

Launching Groovy Interactive Console

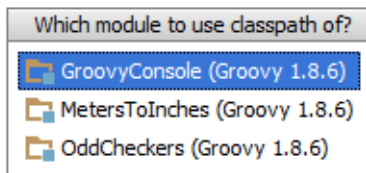
With IntelliJ IDEA, it is possible to launch a Groovy console for Java projects and Grails application, and use it as a "scratch-pad" for evaluating some code snippets, without starting the debugger session.

In this section:

- [Launching the Groovy interactive console](#)
- [Working in Groovy interactive console](#)

To launch Groovy console

1. On the main menu, choose **Tools | Groovy Console**.
2. If your project consists of two modules or more, choose the module to use the classpath of:

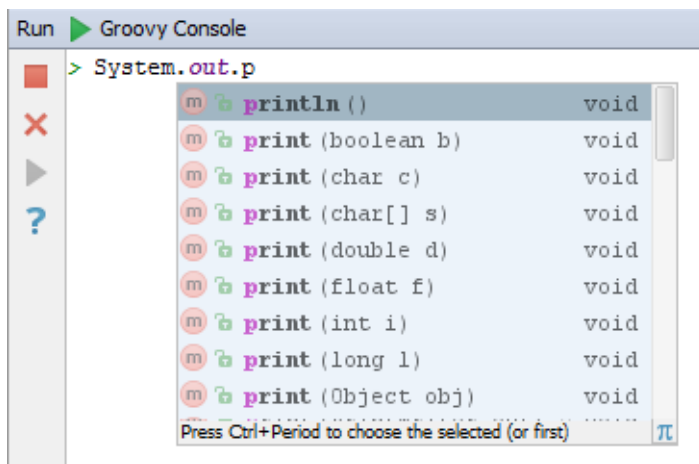



The [Groovy console](#) starts in a separate tab of the Run tool window:

To use Groovy interactive console

- Type code in the console after the prompt character, or just paste from the editor tab.

Note that coding assistance is available, as you type (code completion and error highlighting):



- Click , or press **Ctrl+Enter** to execute the entered code.
- To start a new line, press **Enter**.
- Use up and down arrow keys to navigate through the history of commands. Depth of the history is defined by the **Console commands history size** in the [Editor](#) settings.
- Use the [basic](#) and [advanced](#) editor shortcuts. In particular, you can *jump to declaration* of a symbol, if you place the caret at the symbol name, and press **Ctrl+B**, **Ctrl+Button1 Click** or **Button2 Click**. Alternatively, keep the **Ctrl** key pressed, and hover your mouse pointer over the reference to a symbol. So doing, brief information appears at the tooltip, and the reference turns to a hyperlink, which allows you to jump to the declaration in the source code.

See Also

Concepts:

- [Groovy Console](#)

- [Editor](#)

Web Resources:

- [Developer Community](#) 