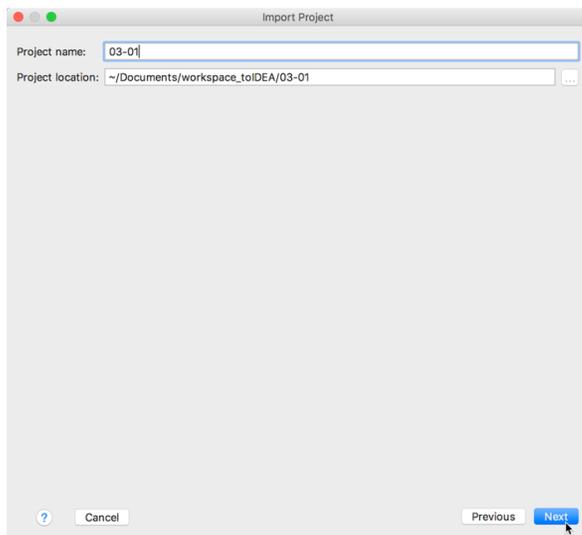
3. Navigate to the uncompressed folder containing code that you downloaded from the book's website.
4. In that folder, select the subfolder whose code you want to run. For example, to run the code from Listing 3-1, select the 03-01 subfolder.

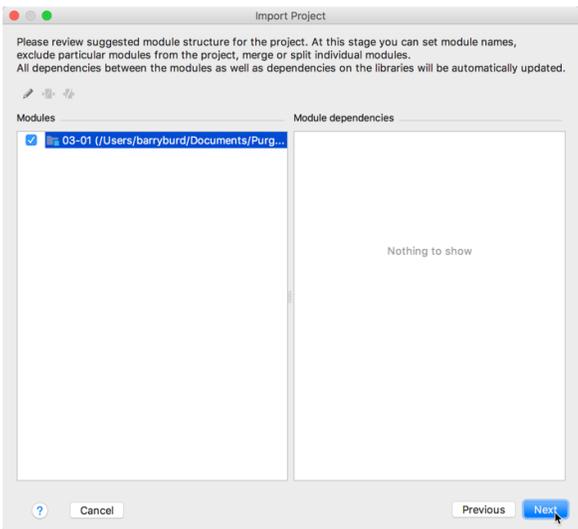
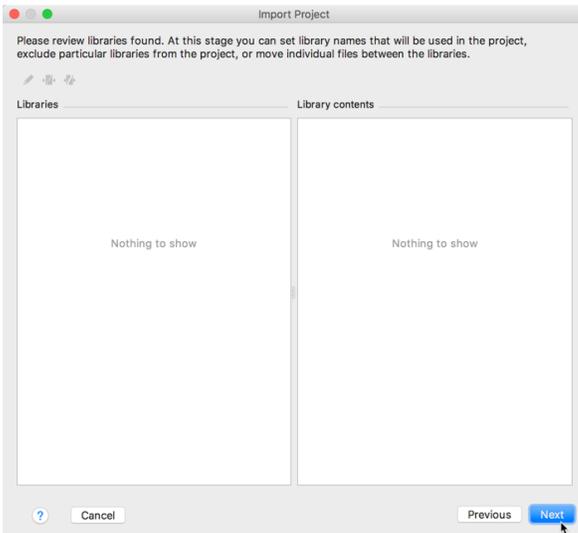
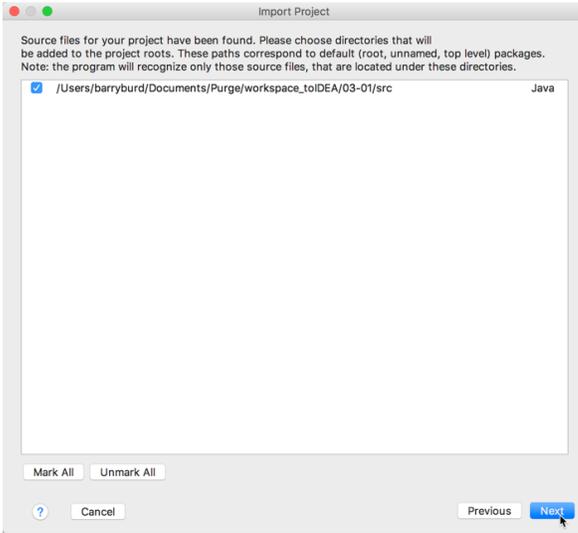


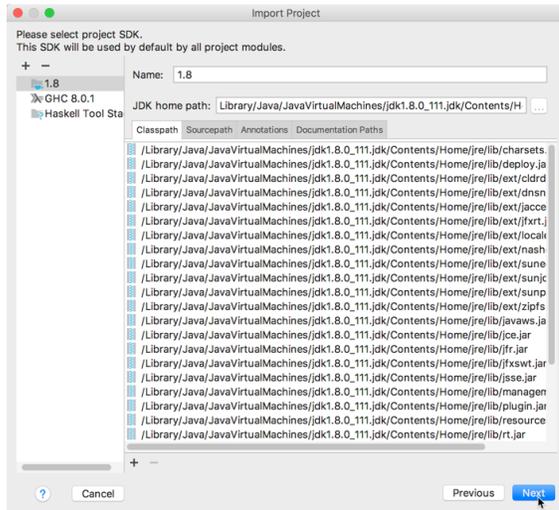
5. Click the dialog box's Open button (or whichever button is most appropriate on your computer's dialog box).
6. In the resulting Import Project dialog box, select Create Project from Existing Sources, and then click Next.



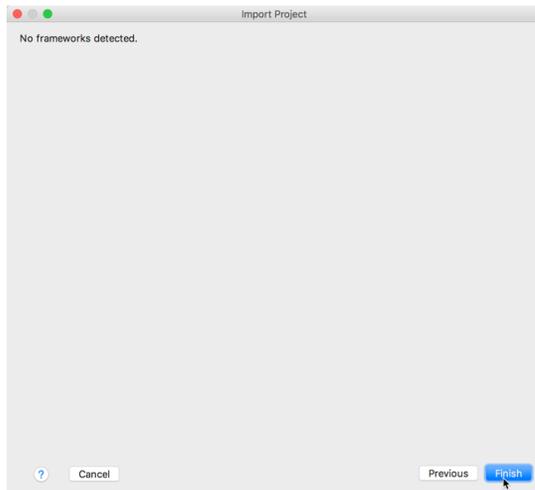
7. You'll see additional dialog boxes. Just keep clicking Next to accept the defaults.





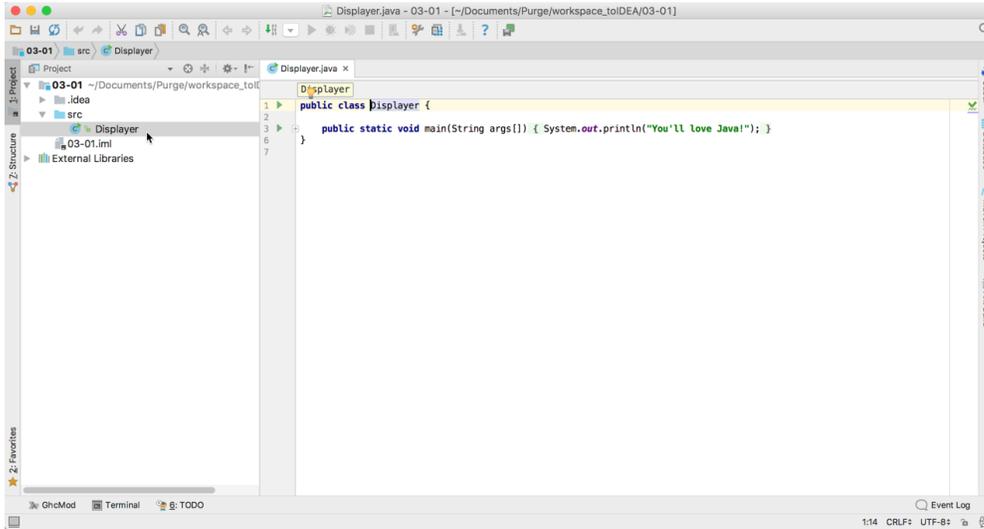


8. Finally, click Finish.

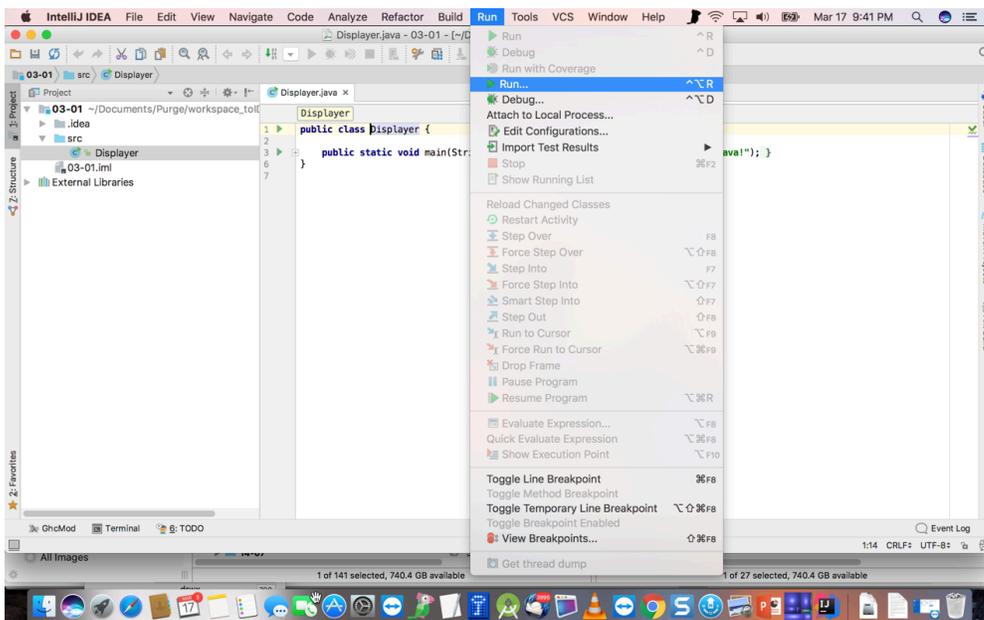


9. Your project opens in IntelliJ IDEA.

10. IDEA's leftmost panel is named the Project tool window. In this window, expand the folders until you see the name of the class in the listing. For example, in Listing 3-1, the class's name is `Displayer`. Double click this branch in the Project tool window to see the `Displayer` class's code.



11. To run the Displayer program, select IDEA's Run -> Run menu item.



12. In the little popup box that appears, select the name of the class that you want to run. For example, to run the code in Listing 3-1, select Displayer.

