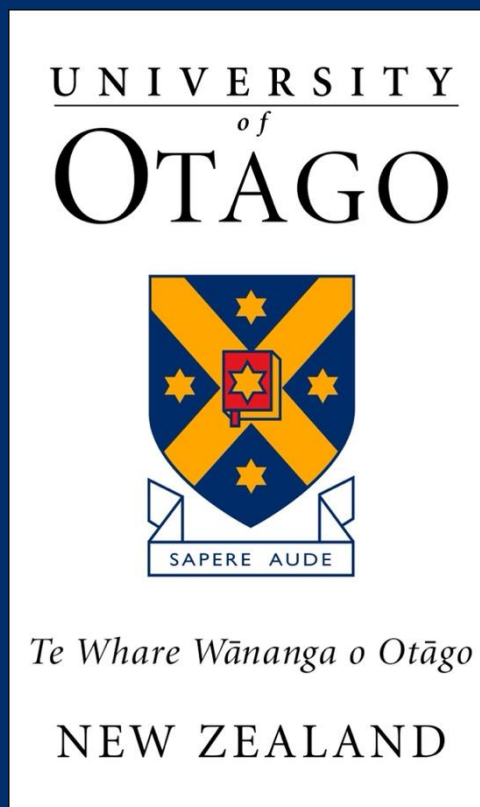


# Installation Guide

## Otago Mentor Match



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## 1.) *Welcome*

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Contained inside this document are the required steps to setup the Otago Mentor Match on a user's local device. This application has been designed to allow current students attending the University of Otago to match with the past alumni. Allowing students to gain the necessary insights into potential industries or roles upon completing their time at Otago.

## 2.) *Prerequisites*

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Before the application can be setup there are first some required necessary preliminary steps to tackle. If a user has both of the required prerequisites already installed they may progress on to section 3.) *Extraction*.

- a. Gradle is an open-source build automation tool that is designed to be flexible enough to build almost any type of software. Because this was used in the development of the Otago Mentor Match Solution it must be installed on the device you wish to run the application on. Attached here is the required link, detailing how to install Gradle.

<https://gradle.org/install/>

- b. Any time of integrated development environment (IDE) will also be required to run the application. IDE is software for building applications that combines common developer tools into a single graphical user interface GUI. Developers of this application opted to use the open source IDE NetBeans, attached are detailed installation instructions.

<https://netbeans.apache.org/download/index.html>

### 3.) *Extraction*

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Once downloaded the required files will be stored in a zip file, making it important for a user to extract them before continuing. Which can be completed through a right click or right clicking the zip twice. Ensure that the resulting Otago Mentor Matcher folder is then stored in your desired location, as this will be required further in the coming steps.

### 4.) *Command Line*

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To run the Service locally without using an IDE, you may do so using the command line.

For Linux or MacOS open the terminal.

For Windows open the Windows PowerShell.

Run the command `cd <file-location>`, to get to navigate to the base project folder.

Alternatively, you can navigate to the file location in the file explorer, right click, and select *open in terminal*.

Once the project folder is open in the terminal run `./gradlew run` and then open `http://localhost:8080/`

### 5.) *Run*

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You will now open up any IDE software of your choice, as we are now ready to run the build. Once on you IDE of choice you must remember where you have stored the folder from earlier, as inside of the IDE you must navigate and open the build.

Opening the application shall provide you with all the files contained inside the folder. You can then run the application which will build and connect to the deployed database, allowing you to run the application on your local host.



