Nath99000's Minecraft Bits:

\<Easy registry\>
Purpose: To easily register items or substitute blocks, but I use items for the example.

```
  public static Item[] items = new Item[number];
    private static void register(Item item1, String name, int
number){
        items[number] = item1;
        GameRegistry.registerItem(items[number], name);
    }


register(new ItemTest(), "TEST", number2)
```

("number" can be any number, as many as required.
"number2 is the identification code for the item.)
\</Easy registry\>

\<Stacker\>
Purpose: To prevent the need of writing new itemstacks in all the time.

```
public static ItemStack stackIt(Item item){
 return new ItemStack(item);
}


methodThatNeedsItemstack(stackIt(items[number2]));
```
\</Stacker\>