

Creating a Module from Scratch

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To create a new module from scratch

1. [Open the project](#) you want to add a module to, and select **File | New Module**.

As a result, the [New Module wizard](#) opens. (There are also other ways of accessing this wizard, see [Opening the New Module wizard](#).)

2. On the [first page of the wizard](#), in the left-hand pane, select the module category. This may be the technology that you are going to use, the platform or runtime that your development is going to target, etc.

The settings in the right-hand part of the page as well as the next steps depend on the selected module category. For more information, see the topics listed in the [See Also](#) section.

To open the New Module wizard

Provided that a project is open in IntelliJ IDEA, you can access the [New Module wizard](#) from:

- The main menu: **File | New Module**.
- The **Project** tool window: right-click a module folder and select **New | Module**.
- The **Project Structure** dialog: in the leftmost pane select **Modules**, above the pane to the right click **+** and select **New Module**.

See Also

Concepts:

- [Module](#)

Procedures:

- [Creating a Java Module](#)
- [Creating a Project for Plugin Development](#)
- [Creating a Maven Module](#)
- [Creating a project with a J2ME module](#)
- [Creating a Flash module](#)
- [Creating an Android module](#)
- [Creating a Grails Application Module](#)
- [Creating a Griffon Application Module](#)
- [Creating a Module with Groovy Support](#)

Reference:

- [New Module Wizard](#)

Web Resources:

- [Developer Community](#) 