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Essential Tips and Tricks For IntelliJ IDEA Java Tutorial for Beginners [2020]

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Jetbrains

DEFAULT WINDOWS & LINUX

KEYMAP Refactoring F5/F6

Copy/Move Alt + Delete Safe Delete

Shift + F6 Rename Ctrl + Alt + N Inline

Variable Ctrl + Alt + M/V/F/C Extract

Method/Variable/Field/Constant Ctrl +

Alt + Shift + T Refactor This (shows all

available refactorings) VCS/Local

History Alt + BackQuote (`) 'VCS'

quick popup

DEFAULT WINDOWS & LINUX

KEYMAP - JetBrains

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KEYMAP. Running. Alt + Shift + F10

Select configuration and run Alt + Shift

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+ F9 Select configuration and debug
Shift + F10 Run Shift + F9 Debug Ctrl
+ Shift + F10 Run context
configuration from editor Alt + Shift + R
Rerun tests Alt + F11 Run
Gulp/Grunt/npm tasks. Debugging.

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jetbrains.com/clion

[@clion_ide](http://blog.jetbrains.com/clion)

REMEMBER THESE SHORTCUTS

Find Action Ctrl + Shift + A Basic code
completion Ctrl + Space Smart code
completion Ctrl + Shift + Space Show
intention actions and quick-fixes Alt +
Enter Refactor this... Ctrl + Alt + Shift
+ T Generate code Alt + Insert

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resources.jetbrains.com

To switch between keymaps, choose File | Settings | Keymap on Windows and Linux or JetBrains Rider | Preferences | Keymap on macOS, pick the desired keymap in the Keymaps selector, and click Save. When consulting this documentation, you can see keyboard shortcuts for the keymap that you use — choose it with the selector at the top of the page:

Keyboard Shortcuts: Keymaps Comparison (Windows)—JetBrains ...
At work, I have a Windows laptop and it uses the default keymap. At home, I have a Linux Mint laptop and I tried several keymaps, but I really can't get the same "feel" to it. I know some people are quite good at their key shortcuts skills, I'm not one of those

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and rely on mouse interaction quite often.

How to set the same keymap in Windows and Linux? - JetBrains
Is it possible to have the default windows key map for IntelliJ IDEA on Mac OS X. It is not an option like the Eclipse Windows Key Map? How to solve this problem? Solution no. 1: That was a pain for me aswell. I am working at sometimes at IntelliJ in windows, linux and macOS and just don't want to handle the different layouts mentally.

IntelliJ Default windows keymap on Mac OS X - iZZiSwift
Install PyCharm. PyCharm is a cross-platform IDE that provides consistent

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experience on the Windows, macOS, and Linux operating systems.

PyCharm is available in three editions: Professional, Community, and Edu. The Community and Edu editions are open-source projects and they are free, but they have less features.

PyCharm Edu provides courses and helps you learn programming with Python.

Install PyCharm—PyCharm - JetBrains
DEFAULT KEYMAP. General. Open
corresponding tool window Alt + #[0-9]
Save all Ctrl + S Synchronize Ctrl + Alt
+ Y Toggle maximizing editor Ctrl +
Shift + F12 Inspect current file with
current profile Alt + Shift + I Quick
switch current scheme Ctrl +
BackQuote (`) Open Settings dialog
Ctrl + Alt + S Open Project Structure

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dialog Ctrl + Alt + Shift + S Find Action
Ctrl + Shift + A.

DEFAULT KEYMAP - JetBrains

With the default options, silent installation is performed only for the current user: mode=user. If you want to install IntelliJ IDEA for all users, change the value of the installation mode option to mode=admin and run the installer as an administrator. The default silent configuration file is unique for each JetBrains product.

Install IntelliJ IDEA—IntelliJ IDEA - JetBrains

Keymap. File | Settings | Keymap for
Windows and Linux. RubyMine |
Preferences | Keymap for macOS
Ctrl+Alt+S. Use this page to search for

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shortcuts and actions in the selected keymap, create, edit, and remove custom keymaps, and change shortcuts associated with actions in custom keymaps. Predefined keymaps are not editable. When you change shortcut associations for a predefined keymap (listed ...

Keymap - Help | RubyMine - JetBrains
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Keymap JetBrains Default Windows
Linux Keymap JetBrains Recognizing
the exaggeration ways to get this
books default windows linux keymap
jetbrains is additionally useful. You
have remained in right site to begin
getting this info. acquire the default
windows linux keymap jetbrains
partner that we have enough ...

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Jetbrains - CalMatters

Keymap. Use this page to search for shortcuts and actions in the selected keymap, create, edit, and remove custom keymaps, and change shortcuts associated with actions in custom keymaps. Predefined keymaps are not editable. When you change shortcut associations for a predefined keymap (listed in bold), IntelliJ IDEA creates a copy of that keymap, which you can modify (listed in regular font ...

Keymap—IntelliJ IDEA

It is disabled by default, so you have to hold down the Fn key to see function keys. Enable it to always show function keys on the Touch Bar instead of controls specific to

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JetBrains Rider. Enable it to always show function keys on the Touch Bar instead of controls specific to JetBrains Rider.

Keymap—JetBrains Rider

> On one of your Linux IDEA, duplicate your current keymap and rename it to something like 'Aygazi - Linux'. Now, wait for the sync and open your IDEA on your second Linux box, go to the keymaps and select 'Aygazi - Linux' and you should be set. Naming the Linux and Windows ones differently worked, thanks!

IDE Settings Sync not synchronizing keymap - JetBrains

Windows/Linux. MacOS. Action. Ctrl + B / Ctrl + click. Cmd + B / Cmd + click.

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Go to declaration. Ctrl + N. Cmd + N.
Go to root node by name. Ctrl + Shift + N. Cmd + Shift + N. Go to file by name. Ctrl + G. Cmd + G. Go to node by id. Ctrl + Shift + A. Cmd + Shift + A. Go to action by name. Ctrl + Alt + Shift + M. Cmd + Alt + Shift + M. Go to model. Ctrl + Alt + Shift + S

Default Keymap Reference - JetBrains
I'm currently switching between macOS and Linux (Mint), and searching for a default keymap that makes that less painful. Right now, developing on my Linux desktop feels like when I switched from Qwerty to Dvorak 20 years ago - I have to stop and think "what's the shortcut" for nearly every task.

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default keymaps for multi-platform developers - JetBrains

JetBrains-like Keymap for Visual Studio Code. Inspired by the Sublime Text Keymap extension from Microsoft. This extension imports keybindings from JetBrains to VS Code. After installing the extension and restarting VS Code you can use VS Code just like IntelliJ IDEA, Webstorm, PyCharm etc.

JetBrains IDE Keymap - Visual Studio Marketplace

But a lot of the keys are wrong for KDE linux. Or they have conflicts. Like the reformat code on the page which is CTRL+ALT+L on the keyboard reference. Today i discovered that under SETTINGS-> KEYMAP -> KEYMAPS (dropdown menu) there is

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actually a 'Default for KDE' keymap already in the system.

any way to print the 'key map' (Default for ... - JetBrains

One note though: you have created your keymap by using another (pre-defined) one as a base. This means that your keymap will only contain the difference (the changes you have made to original keymap); hence you will be able to do such replacement only for shortcuts defined in that file.

IntelliJ IDEA (hereafter referred to as IntelliJ) is one of the most powerful and popular Integrated Development Environments (IDE) for Java. It was developed and is maintained by

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JetBrains, and is available in the community and ultimate edition. This feature-rich IDE enables rapid development and helps in improving code quality. This book starts with a basic introduction and slowly dives deep into the advanced features. This book is targeted at first-time learners, as well as moderate users of IntelliJ. Beginners will get a fair understanding of IntelliJ and its functioning, and others will be able to take their knowledge on this subject to the next level. This book requires that the readers have some preliminary knowledge of the software development process, along with Java programming language. In the later sections of this book, we will discuss integration with build tools, unit testing frameworks, debugger, profiling, version control system, and database.

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It is assumed that the required tools are installed and configured on the system and the reader is familiar with those tools.

ANDROID STUDIO If you want to become an Android developer, this is the ultimate book for you! Android truly dominates the mobile OS industry because of the long list of features it comes with. It is user-friendly, has great community support, and offers customization to a greater extent. As a result, we can observe a sharp increase in the market demand for developing Android mobile applications. With that, companies search for smart developers with the right skill set. Android development is not only an easy skill to learn but also one that is highly in demand. With the Android market growing rapidly, the

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job opportunities for Android Developers are also increasing. By learning Android Studio, you give yourself the best possible chance to reach any career goals you might have. This book introduces Android Studio as an interface for creating your applications and operating complex file management behind the scenes. Android Studio should be perceived simply as a canvas where you write, edit, and save your projects and files that make up those projects. At the same time, Android Studio will give you access to the Android Software Development Kit, which acts as an extension to the Java or Kotlin code that allows it to run smoothly on Android devices and take advantage of the native hardware. With Mastering Android Studio, you will learn the latest and most productive tools in the

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Android tools ecosystem and the best practices for Android app development. Whether you are a beginner or an advanced learner, with this guide you can study or refresh your knowledge about the history of the Android platform, and its main characteristics and advantages. As a reader, you will come across concepts that deal with installing and setting up the development environment in detail by following simple instructions and examples. And once you master installation and configuration processes, you will be able to find out more about Gradle Build Scripts and Android Studio Projects. This book serves as a complete guide to exploring Android Studio, expanding your knowledge and experience that will only benefit you throughout your career as a developer. Thus, whether

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you are just starting out or are already familiar with the Android operating system, there is no better time than now to improve your Android skills and start looking for new life opportunities. With the help of this Mastering title, you can turn your original and imaginative application ideas into real-world practical applications. You can create Android games, applications for your resources, applications for your productivity, or anything else that you want. Learn more about our other Mastering titles at: <https://www.routledge.com/Mastering-Computer-Science/book-series/MCS>

Java developers will learn to unlock the power of the many integrated tools and features of IntelliJ IDEA in this in-depth guide to the innovative IDE. Important product features, including

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the debugger, source code control, and the many code generation tools, are carefully explained and accompanied by tips and tricks that will leave even experienced IDEA users with "Eureka!" moments of informed programming. Coders just graduating from NOTEPAD and Java IDE veterans alike will profit from the powerful and timesaving expertise provided in this essential programmer's resource.

This book is for developers who want to work smarter so they can focus their efforts on the details that will give them the advantage. This book is tailor-made for developers who want to move from NetBeans and Eclipse to experience the power and functionality of IntelliJ IDEA.

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Fully updated for Android Studio 4.0, Android 10 (Q), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas, coroutines and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and

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user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes

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Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 4.0 and the Android SDK are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout animation, constraint chains and barriers, view binding, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and

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ideas for some apps to develop, you are ready to get started.

The things you need to do to set up a new software project can be daunting. First, you have to select the back-end framework to create your API, choose your database, set up security, and choose your build tool. Then you have to choose the tools to create your front end: select a UI framework, configure a build tool, set up Sass processing, configure your browser to auto-refresh when you make changes, and configure the client and server so they work in unison. If you're building a new application using Spring Boot and Angular, you can save days by using JHipster. JHipster generates a complete and modern web app, unifying: - A high-performance and robust Java stack on the server side

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with Spring Boot - A sleek, modern, mobile-first front-end with Angular and Bootstrap - A robust microservice architecture with the JHipster Registry, Netflix OSS, the ELK stack, and Docker - A powerful workflow to build your application with Yeoman, Webpack, and Maven/Gradle

Get started quickly with IntelliJ, from installation to configuration to working with the source code and more. This tutorial will show you how to leverage IntelliJ's tools to develop clean, efficient Java applications. Author Ted Hagos will first walk you through building your first Java applications using IntelliJ. Then, he'll show you how to analyze your application, top to bottom; using version control and tools that allow you expand your application for big data or data science

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applications and more. You'll also learn some of the IDE's advanced features to fully maximize your application's capabilities. The last portion of the book focuses on application testing and deployment, and language- and framework- specific guidelines. After reading this book and working through its freely available source code, you'll be up to speed with this powerful IDE for today's Java development.

What You Will Learn

- Use IntelliJ IDEA to build Java applications
- Set up your IDE and project
- Work with source code
- Extend your Java application to data science and other kinds of applications
- Test and deploy your application and much more

Who This Book Is For

Programmers new to IntelliJ IDEA who may have some prior exposure to Java programming.

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Learn Android Studio covers Android Studio and its rich tools ecosystem, including Git and Gradle: this book covers how Android Studio works seamlessly with Git, for source control, and Gradle, a build and test tool. In addition, this book demonstrates how to develop/collaborate with remote Git web-hosting services such as GitHub and Bitbucket. Four complete Android projects accompany this volume and are available for download from a public Git repository. With this book, you learn the latest and most productive tools in the Android tools ecosystem, and the best practices for Android app development. You will be able to take away the labs' code as templates or frameworks to re-use and customize for your own similar apps. Android Studio is an intuitive, feature-

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rich, and extremely forgiving Integrated Development Environment (IDE). This IDE is more productive and easier to use for your Android app creations than Eclipse. With this book you will quickly master Android Studio and maximize your Android development time. Source code on the remote web-hosting service is targeted to the latest Android Studio release, version 1.2.

From rather humble beginnings as the Personal Home Page scripting language, PHP has found its way into almost every server, corporation, and dev shop in the world. On an average day, somewhere between 500,000 and 2 million coders do something in PHP. Even when you use a well-understood language like PHP, building a modern web application requires tools that

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decrease development time and cost while improving code quality.

Frameworks such as Ruby-on-Rails and Django have been getting a lot of attention as a result. For PHP coders, the Zend Framework offers that same promise without the need to move away from PHP. This powerful collection of components can be used in part or as a whole to speed up the development process. Zend Framework has the backing of Zend Technologies; the driving force behind the PHP programming language in which it is written. The first production release of the Zend Framework became available in July of 2007. Zend Framework in Action is a comprehensive tutorial that shows how to use the Zend Framework to create web-based applications and web services. This book takes you on an

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over-the-shoulder tour of the components of the Zend Framework as you build a high quality, real-world web application. This book is organized around the techniques you'll use every day as a web developer "data handling, forms, authentication, and so forth. As you follow the running example, you'll learn to build interactive Ajax-driven features into your application without sacrificing nuts-and-bolts considerations like security and performance. This book is aimed at the competent PHP developer who wants to master framework-driven web development. Zend Framework in Action goes beyond the docs but still provides quick access to the most common topics encountered in the development of web applications. Purchase of the print book comes with an offer of a

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free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

Do less work when testing your Python code, but be just as expressive, just as elegant, and just as readable. The `pytest` testing framework helps you write tests quickly and keep them readable and maintainable - with no boilerplate code. Using a robust yet simple fixture model, it's just as easy to write small tests with `pytest` as it is to scale up to complex functional testing for applications, packages, and libraries. This book shows you how. For Python-based projects, `pytest` is the undeniable choice to test your code if you're looking for a full-featured, API-independent, flexible, and extensible testing framework. With a full-bodied fixture model that is

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unmatched in any other tool, the pytest framework gives you powerful features such as assert rewriting and plug-in capability - with no boilerplate code. With simple step-by-step instructions and sample code, this book gets you up to speed quickly on this easy-to-learn and robust tool. Write short, maintainable tests that elegantly express what you're testing. Add powerful testing features and still speed up test times by distributing tests across multiple processors and running tests in parallel. Use the built-in assert statements to reduce false test failures by separating setup and test failures. Test error conditions and corner cases with expected exception testing, and use one test to run many test cases with parameterized testing. Extend pytest with plugins, connect it to continuous integration systems, and

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use it in tandem with tox, mock, coverage, unittest, and doctest. Write simple, maintainable tests that elegantly express what you're testing and why. What You Need: The examples in this book are written using Python 3.6 and pytest 3.0. However, pytest 3.0 supports Python 2.6, 2.7, and Python 3.3-3.6.

Copyright code :
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