

Creating Groovy Classes, Interfaces, Enumerations and Annotations

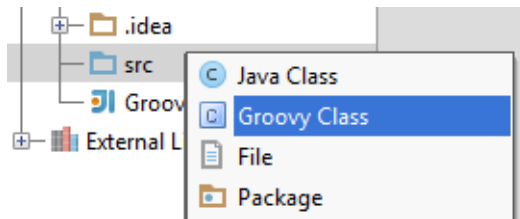
IntelliJ IDEA suggests a simplified way of creating Groovy classes, interfaces, enumerations or annotations, with all the required infrastructure. The stub generated from a [file template](#) is a file with the corresponding extension (.groovy). This file contains a package statement, a commented header section, and a class declaration.

To create Groovy class, interface, enumeration or annotation

1. In the **Project tool window**, select the destination package. Choose **File | New** or press **Alt+Insert**.

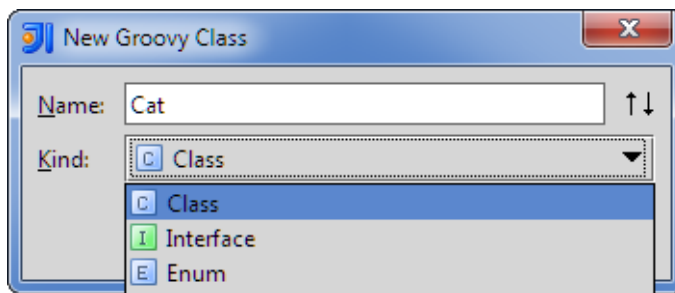
Alternatively, right-click the package and select **New** from the context menu.

2. In the **New** menu, select **Groovy Class**.



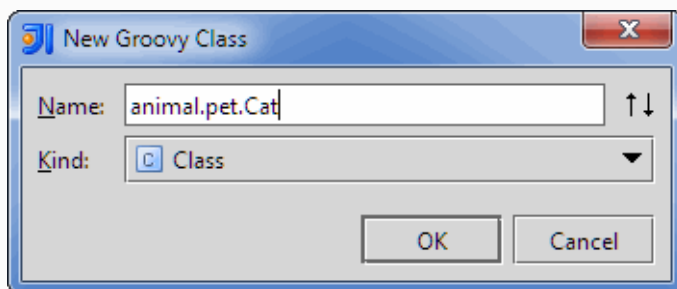
3. In the **New Groovy Class** dialog:

1. Type the name of the entity you are creating in the **Name** field. Don't type the file name extension.
2. Select the kind of symbol to be created from the **Kind** list. Note that you can use the **Up** and **Down** arrow keys to browse the contents of this list.
3. Click **OK**.

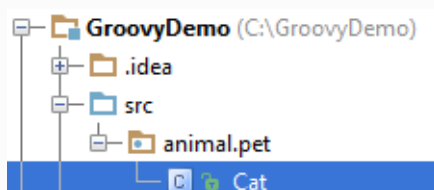


IntelliJ IDEA generates a file with the specified name and the corresponding extension (`.groovy`), and opens this file in the editor.

When specifying the name of the symbol to be created, you can type the names of packages separated with dots in front of the symbol name.



As a result, IntelliJ IDEA, in addition to creating the symbol, will also make the necessary changes to packages. Depending on the situation, the current package may be renamed or an appropriate package structure may be generated.



Since Groovy syntax allows multiple classes in a single file, you can just type as many class declarations in the editor, as required.

See Also

Concepts:

- [Groovy](#)
- [File and Code Templates](#)

Procedures:

- [Creating Template-based Files](#)
- [Creating Empty Files](#)

Web Resources:

- [Developer Community](#) 