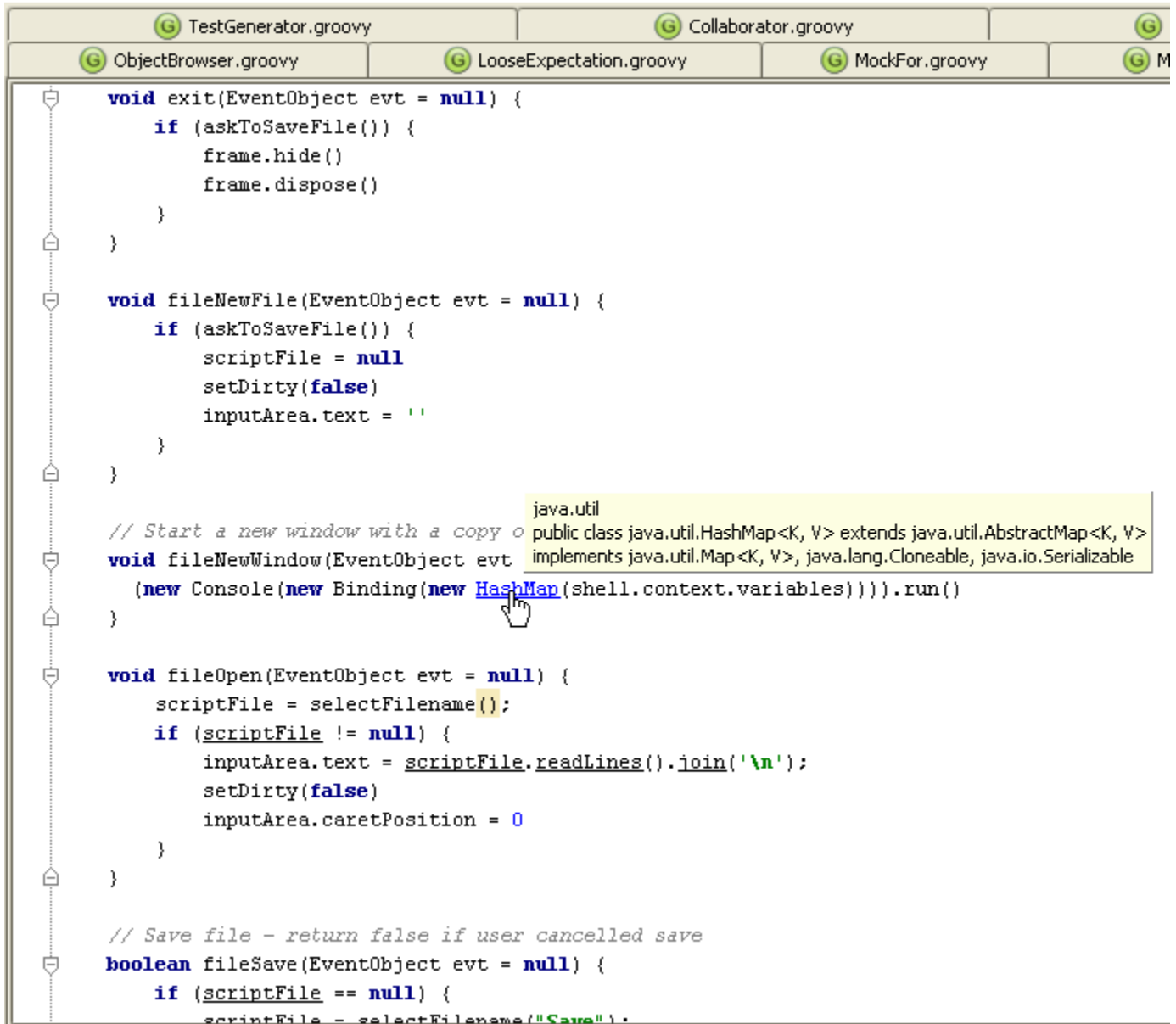


# Resolve

Press [ctrl] and stand the mouse cursor on the reference.

Click and the resolved element 'll show in the editor



The screenshot shows an IDE window with several tabs: TestGenerator.groovy, Collaborator.groovy, ObjectBrowser.groovy, LooseExpectation.groovy, MockFor.groovy, and M. The main editor displays Groovy code. A tooltip is visible over the `HashMap` reference in the `fileNewWindow` method, showing the class definition: `java.util public class java.util.HashMap<K, V> extends java.util.AbstractMap<K, V> implements java.util.Map<K, V>, java.lang.Cloneable, java.io.Serializable`. The code in the editor includes methods like `exit`, `fileNewFile`, `fileNewWindow`, `fileOpen`, and `fileSave`.

```
void exit(EventObject evt = null) {
    if (askToSaveFile()) {
        frame.hide()
        frame.dispose()
    }
}

void fileNewFile(EventObject evt = null) {
    if (askToSaveFile()) {
        scriptFile = null
        setDirty(false)
        inputArea.text = ''
    }
}

// Start a new window with a copy of
void fileNewWindow(EventObject evt
    (new Console(new Binding(new HashMap(shell.context.variables)))).run()
)

void fileOpen(EventObject evt = null) {
    scriptFile = selectFilename();
    if (scriptFile != null) {
        inputArea.text = scriptFile.readLines().join('\n');
        setDirty(false)
        inputArea.caretPosition = 0
    }
}

// Save file - return false if user cancelled save
boolean fileSave(EventObject evt = null) {
    if (scriptFile == null) {
        scriptFile = selectFilename("Save");
    }
}
```