

CodeArts Agent

Getting Started

Issue	01
Date	2026-07-30



Copyright © Huawei Cloud Computing Technologies Co., Ltd. 2026. All rights reserved.

No part of this document may be reproduced or transmitted in any form or by any means without prior written consent of Huawei Cloud Computing Technologies Co., Ltd.

Trademarks and Permissions



HUAWEI and other Huawei trademarks are the property of Huawei Technologies Co., Ltd.

All other trademarks and trade names mentioned in this document are the property of their respective holders.

Notice

The purchased products, services and features are stipulated by the contract made between Huawei Cloud and the customer. All or part of the products, services and features described in this document may not be within the purchase scope or the usage scope. Unless otherwise specified in the contract, all statements, information, and recommendations in this document are provided "AS IS" without warranties, guarantees or representations of any kind, either express or implied.

The information in this document is subject to change without notice. Every effort has been made in the preparation of this document to ensure accuracy of the contents, but all statements, information, and recommendations in this document do not constitute a warranty of any kind, express or implied.

Huawei Cloud Computing Technologies Co., Ltd.

Address: Huawei Cloud Data Center Jiaoxinggong Road
Qianzhong Avenue
Gui'an New District
Gui Zhou 550029
People's Republic of China

Website: <https://www.huaweicloud.com/intl/en-us/>

Contents

1 Applying for OBT..... 1

2 CodeArts Agent IDE.....3

3 Visual Studio Code..... 10

4 IntelliJ IDEA..... 18

5 CodeArts Agent CLI.....23

1 Applying for OBT

Constraints

Table 1-1 Constraints on applying for OBT

Category	Description
Available regions and countries	Hong Kong (China), Singapore, Thailand, Indonesia, Brazil, Mexico, Saudi Arabia, United Arab Emirates, South Africa, and Türkiye
Account type	It must be an enterprise account.

Prerequisites

Before applying for the OBT, [sign up for a HUAWEI ID and enable Huawei Cloud services](#).

NOTICE

- The account must be registered in Hong Kong (China), Singapore, Thailand, Indonesia, Brazil, Mexico, Saudi Arabia, United Arab Emirates, South Africa, or Türkiye.
- The account must be an enterprise account.

Procedure

- Step 1** Go to the [product official website](#) and click **Open Beta/Purchase** to access the OBT application page.
- Step 2** Enter the OBT information.

Table 1-2 OBT information parameters

Parameter	Description
Enterprise Scale	Select your enterprise scale. If you do not specify one, 50 employees or less is used by default.
Proportion of R&D engineer	Select the proportion of your R&D engineers from the drop-down list. If you do not specify one, 0~10% is used by default.
Application Scenario	Select your service application scenario from the drop-down list. If you do not specify one, Web is used by default.
Current Service Phase	Select your current service phase. If you do not specify one, Development is used by default.
Service Description	Enter no more than 254 characters.
Contact	(Mandatory) Enter the contact person for applying for the OBT.
Tel	(Mandatory) Enter the phone number for applying for the OBT.
Email (Optional)	Enter the email address for applying for the OBT.
Agreement	Read and select the OBT Trial Use Agreement.

Step 3 Click **Apply Now** in the lower right corner to submit the application.

 NOTE

We will review your application within five working days and send the result to your email.

----**End**

2 CodeArts Agent IDE

CodeArts Agent IDE, part of Huawei Cloud's CodeArts suite, is an AI-powered development tool providing developers with intelligent programming experience.

Procedure

Table 2-1 Procedure

Step	Description
Preparations	1. Sign up for a HUAWEI ID and enable Huawei Cloud services. 2. Purchase a CodeArts Agent package. NOTE CodeArts Agent provides two editions: Basic and Professional. Select a proper edition based on your service requirements. For details about how to purchase a package, see Subscriptions. This section uses the basic edition as an example.
Step 1: Install and Log In to CodeArts Agent IDE	CodeArts Agent IDE comes with the CodeArts Agent extension. You only need to download and install CodeArts Agent IDE. CodeArts Agent IDE can work on the following OSs. This section uses Windows 11 (x64) as an example. • Windows OS: Windows 11 (x64) is recommended. If you are using Windows 10 (x64), the version must be 2019 or later, and upgrading to the latest stable version is recommended. • macOS 11 or later, compatible with ARM64 (Apple Silicon) • Linux: Linux (ARM64) architecture, glibc version ≥ 2.31, and glibcxx version ≥ 3.4.26.

Step	Description
Step 2: Develop a Web Application	You only need to describe your requirements or function objectives using natural language. CodeArts Agent will understand your description and generate complete, well-structured, and project-level code. NOTE CodeArts Agent provides logs at four levels: Debug, Info, Warn, and Error. For easier troubleshooting and fault locating during code execution, set the log level to Debug to obtain more detailed execution information. For details about how to set the log level, see Obtaining Logs.
Step 3: Verify the Application	Check whether the generated result meets your expectation.

Preparations

Before coding with CodeArts Agent IDE, **create a HUAWEI ID**.

1. Visit the [Huawei Cloud official website](#), and click **Sign Up** in the upper right corner.
2. [Sign up for a HUAWEI ID and enable Huawei Cloud services](#).
3. Purchase the CodeArts Agent IDE basic edition package by referring to [Subscriptions](#).

Step 1: Install and Log In to CodeArts Agent IDE

This section uses Windows 11 (x64) as an example to describe how you can install and log in to CodeArts Agent IDE.

Step 1 Download the CodeArts Agent IDE installation package from the official website of CodeArts Agent.

Step 2 Double-click the installation program and complete the installation as prompted.

Step 3 Double-click the CodeArts Agent IDE icon to start it.

Step 4 Log in to CodeArts Agent IDE.

If this is the first time you use CodeArts Agent IDE, the welcome page will be displayed. Complete the configuration as prompted.

1. On the welcome page, click **Get Started**. The configuration import page is displayed.
2. Click **Import from VS Code** or **Skip**. In this example, click **Skip**.
If you have already created a project in Visual Studio Code, click **Import from VS Code** and import the project to CodeArts Agent IDE.
3. Click **Log In**. The Huawei Cloud login page is displayed.
4. Enter your HUAWEI ID and password and click **Log In**.
5. Agree to the service statement and click **Activate Now**. Wait until the package is activated.

After the package is activated, complete the login authorization. After the system displays a message indicating that the login is successful, return to CodeArts Agent IDE to start your intelligent coding journey.

If this is not your first time to use CodeArts Agent IDE, sign in by performing the following operations:

1. Click **Log In with HUAWEI ID**. The Huawei Cloud login page is displayed.
2. Enter your HUAWEI ID and password and click **Log In**.

After the system displays a message indicating that the login is successful, return to CodeArts Agent IDE to start your intelligent coding journey.

----End

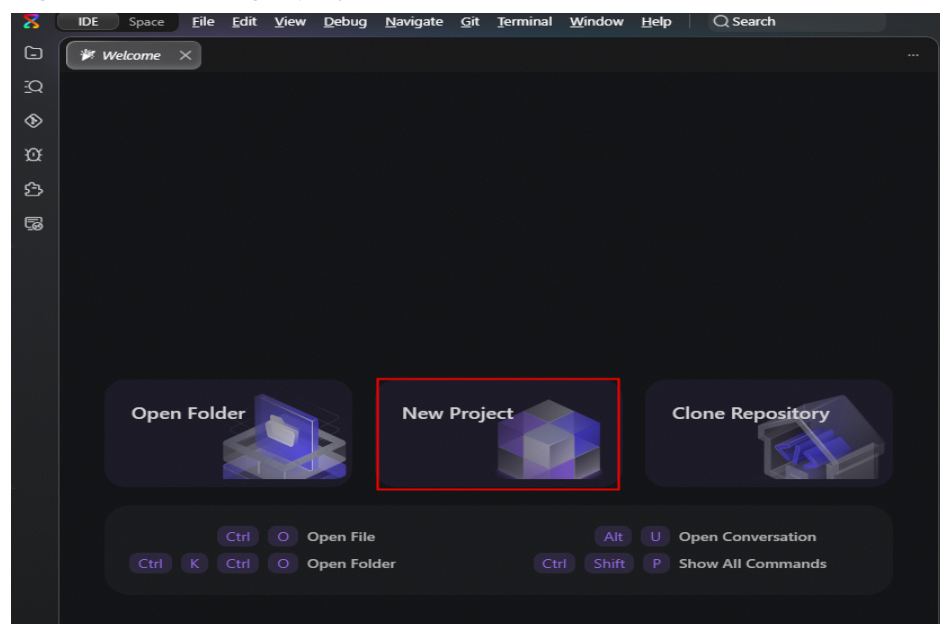
Step 2: Develop a Web Application

In the IDE, the autonomous development agent directly responds to instructions in the chat box. It can generate complex project-level code based on requirements, programming language comments, or natural language descriptions.

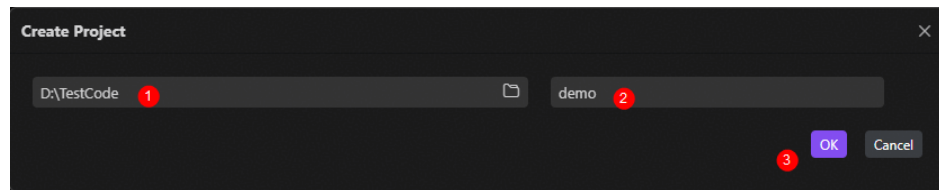
Step 1 Create a project for storing files.

1. On the welcome page, click **New Project**. The project creation page is displayed.

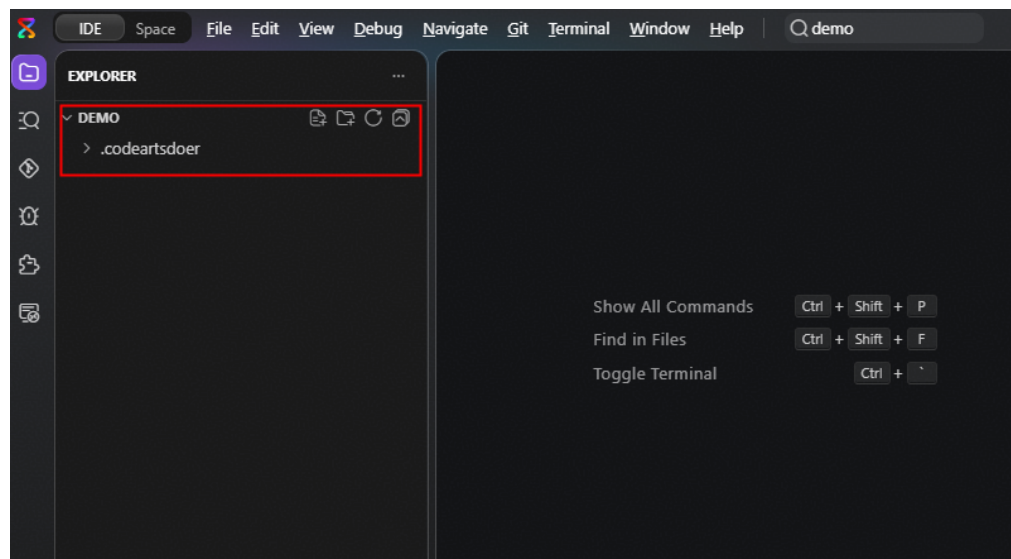
Figure 2-1 Creating a project



2. Select a path for storing the project, enter the project name, and click **OK**.
The project name must start with a letter, and can contain a maximum of 64 characters. Letters, digits, hyphens (-), and underscores (_) are allowed.

Figure 2-2 Creating a project

After the project is created, you can view it, for example, **DEMO**, under **EXPLORER**.

Figure 2-3 Viewing the created projects

Step 2 Select the agent running mode and authorize automatic operations.

1. Click  in the upper right corner of CodeArts Agent IDE to open the settings page.
2. Choose **Chats > Agents > Terminal Command Running Mode**, select the running policy for the agent to execute terminal commands. This section uses the default running policy (**Running in Sandbox**).

A sandbox provides an **isolated and restricted execution space** for instructions generated by agents. Strict permission controls ensure commands run in a secure, isolated environment. This effectively blocks access to unauthorized resources, like files and networks, and prevents risky commands, such as those that change permissions. For intercepted commands, the agent will issue a risk prompt within a chat. These commands need your second approval before running outside the sandbox.

3. Choose **Chats > Auto-approve**, and click  to enable the required items. After authorization, tasks for generating complex project-level code are executed automatically. Without authorization, some operations will need your manual confirmation when you code with CodeArts Agent.

Table 2-2 Parameters for automatic approval

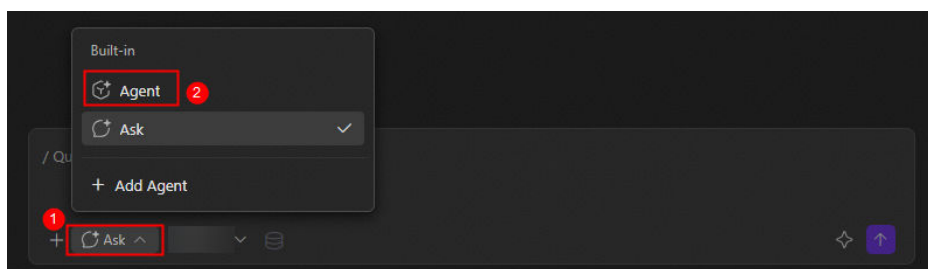
Parameter	Description	Example
Edit	Allows the agent to call tools like edit, write, and deleteFile to edit files on your computer.	Enabled
Browser Access	Allows the agent to access websites in the browser.	Enabled
Web Crawler	Allows the agent to access and capture specified web page content.	Enabled

4. Exit the current page to complete the authorization.

Step 3 Choose **Built-in > Agent** under the chat box. The selected model is displayed on the right. You can select a model as required from the drop-down list.

 NOTE

If the chat panel of CodeArts Agent is not displayed, click  (**Expand AI Sidebar**) in the upper right corner of the top menu bar to open it.

Figure 2-4 Switching to the agent mode

Step 4 In the chat panel, click **Vibe Coding** to switch to the vibe coding mode.

Step 5 Develop a web application using the agent mode.

In the chat box, enter the following prompt and click . CodeArts Agent will create a web application step by step.

Implement a web application named **todolist** in the **TestDemo_01** folder. The GUI must be clean, intuitive, and easy to use. The basic functions must be complete.

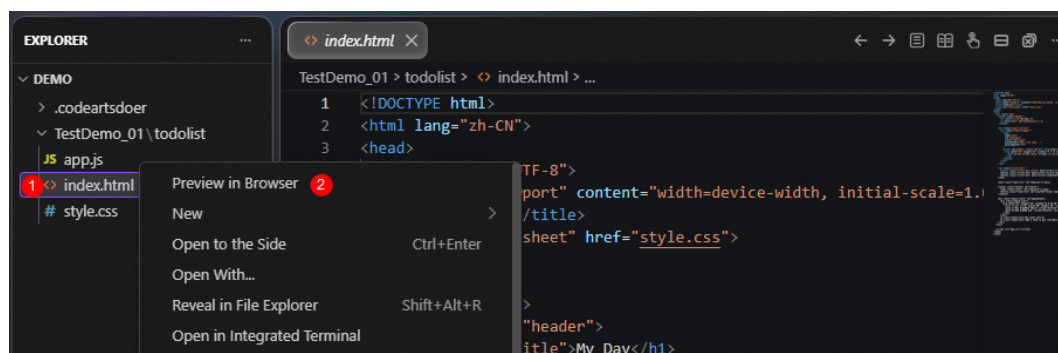
----End

Step 3: Verify the Application

 NOTE

The figure below is only an example. The actual page may vary from it.

Step 1 Preview the web application in the built-in browser. To do this, expand the corresponding folder in **EXPLORER**, right-click **index.html**, and choose **Preview in Browser** from the shortcut menu.

Figure 2-5 Opening a file in the built-in browser

Step 2 Check the web-based to-do list app. You can verify its functions, for example, creating tasks, deleting them, or clearing finished ones.

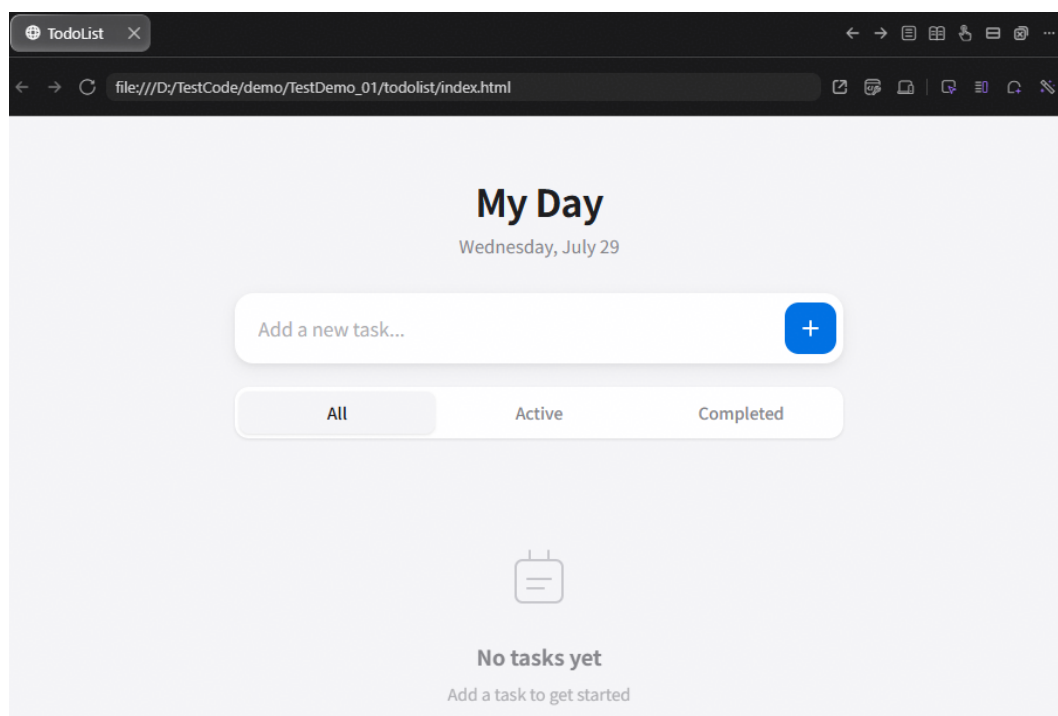
Figure 2-6 Viewing the web application

Figure 2-7 Adding a to-do item

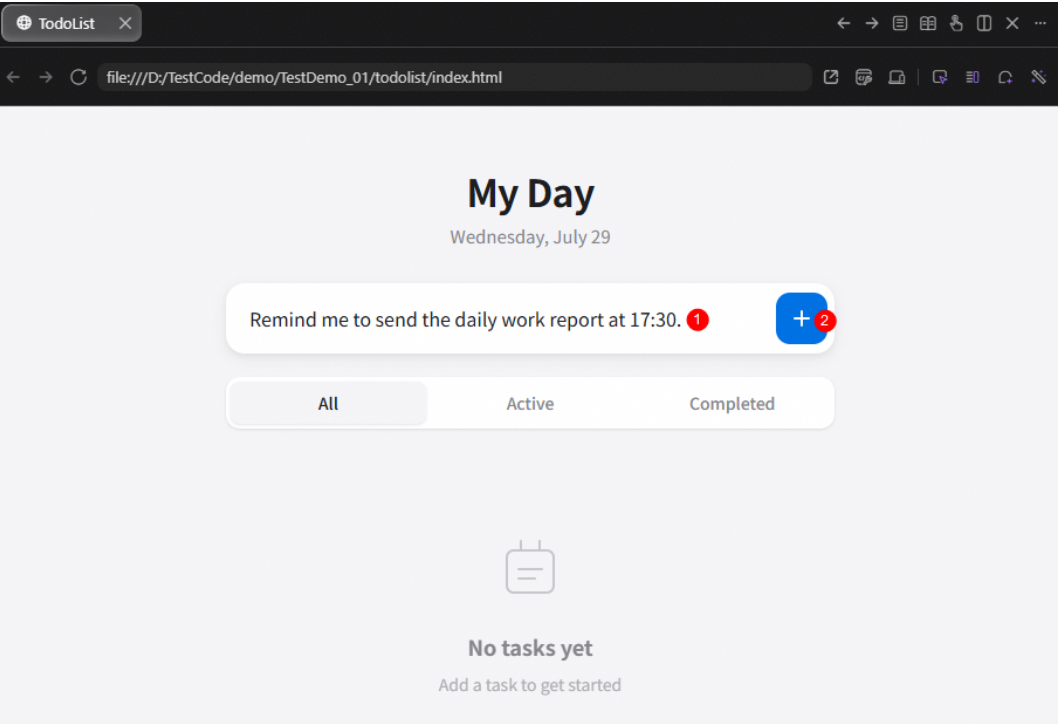
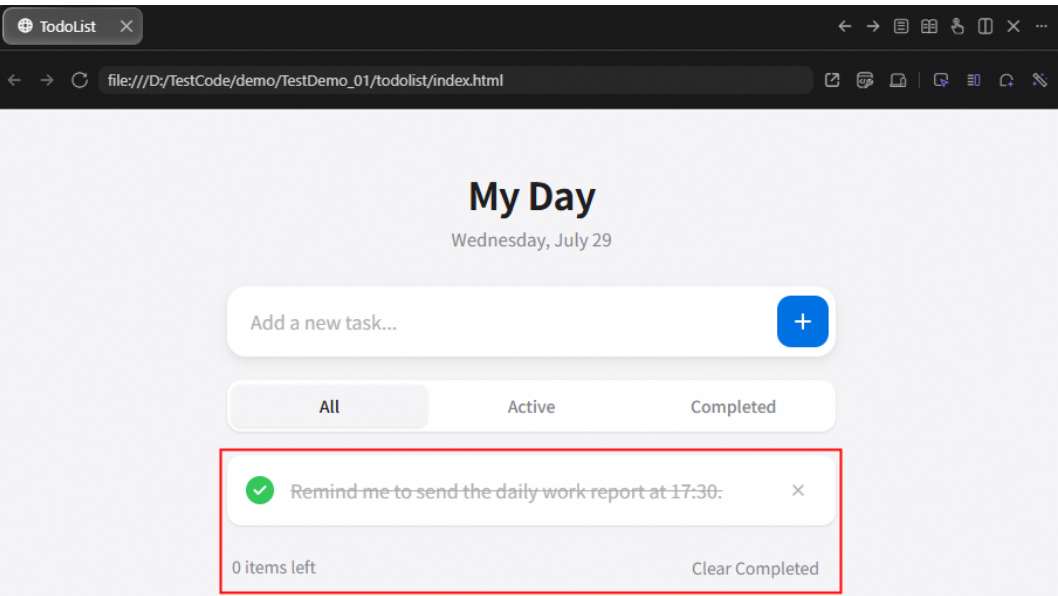


Figure 2-8 Managing the to-do list



----End

3 Visual Studio Code

CodeArts Agent provides intelligent coding assistance for developers in various scenarios, including code generation, R&D knowledge Q&A, and agent-based collaborative development.

This section uses Visual Studio Code as an example to guide you through the installation and login of the CodeArts Agent extension. You can try the core functions such as code generation, intelligent Q&A, and autonomous development agent.

Procedure

Step	Description
Preparations	1. Sign up for a HUAWEI ID and enable Huawei Cloud services. 2. Purchase a CodeArts Agent package. NOTE CodeArts Agent provides two editions: Basic and Professional. Select a proper edition based on your service requirements. For details about how to purchase a package, see Subscriptions. This section uses the basic edition as an example.
Step 1: Install and Log In to CodeArts Agent	Install the CodeArts Agent extension and log in with your HUAWEI ID.
Step 2: Try CodeArts Agent	Try the three core functions: code generation, intelligent Q&A, and autonomous development agent. NOTE CodeArts Agent provides logs at four levels: Debug, Info, Warn, and Error. For easier troubleshooting and fault locating during code execution, set the log level to Debug to obtain more detailed execution information. For details about how to set the log level, see Obtaining Logs.

Preparations

Before coding with CodeArts Agent, create a HUAWEI ID by performing the following steps:

- Create a HUAWEI ID.
 - a. Visit the [Huawei Cloud official website](#), and click **Sign Up** in the upper right corner.
 - b. [Sign up for a HUAWEI ID and enable Huawei Cloud services](#).
- Visit the [Visual Studio Code official website](#), and download and install Visual Studio Code.
- On your local PC, create a folder to store project files.

Step 1: Install and Log In to CodeArts Agent

Step 1 Double-click the Visual Studio Code icon to start the program.

Step 2 Install CodeArts Agent.

1. Click the extension icon  on the sidebar.
2. In the search box, enter **CodeArts Agent** and press **Enter**.
3. Click **Install**. Visual Studio Code will then download and install the CodeArts Agent extension.

If you see the CodeArts Agent extension icon  on the sidebar of Visual Studio Code, the extension is successfully installed.

Step 3 Log in to CodeArts Agent.

1. On the sidebar of Visual Studio Code, click the CodeArts Agent icon .
2. Click **Switch to International Site**.
3. Click **Log In with HUAWEI ID**. The Huawei Cloud login page is displayed.
4. Enter your HUAWEI ID and password and click **Log In**.

If this is the first time you use CodeArts Agent, the activation page will be displayed. Agree to the service statement and click **Activate Now**. Wait until the package is activated.

After the package is activated, complete the login authorization. After the system displays a message indicating that the login is successful, return to Visual Studio Code to start your intelligent coding journey.

Step 4 (Optional) Open the folder for storing project files.

If this is your first login, click **Open Folder** in the **Startup** or **Recent** area of the welcome page to open the local folder. In the displayed dialog box, click **Yes, I Trust This Author** to trust the folder's file author and enable all functions.

----End

Step 2: Try CodeArts Agent

CodeArts Agent is tailored for common development scenarios, including code generation, R&D knowledge Q&A, unit test case generation, code explanation and

commenting, and static check. The following describes the code generation, intelligent Q&A, and agent features of CodeArts Agent to experience its efficiency and intelligence.

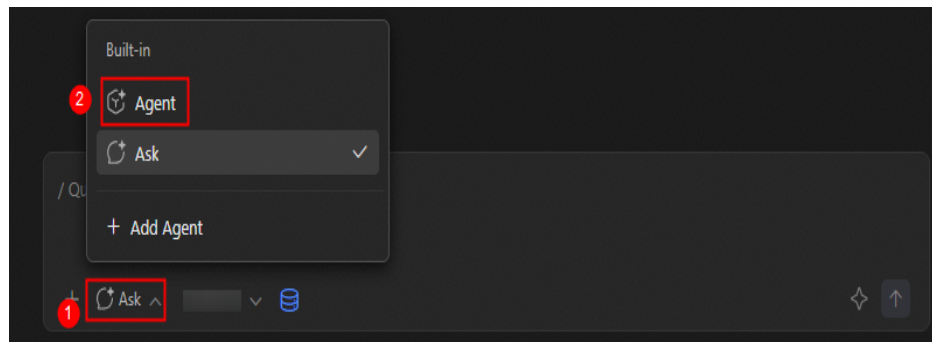
Developing a Web Page with the Agent

The agent plans and develops code based on your requirements, and generates a program that can be run directly.

The following describes how to develop a clean frontend login page.

- Step 1** Click the CodeArts Agent icon  on the sidebar to open the chat panel.
- Step 2** At the bottom of the input box on the chat panel, choose **Built-in > Agent** to switch to the agent mode.

Figure 3-1 Switching to the agent mode



- Step 3** In the chat panel, click **Vibe Coding** to switch to the vibe coding mode.
- Step 4** Select the agent running mode and authorize automatic operations.
1. Click the settings icon  in the upper right corner of the chat panel to access the settings page.
 2. Choose **Dialog Flow > Agent > Terminal Command Running Mode**, select the running policy for the agent to execute terminal commands. This section uses the default running policy (**Running in Sandbox**).

A sandbox provides an **isolated and restricted execution space** for instructions generated by agents. Strict permission controls ensure commands run in a secure, isolated environment. This effectively blocks access to unauthorized resources, like files and networks, and prevents risky commands, such as those that change permissions. For intercepted commands, the agent will issue a risk prompt within a chat. These commands need your second approval before running outside the sandbox.
 3. Choose **Dialog Flow > Auto-approve** and click  to enable the required items.

After authorization, tasks for generating complex project-level code are executed automatically. Without authorization, some operations will need your manual confirmation when you code with CodeArts Agent.

Table 3-1 Parameters for automatic approval

Parameter	Description	Example
Edit	Allows the agent to call tools like edit, write, and deleteFile to edit files on your computer.	Enabled
Open Browser	Allows the agent to access websites in the browser.	Enabled
Web Crawler	Allows the agent to access and capture specified web page content.	Enabled

4. Exit the current page to complete the authorization.

Step 5 Develop a frontend page with the agent.

In the chat box, enter the following prompt and click . CodeArts Agent will create a web page step by step.

Develop a clean frontend login page.

Step 6 Verify the frontend page.

1. After the web page is created, click the explorer icon  in the left pane.
2. In the project folder, find the generated **login.html**, right-click the file, and choose **Display in File Explorer** from the shortcut menu. Double-click **login.html** to view the login page.

----End

Generating Code and Inquiring R&D Knowledge

During coding, you can drop questions in the chat box of CodeArts Agent in the IDE. You can describe your requirements with natural language or provide programming language-specific comments. You can perform all these operations without leaving the current development environment.

Step 1 Click the CodeArts Agent icon  on the sidebar to open the chat panel.

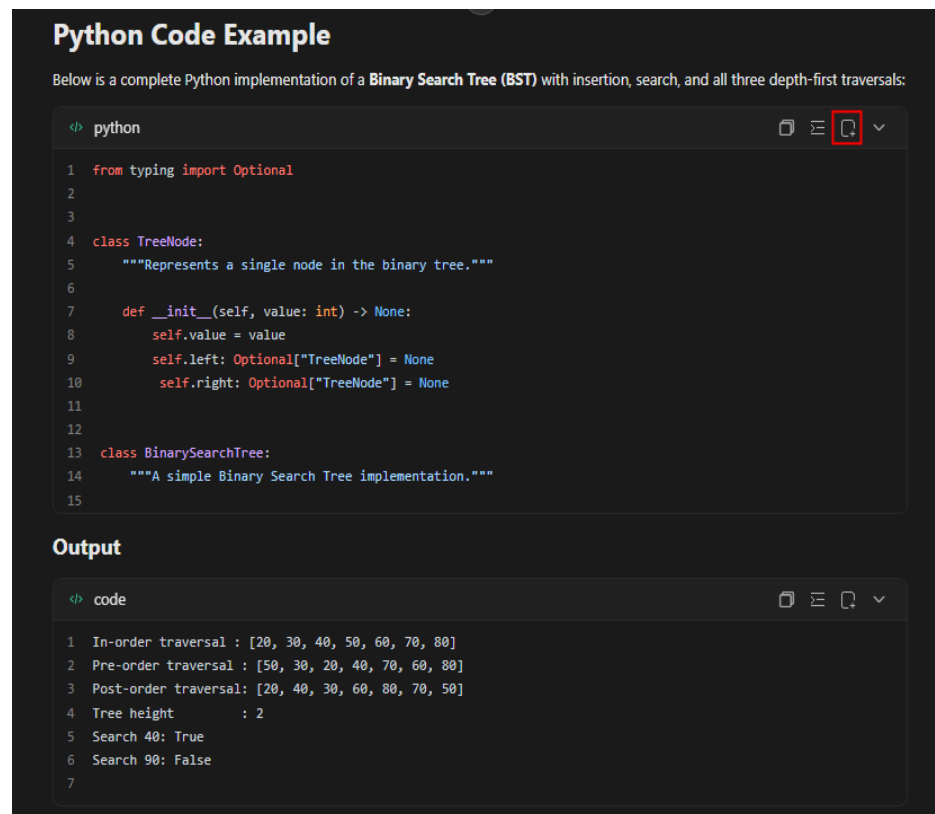
Step 2 At the bottom of the input box on the chat panel, choose **Built-in > Ask** to switch to the intelligent Q&A mode.

Step 3 In the chat box, enter the following prompt and click .

Analyze what a binary tree is and write a Python code example.

Step 4 The chat box returns the explanation of binary tree and a Python code example. Click  in the upper right corner of the code block to add the code to the new file.

The figure below is only an example. The actual page may vary from it.

Figure 3-2 Generated effect

The screenshot displays a Visual Studio Code editor with a dark theme. At the top, a panel titled "Python Code Example" contains a text area with Python code for a Binary Search Tree (BST). Below the code area, an "Output" panel shows the results of running the code. The code defines a `TreeNode` class and a `BinarySearchTree` class. The output shows the in-order, pre-order, and post-order traversals of the tree, the tree height, and the results of searching for 40 and 90.

```
python
1 from typing import Optional
2
3
4 class TreeNode:
5     """Represents a single node in the binary tree."""
6
7     def __init__(self, value: int) -> None:
8         self.value = value
9         self.left: Optional["TreeNode"] = None
10        self.right: Optional["TreeNode"] = None
11
12
13 class BinarySearchTree:
14     """A simple Binary Search Tree implementation."""
15
```

Output

```
code
1 In-order traversal : [20, 30, 40, 50, 60, 70, 80]
2 Pre-order traversal : [50, 30, 20, 40, 70, 60, 80]
3 Post-order traversal: [20, 40, 30, 60, 80, 70, 50]
4 Tree height       : 2
5 Search 40: True
6 Search 90: False
7
```

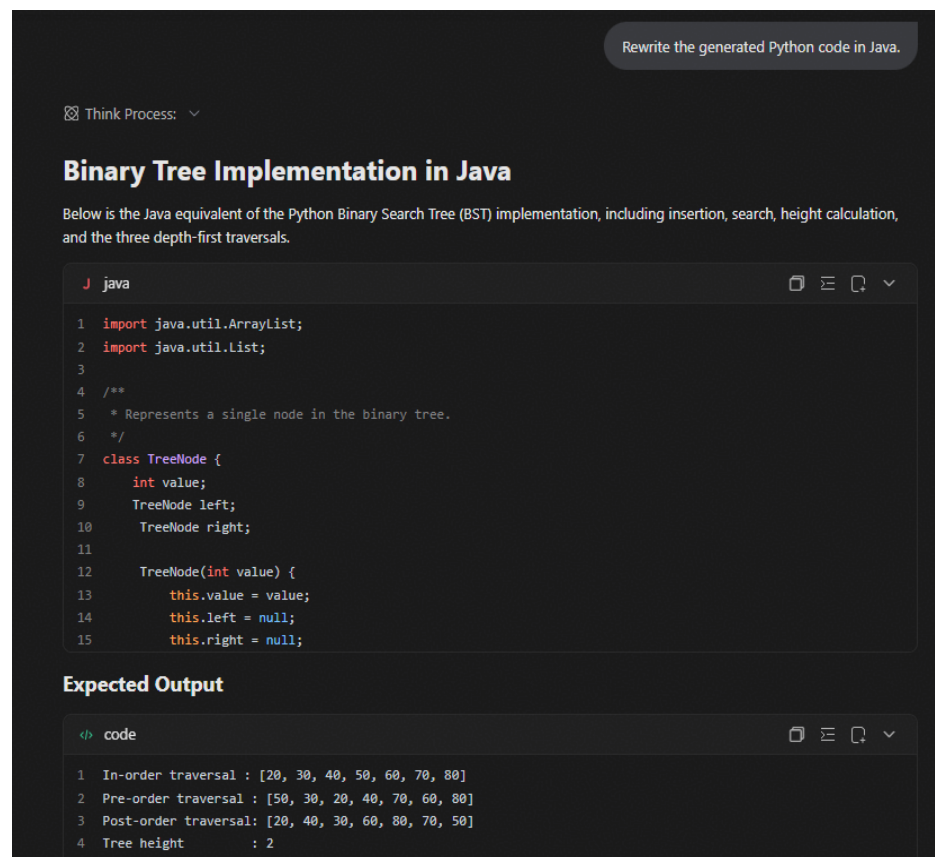
Step 5 Ask more questions based on the answer if needed.

In the chat box, enter the following prompt and click .

Rewrite the generated Python code in Java.

The figure below is only an example. The actual page may vary from it.

Figure 3-3 Generated Java code



-----End

Completing Code

Complete the Java code for calculating the nth element of the **Fib4** sequence based on the context or comments.

Step 1 Create a Java class file, for example, **Solution.java**, and enter the following content in the code editor.

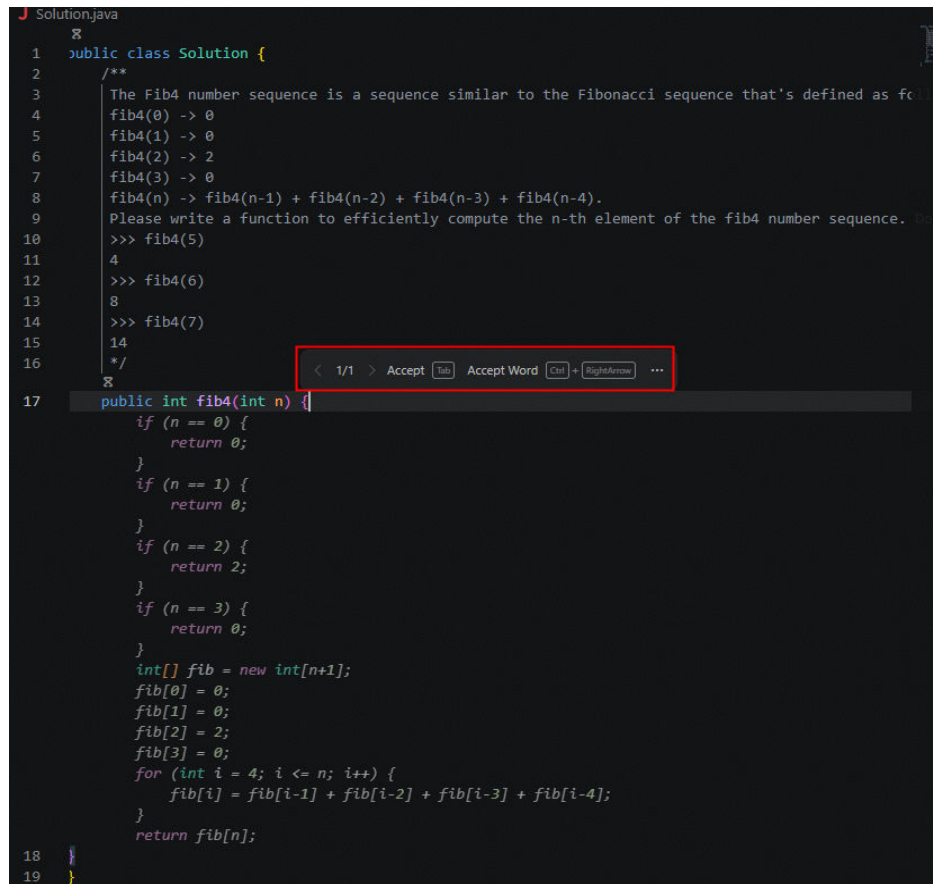
```
public class Solution {
    /**
     * The Fib4 number sequence is a sequence similar to the Fibonacci sequence that's defined as follows:
     * fib4(0) -> 0
     * fib4(1) -> 0
     * fib4(2) -> 2
     * fib4(3) -> 0
     * fib4(n) -> fib4(n-1) + fib4(n-2) + fib4(n-3) + fib4(n-4).
     * Please write a function to efficiently compute the n-th element of the fib4 number sequence. Do not
     * use recursion.
     * >>> fib4(5)
     * 4
     * >>> fib4(6)
     * 8
     * >>> fib4(7)
     * 14
     */
    public int fib4(int n) {
    }
}
```

Step 2 Press shortcuts (**Alt+C** for Windows and **Option (⌘)+C** for macOS). CodeArts Agent then generates code in the editor based on the comments.

To obtain accurate and complete multi-line code, add comments in your code requirements.

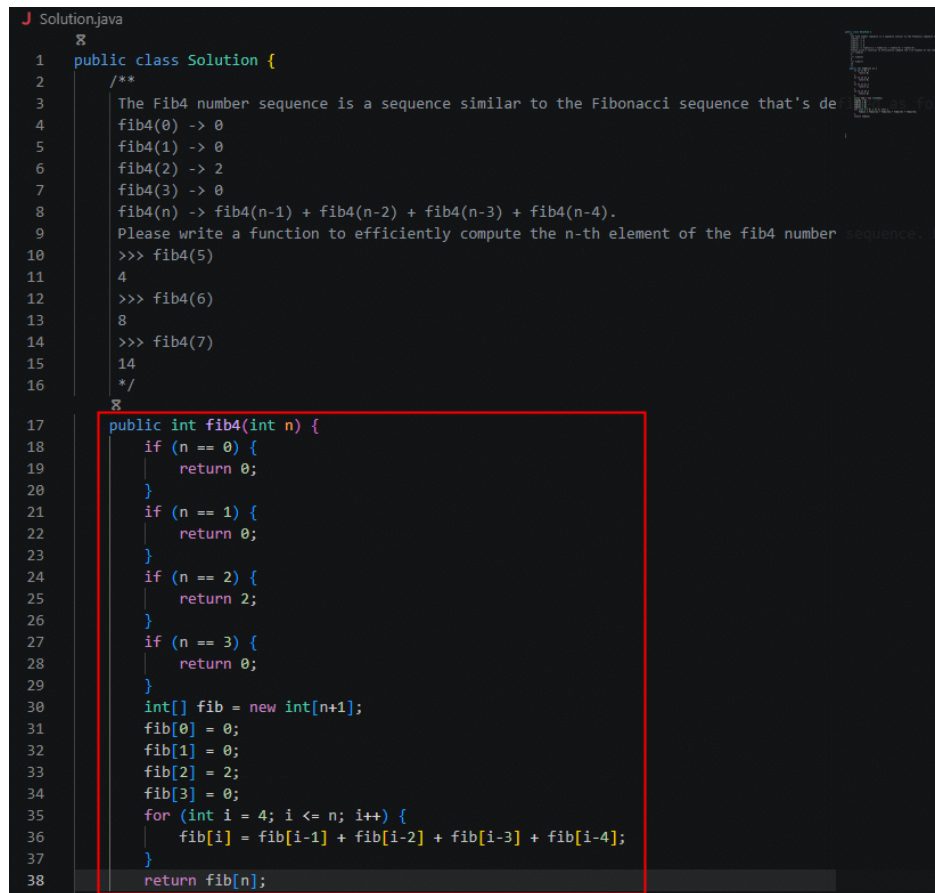
The figure below is only an example. The actual page may vary from it.

Figure 3-4 Code completion effect



```
1 public class Solution {
2     /**
3      * The Fib4 number sequence is a sequence similar to the Fibonacci sequence that's defined as follows:
4      * fib4(0) -> 0
5      * fib4(1) -> 0
6      * fib4(2) -> 2
7      * fib4(3) -> 0
8      * fib4(n) -> fib4(n-1) + fib4(n-2) + fib4(n-3) + fib4(n-4).
9      * Please write a function to efficiently compute the n-th element of the fib4 number sequence. Do not use recursion.
10     >>> fib4(5)
11     4
12     >>> fib4(6)
13     8
14     >>> fib4(7)
15     14
16     */
17     public int fib4(int n) {
18         if (n == 0) {
19             return 0;
20         }
21         if (n == 1) {
22             return 0;
23         }
24         if (n == 2) {
25             return 2;
26         }
27         if (n == 3) {
28             return 0;
29         }
30         int[] fib = new int[n+1];
31         fib[0] = 0;
32         fib[1] = 0;
33         fib[2] = 2;
34         fib[3] = 0;
35         for (int i = 4; i <= n; i++) {
36             fib[i] = fib[i-1] + fib[i-2] + fib[i-3] + fib[i-4];
37         }
38         return fib[n];
39     }
40 }
```

Step 3 To accept the generated code, press **Tab** or click **Accept** in the editing area.

Figure 3-5 Accepting the code completion suggestion

```
1 public class Solution {
2     /**
3      * The Fib4 number sequence is a sequence similar to the Fibonacci sequence that's defined as follows:
4      * fib4(0) -> 0
5      * fib4(1) -> 0
6      * fib4(2) -> 2
7      * fib4(3) -> 0
8      * fib4(n) -> fib4(n-1) + fib4(n-2) + fib4(n-3) + fib4(n-4).
9      * Please write a function to efficiently compute the n-th element of the fib4 number sequence.
10     * >>> fib4(5)
11     * 4
12     * >>> fib4(6)
13     * 8
14     * >>> fib4(7)
15     * 14
16     */
17     public int fib4(int n) {
18         if (n == 0) {
19             return 0;
20         }
21         if (n == 1) {
22             return 0;
23         }
24         if (n == 2) {
25             return 2;
26         }
27         if (n == 3) {
28             return 0;
29         }
30         int[] fib = new int[n+1];
31         fib[0] = 0;
32         fib[1] = 0;
33         fib[2] = 2;
34         fib[3] = 0;
35         for (int i = 4; i <= n; i++) {
36             fib[i] = fib[i-1] + fib[i-2] + fib[i-3] + fib[i-4];
37         }
38         return fib[n];
39     }
40 }
```

----End

4 IntelliJ IDEA

CodeArts Agent provides intelligent coding assistance for developers in various scenarios, including code generation, R&D knowledge Q&A, and agent-based collaborative development.

This section uses IntelliJ IDEA as an example to guide you through the installation and login of the CodeArts Agent extension. It also describes how you can perform a unit test.

Procedure

Step	Description
Preparations	1. Sign up for a HUAWEI ID and enable Huawei Cloud services. 2. Purchase a CodeArts Agent package. NOTE CodeArts Agent provides two editions: Basic and Professional. Select a proper edition based on your service requirements. For details about how to purchase a package, see Subscriptions. This section uses the basic edition as an example.
Step 1: Install and Log In to CodeArts Agent	Install the CodeArts Agent extension and log in with your HUAWEI ID.
Step 2: Create a Snake Game	Use the agent capabilities to generate a clean, modular, and testable Snake game for unit testing.
Step 3: Perform a Unit Test with the Agent	Automate unit tests of core modules with the agent to improve code quality and verification efficiency.

Preparations

Before using CodeArts Agent for coding, complete the preparations by referring to [Table 4-1](#).

Table 4-1 Preparations

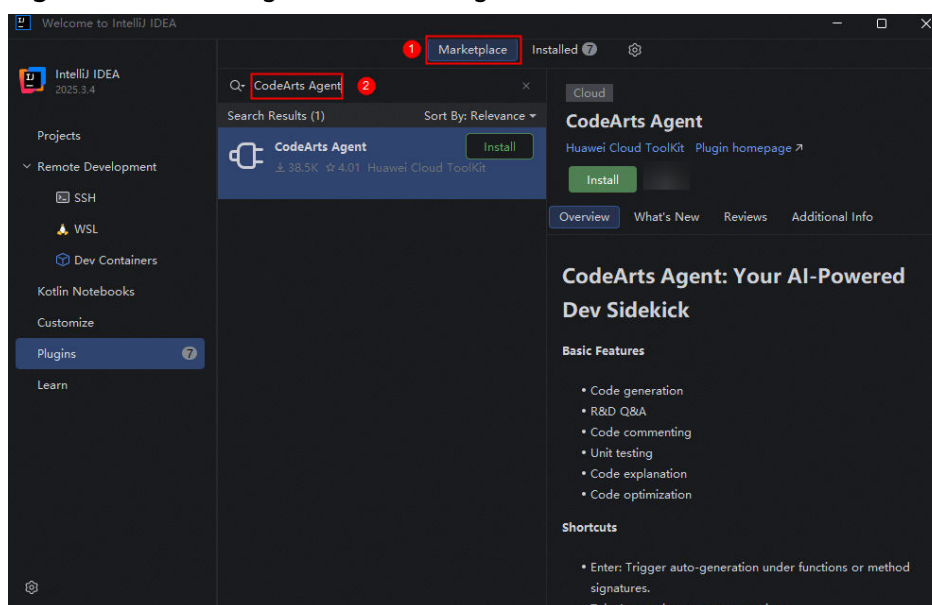
Item	Description
IntelliJ IDEA	You have downloaded and installed IntelliJ IDEA (versions 2022.3 to 2026.1). Switch IntelliJ IDEA's interface language for improved usability. Windows OS: Windows 11 (x64) is recommended . If you are using Windows 10 (x64), the version must be 2019 or later, and upgrading to the latest stable version is recommended.
Account	You have a HUAWEI ID. If you do not have one, perform the following steps to create a HUAWEI ID: 1. Visit the Huawei Cloud official website, and click Sign Up in the upper right corner. 2. Sign up for a HUAWEI ID and enable Huawei Cloud services.

Step 1: Install and Log In to CodeArts Agent

Step 1 Double-click the IntelliJ IDEA icon to start the program.

Step 2 Install CodeArts Agent.

1. In the navigation pane on the left of IntelliJ IDEA, click **Plugins** to access the **Plugins** page.
2. Click **Marketplace** on the top of the page and enter **CodeArts Agent** in the search box to search for the CodeArts Agent extension.

Figure 4-1 Searching for CodeArts Agent

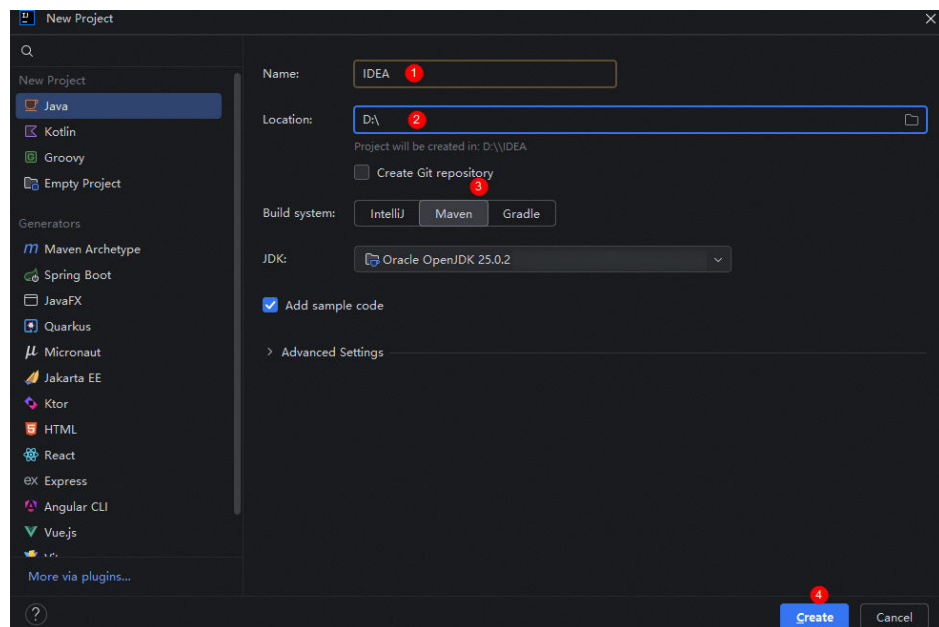
3. Click **Install**. IntelliJ IDEA will then download and install the extension.
4. After the installation is complete, click **Restart IDE** or manually restart the IDE to activate the extension.

Step 3 Create a project for storing files.

1. On the **Welcome to IntelliJ IDEA** page, click **New Project**. The **New Project** dialog box is displayed.
2. Enter the project name, select a path for storing the project, and click **Create**.

CAUTION

Unit tests depend on the data read from **pom.xml**. To ensure unit tests can run properly, set **Build system** to **Maven** when creating a project. After the project is created, a **pom.xml** file is generated in the corresponding folder of the explorer.

Figure 4-2 Creating a project**Step 4** Log in to CodeArts Agent.

1. On the sidebar of IntelliJ IDEA, click the CodeArts Agent extension icon .
2. Click **Switch to International Site**.
3. Click **Log In with HUAWEI ID**. The Huawei Cloud login page is displayed.
4. Enter your HUAWEI ID and password and click **Log In**.

If this is the first time you use CodeArts Agent, the activation page will be displayed. Agree to the service statement and click **Activate Now**. Wait until the package is activated.

After the package is activated, complete the login authorization. After the system displays a message indicating that the login is successful, return to IntelliJ IDEA to start your intelligent coding journey.

----End

Step 2: Create a Snake Game

This section uses the agent capabilities to generate a Snake game in Java for unit testing.

Step 1 Click the CodeArts Agent icon  on the IDE sidebar to open the chat panel.

Step 2 At the bottom of the input box on the chat panel, choose **Built-in > Agent** to switch to the agent mode.

Step 3 Select the agent running mode and authorize automatic operations.

1. Click the settings icon  in the upper right corner of the chat panel to access the settings page.
2. Choose **Dialog Flow > Agent > Terminal Command Execution Mode**, select the running policy for the agent to execute terminal commands. This section uses the default running policy (**Running in Sandbox**).

A sandbox provides an **isolated and restricted execution space** for instructions generated by agents. Strict permission controls ensure commands run in a secure, isolated environment. This effectively blocks access to unauthorized resources, like files and networks, and prevents risky commands, such as those that change permissions. For intercepted commands, the agent will issue a risk prompt within a chat. These commands need your second approval before running outside the sandbox.

3. Choose **Dialog Flow > Auto-approve** and click  to enable the required items.

After authorization, tasks for generating complex project-level code are executed automatically. Without authorization, some operations will need your manual confirmation when you code with CodeArts Agent.

Table 4-2 Parameters for automatic approval

Parameter	Description	Example
Edit	Allows the agent to call tools like edit, write, and deleteFile to edit files on your computer.	Enabled
Open Browser	Allows the agent to access websites in the browser.	Enabled
Web Crawler	Allows the agent to access and capture specified web page content.	Enabled

4. Exit the current page to complete the authorization.

Step 4 In the chat box, enter the following content. CodeArts Agent will guide you to create a game step by step.

Develop a snake game in Java.

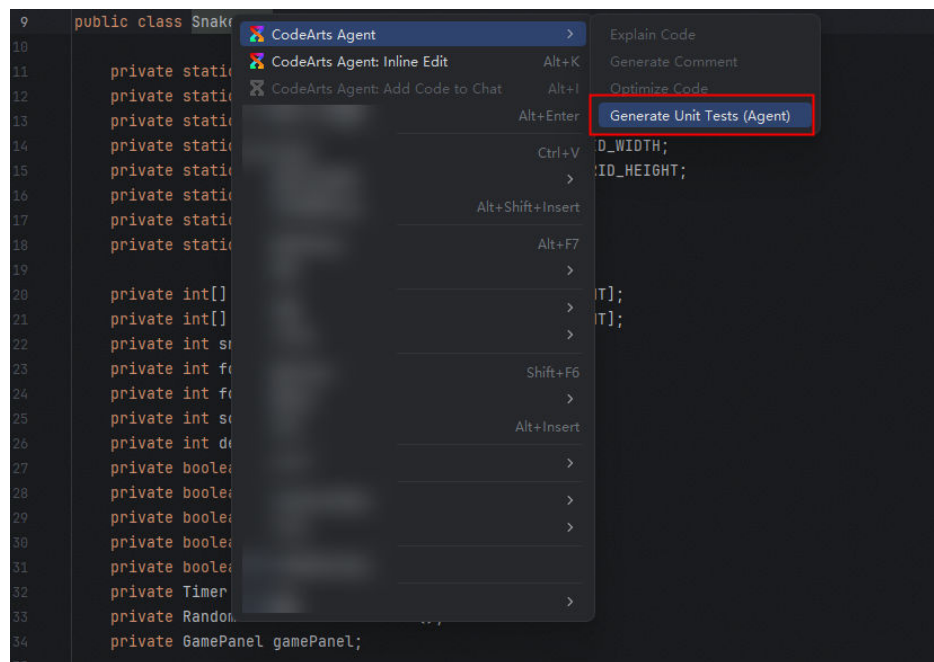
----End

Step 3: Perform a Unit Test with the Agent

Automate unit tests of core modules with the agent to improve code quality and verification efficiency.

- Step 1** In the code generated in [Step 2: Create a Snake Game](#), right-click and choose **CodeArts Agent > Generate Unit Tests (Agent)**.

Figure 4-3 Choosing Unit Test (Agent)



- Step 2** Check whether the **GamePanelTest.java** unit test file is generated. If yes, the running is successful and the test is passed.

----End

5 CodeArts Agent CLI

Procedure

Step	Description
Purchasing a Package	1. Subscribe to a CodeArts Agent package. 2. Sign up for a HUAWEI ID and enable Huawei Cloud services.
Step 1: Install CodeArts Agent CLI and Complete the Authorization	Download the CodeArts Agent CLI installation package from the official website of CodeArts Agent. After the installation is successful, complete authorization using a browser. Otherwise, you cannot obtain the model or use its functions. NOTE This section uses Windows 11 (x64) as an example.
Step 2: Compile a Snake Game	After the authorization is complete, you can directly execute the prompt in the CLI. CodeArts Agent CLI will understand your prompt and generate complete, well-structured, and project-level code.

Purchasing a Package

- Step 1** Before purchasing CodeArts Agent CLI, sign up for a HUAWEI ID.
1. Visit the [Huawei Cloud official website](#), and click **Sign Up** in the upper right corner.
 2. [Sign up for a HUAWEI ID and enable Huawei Cloud services.](#)
- Step 2** (Optional) To purchase a basic or professional edition package, complete [real-name authentication](#) first.
- Step 3** Go to the CodeArts Agent purchase page and subscribe to a package as required.
- Step 4** After purchasing the package, go to the **Seats** page and check whether the seats of the account that purchases the package are enabled.
- End

Step 1: Install CodeArts Agent CLI and Complete the Authorization

The following uses Windows 11 (x64) as an example to describe how to install and log in to CodeArts Agent CLI.

- Step 1** Download the CodeArts Agent CLI installation package from the official website of CodeArts Agent.
- Step 2** Double-click the installation program and complete the installation as prompted.
- Step 3** Right-click the project directory where you want to compile code and choose **Open in Terminal** to open the PowerShell window. Enter **codearts** and press **Enter**.
- Step 4** Complete the authorization.
 - If you have not logged in to CodeArts Agent, the system will redirect you to the external browser to open the Huawei Cloud login page. You can enter your information to complete the authorization and log in to CodeArts Agent CLI. Browser authorization works only in the current window.

NOTE

- If the browser is not automatically opened, disable the pop-up blocker or manually copy the login link.
- If you have logged in to CodeArts Agent, the TUI development environment page will be displayed.

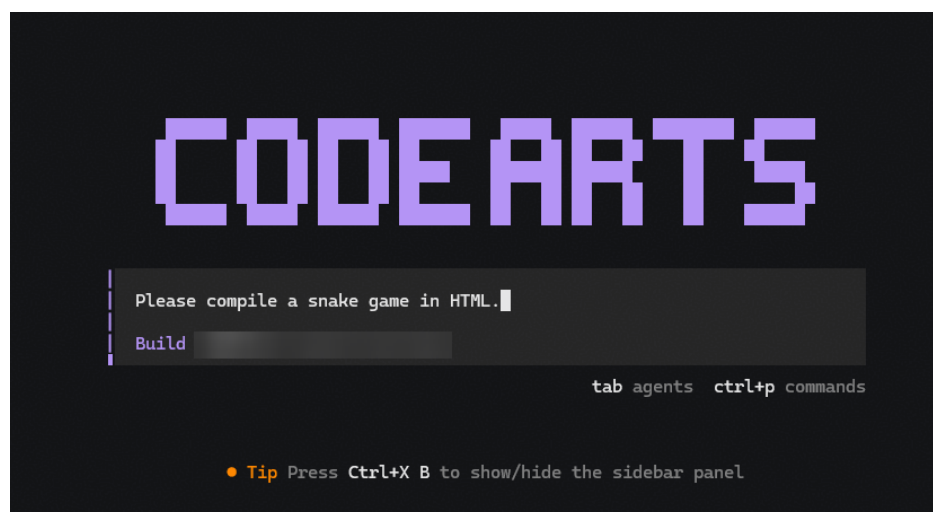
----End

Step 2: Compile a Snake Game

In the TUI development environment, the autonomous development agent directly responds to prompts in the chat box. It can generate complex project-level code based on requirements, programming language comments, or natural language descriptions.

- Step 1** Enter the prompt "Please compile a snake game in HTML."

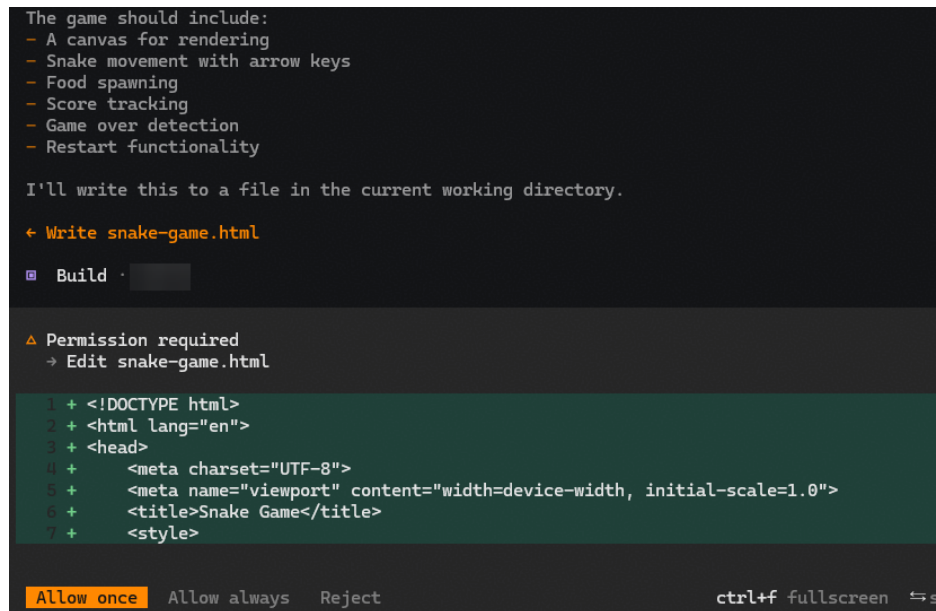
Figure 5-1 Entering a prompt



Step 2 Select the file directory access permission for the TUI development environment. In this example, **Allow always** is selected.

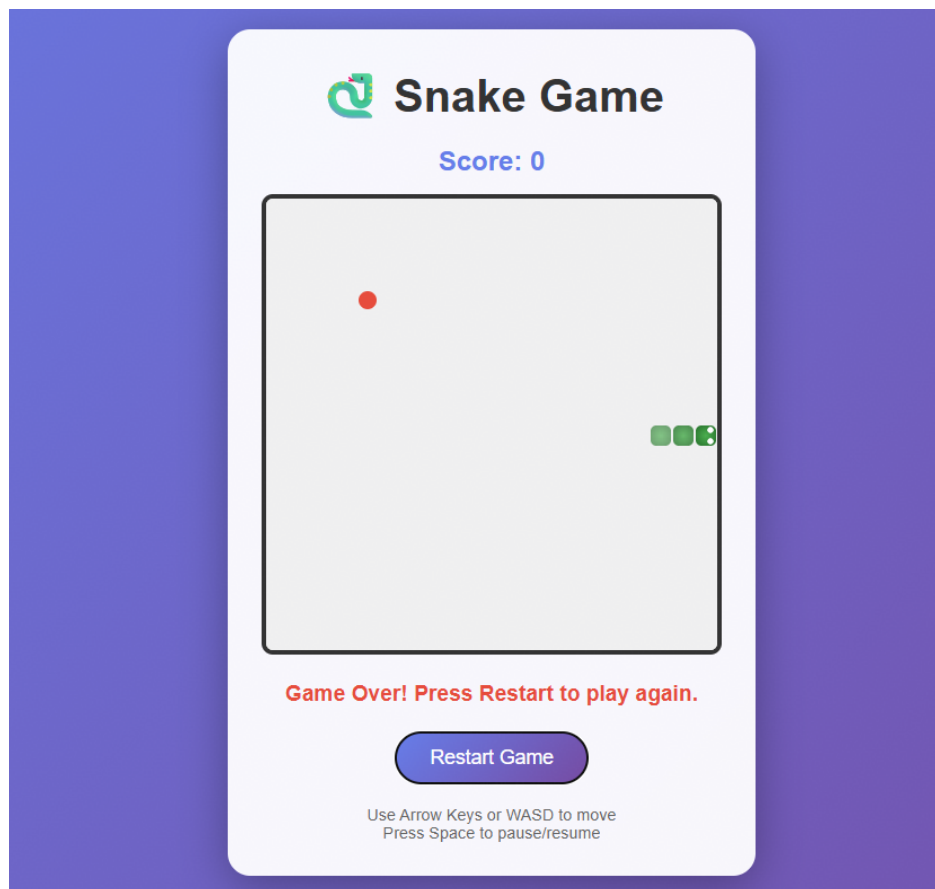
Select **Allow always** and click **Confirm**.

Figure 5-2 Access permissions to the file



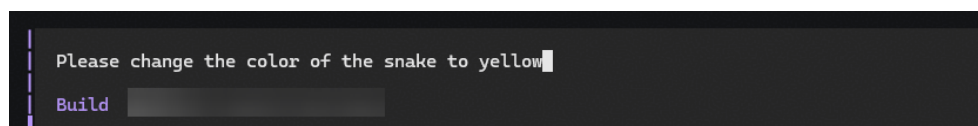
Step 3 Wait until the task is complete, and go to the file address as prompted.

Step 4 Use a browser to open the **snake.html** file for preview. The following figure shows an example.

Figure 5-3 First attempt

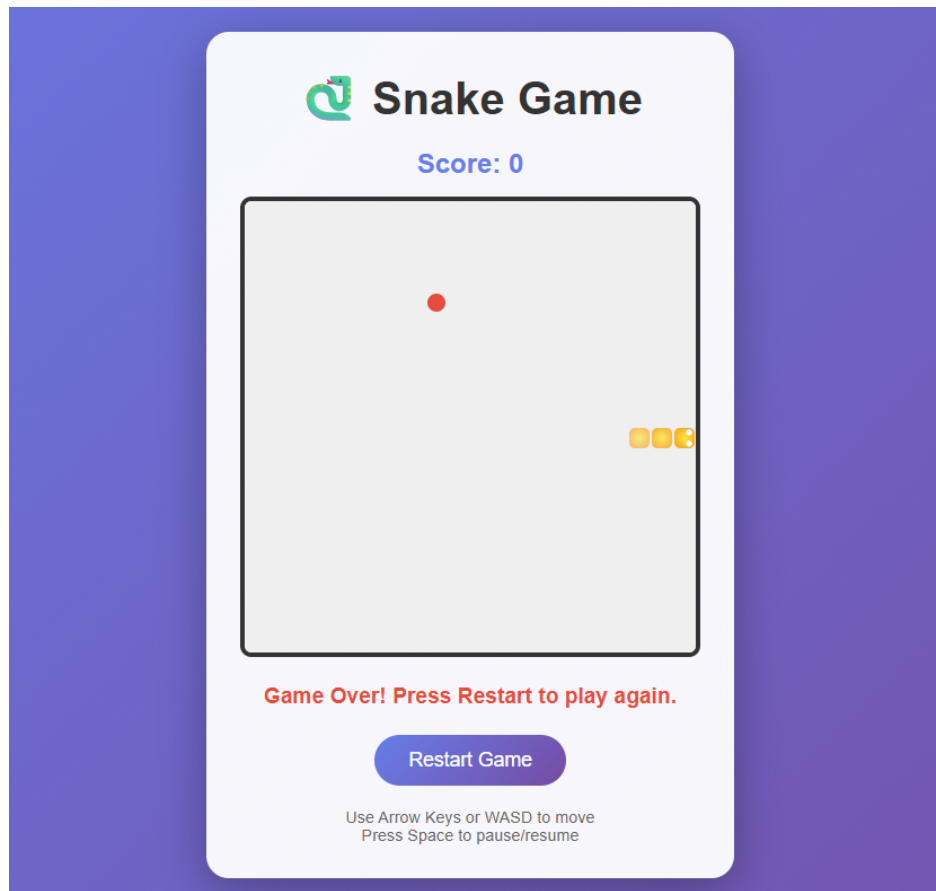
Step 5 Continue the conversation. The tool will modify the code based on your requirements. Enter "Please change the color of the snake to yellow" and press **Enter**.

Select **Allow always** and click **Confirm**.

Figure 5-4 Continuing the conversation

Step 6 Wait until the execution is complete and check the latest generation result.

Figure 5-5 Second attempt



----End