

# Module

---

A module is a discrete unit of functionality which you can compile, run, test and debug independently.

Modules contain everything that is required for their specific tasks: source code, build scripts, unit tests, deployment descriptors, and documentation. However, modules exist and are functional only in the context of a [project](#).

Configuration information for a module is stored in a `.iml` module file. By default, such a file is located in the module's [content root folder](#).

Development teams, normally, share the `.iml` module files through version control.

In this section:

- [Supported Module Types](#)
- [Content Root](#)
- [Dependencies](#)
- [Processing Order](#)

## See Also

Concepts:

- [Project](#)

Procedures:

- [Creating a Project from Scratch](#)
- [Creating and Managing Modules](#)
- [Configuring Project Structure](#)

Reference:

- [Modules](#)
- [New Module Wizard](#)

Web Resources:

- [Developer Community](#) 