

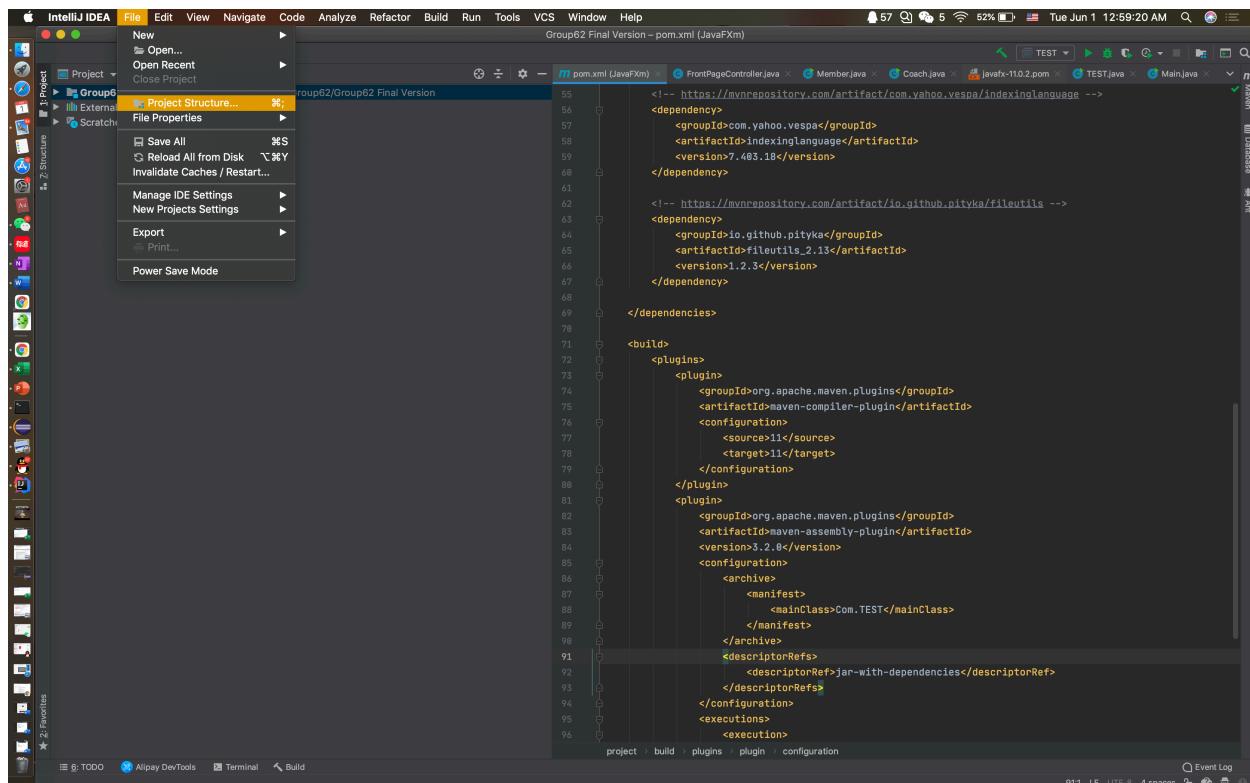
**README:****Integration & Run Environment:***JDK 13.0.1**javafx-sdk-11.0.2**maven 4.0.0**IntelliJ IDEA 2020.1**MacOS***Note that different environments may lead to unsuccessful deployment.**

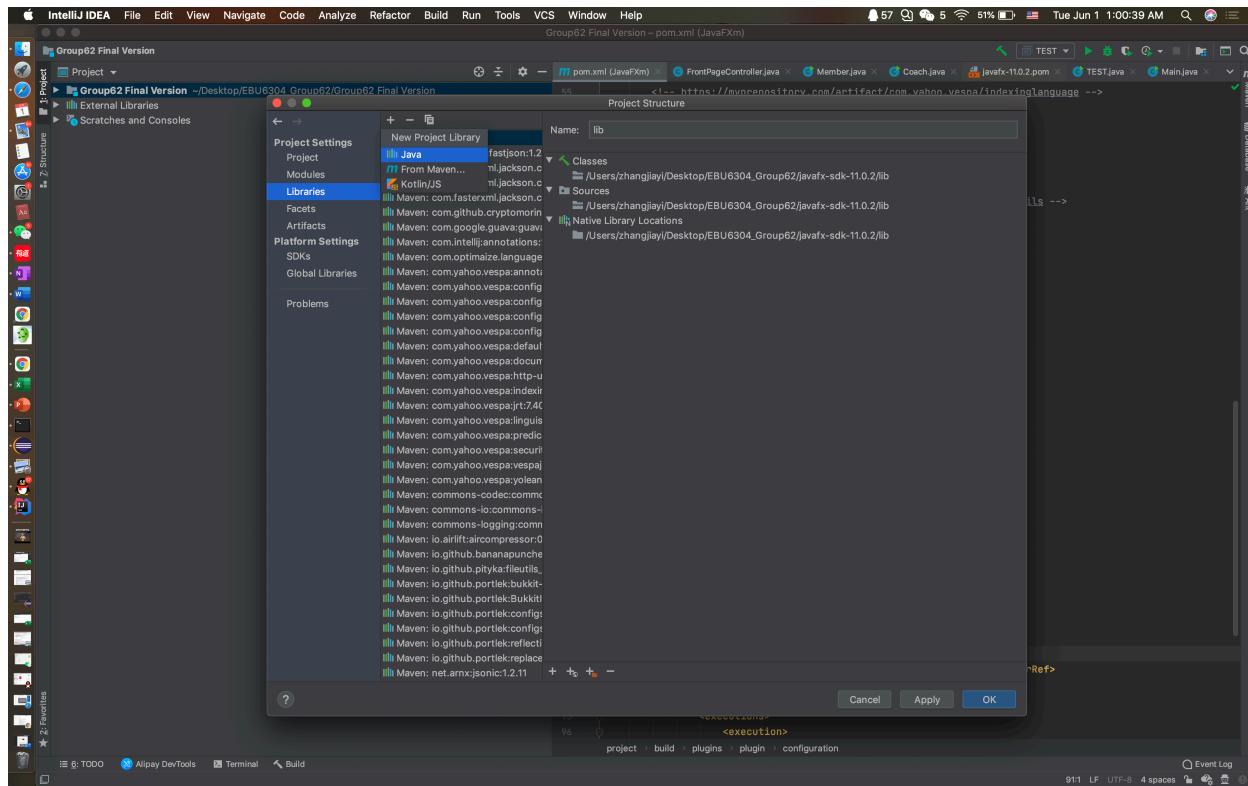
- **How to run our project?**
- *The following method can correctly run our project.*

**Strongly Recommended NOT to Use Terminal/CMD to Run****Please compile and run our software on the IntelliJ IDEA with the correct environment.**

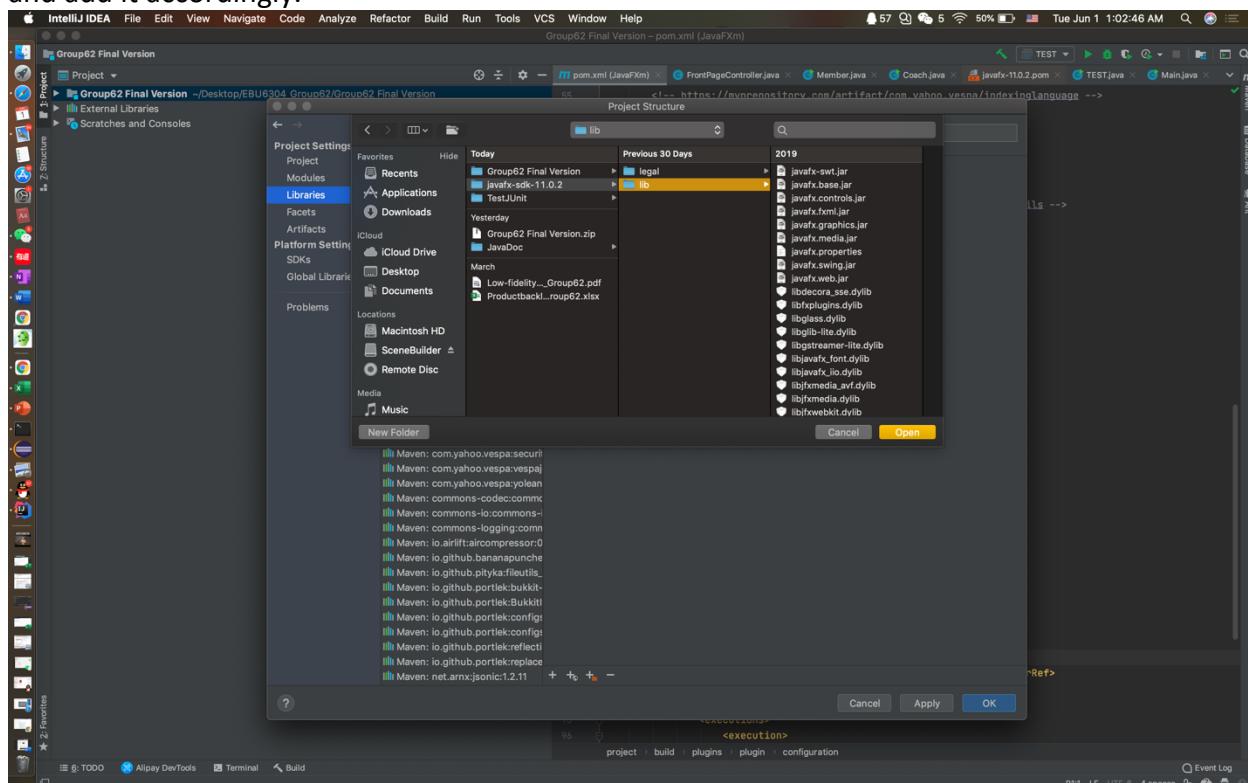
First, click 'File – Open...' and select Group62 Final Version.

If after opening the project from IDEA and it says need the javafx .jar package, please follow the following steps to import. If do not, then skip this step and directly move to the next steps.

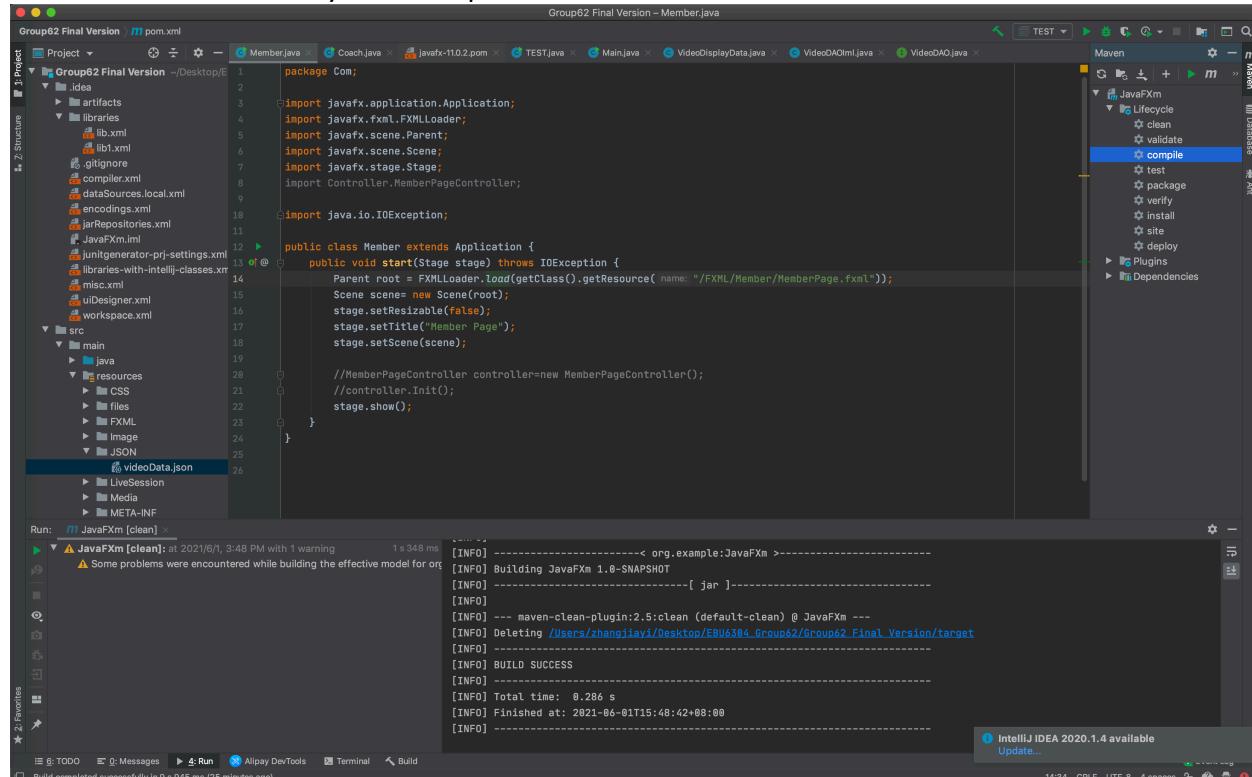




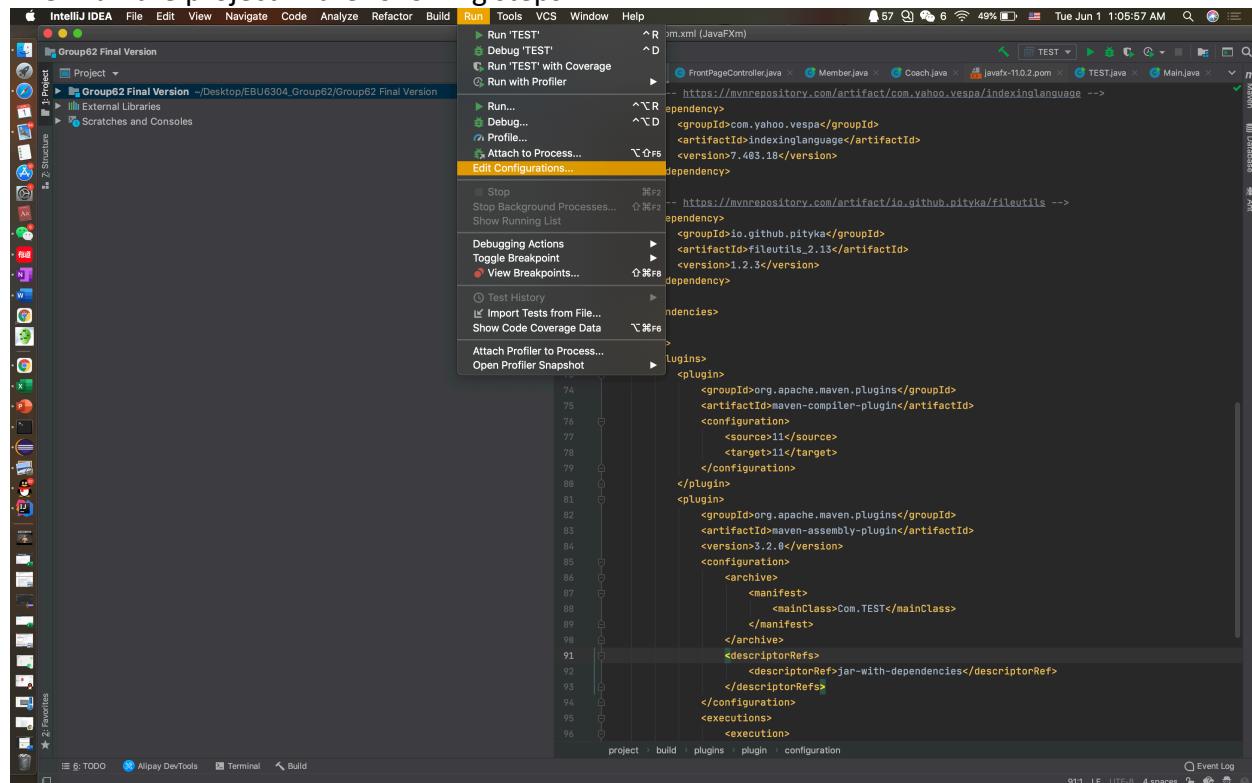
Download JavaFX SDK file from here <https://openjfx.cn/dl/>. Windows OS and MacOS needs to download the corresponding version. Drag the download file *javafx-sdk-11.0.2* to our directory and add it accordingly.



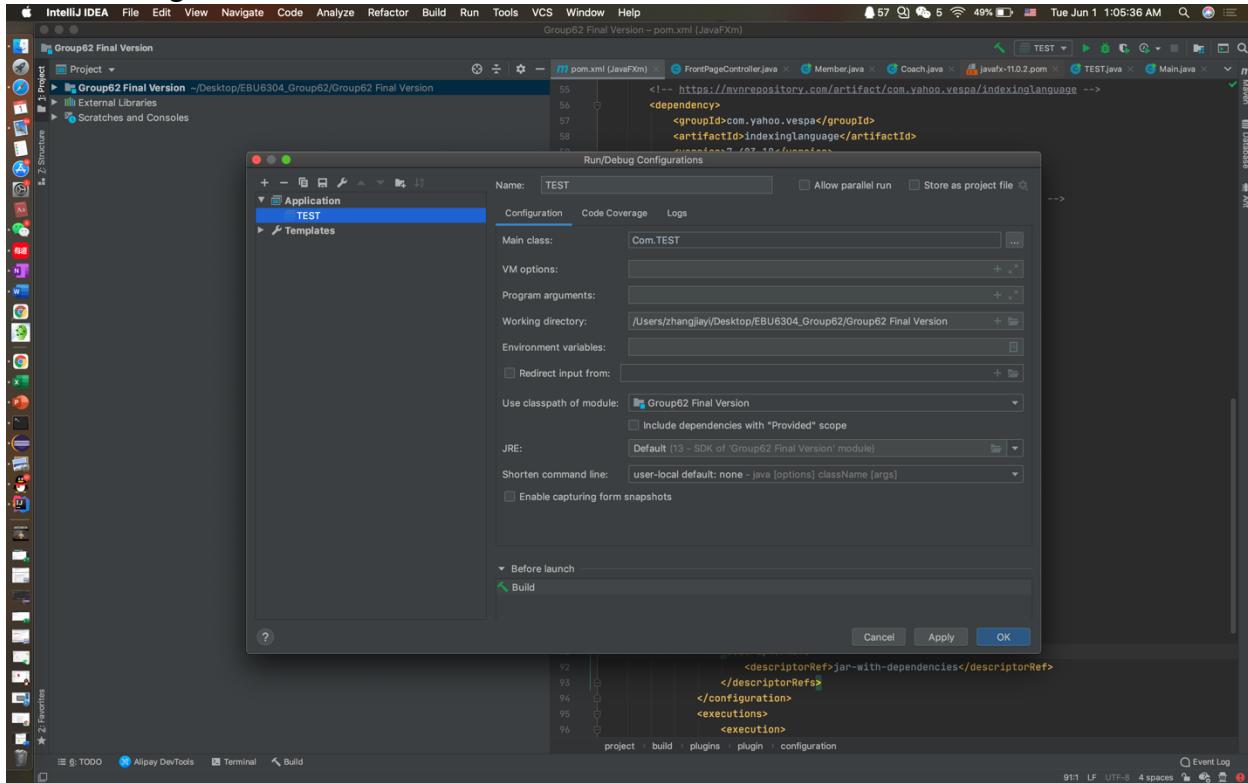
Then click Maven – Lifecycle – Compile.



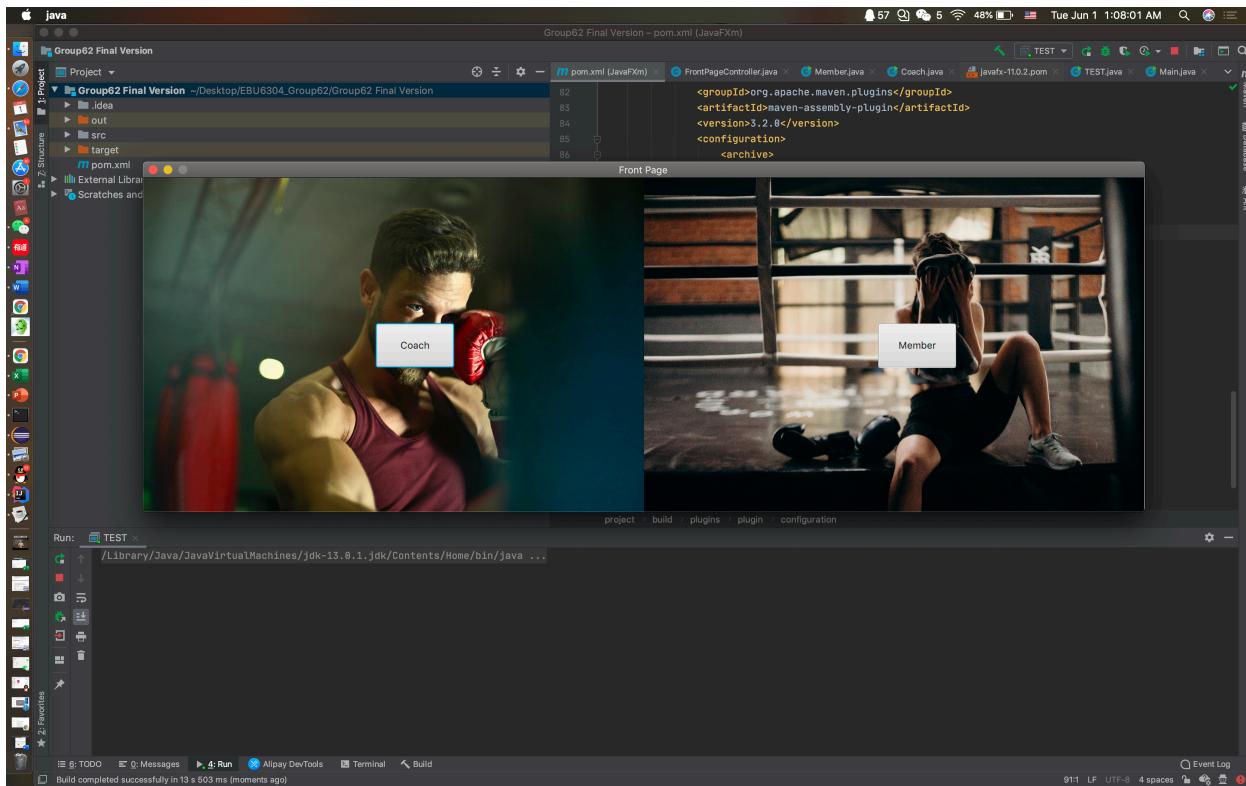
Then run the project in the following steps.



Set the configures like below.

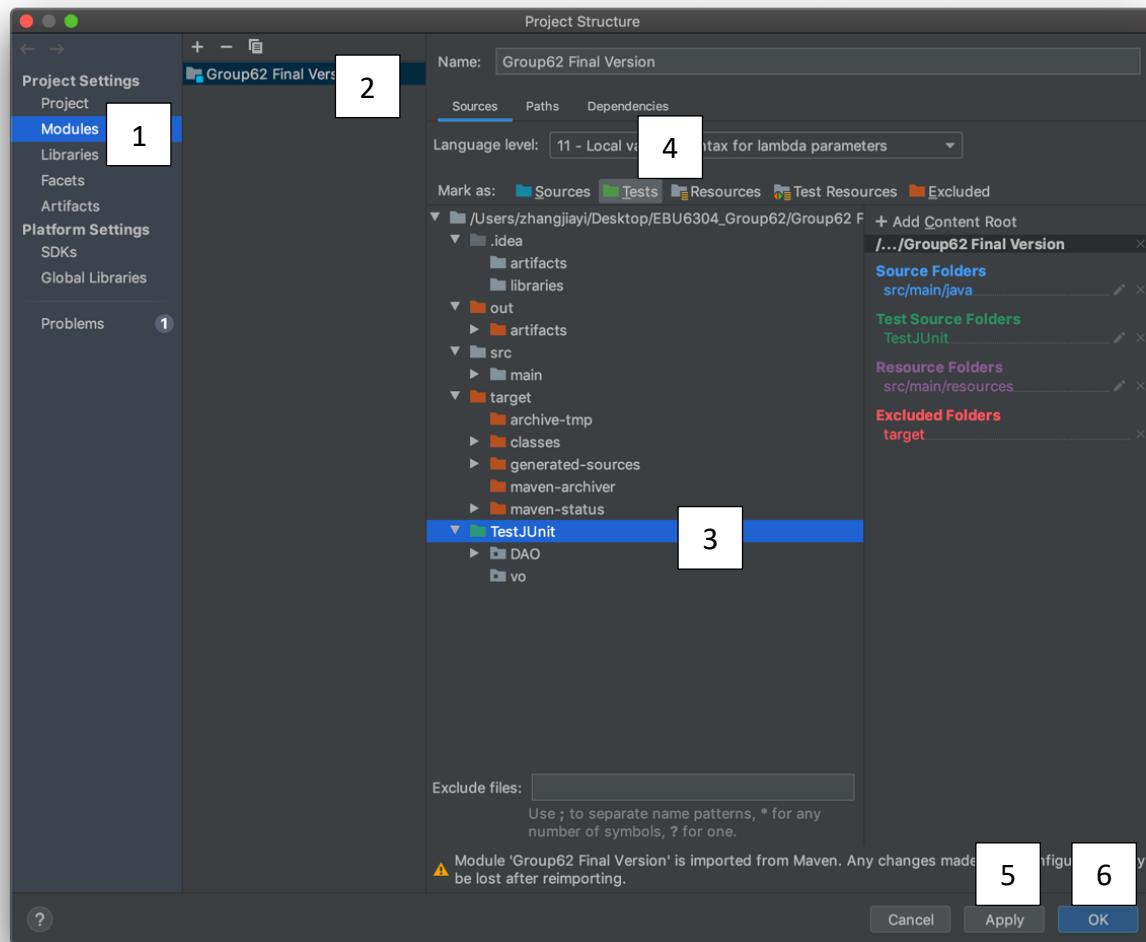


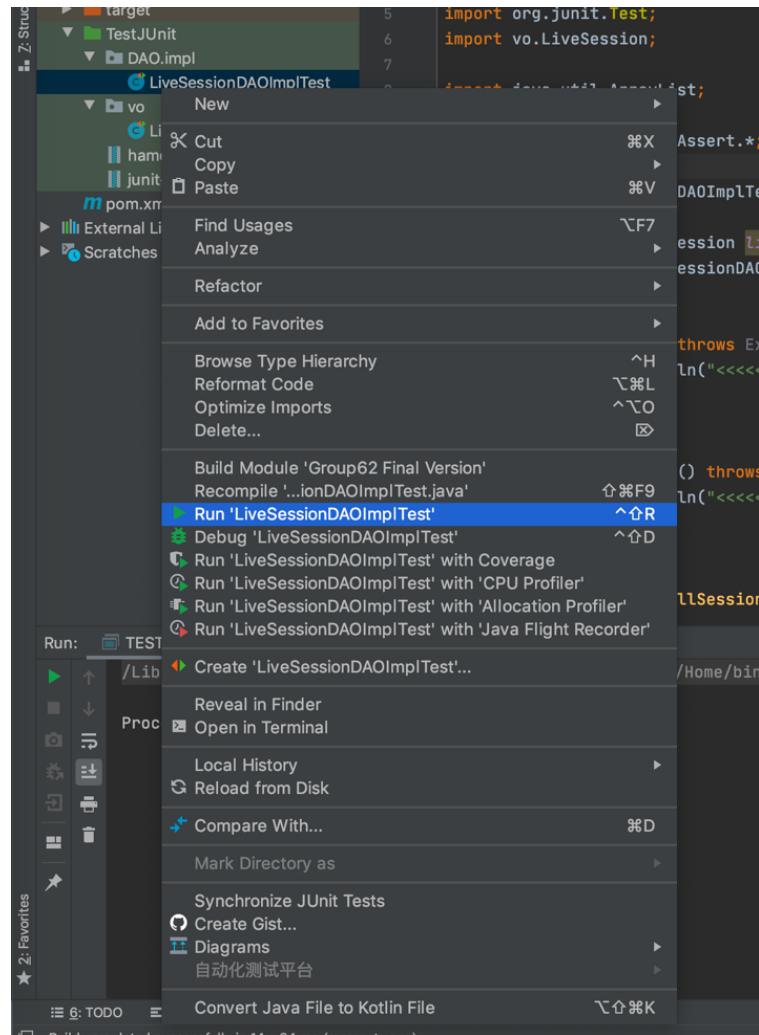
Finally, click the green run button on the top right to run and then it should display the page as follow.



If there is still error information, please check your running environment and compare them if they match with ours. Also, the installation and deployment procedure will be demonstrate in the demo video as well.

- ***About JUnit TDD.***
- *If you want to run the TDD, you can run them separately by putting the JUnit directory into the project directory. Then File – Project Structure – Library import two .jar file in the JUnit directory. Then configure as the steps below click in the following sequence. After that, run the JUnit and GUI will give the results shown in the report.*





Any other potential problems will be explained in the demo video.