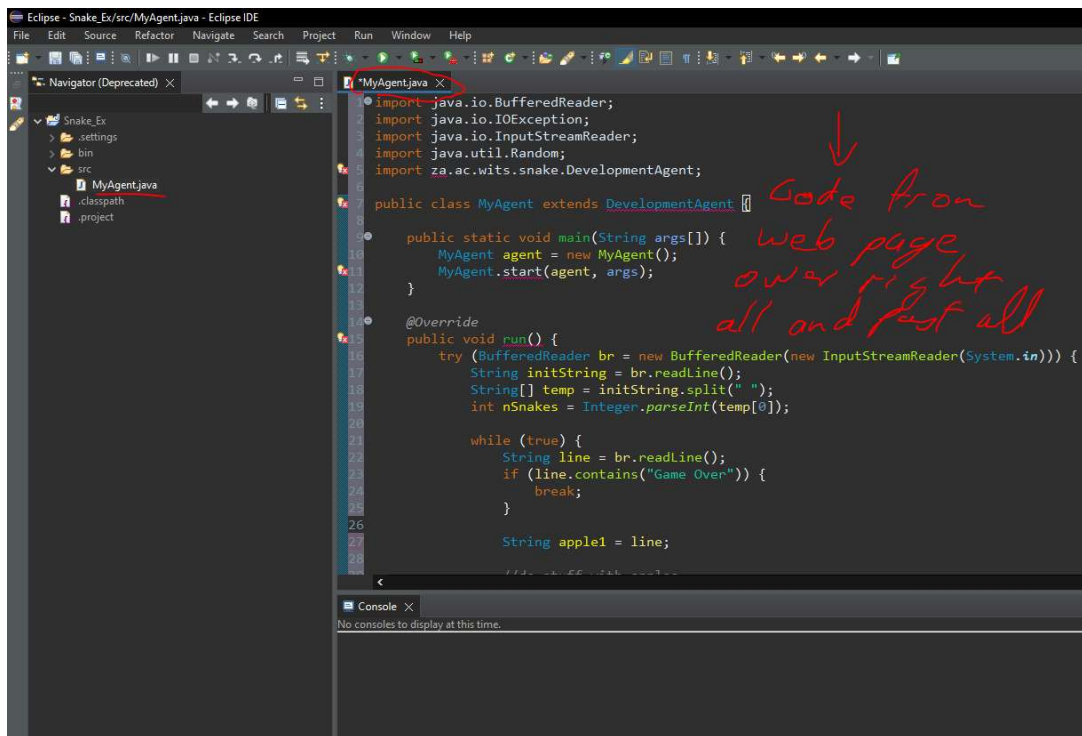
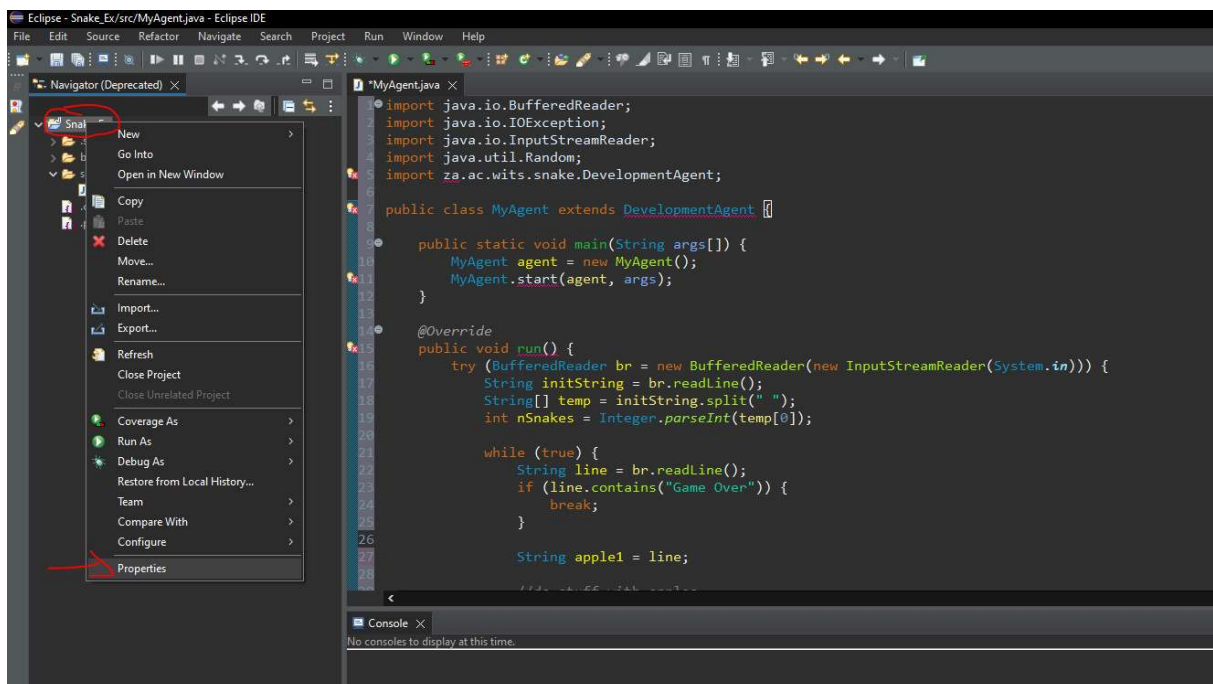


But First: Copy the code from the web site. Delete everything that was created in your “MyAgent” class and copy the code from the web site in there.

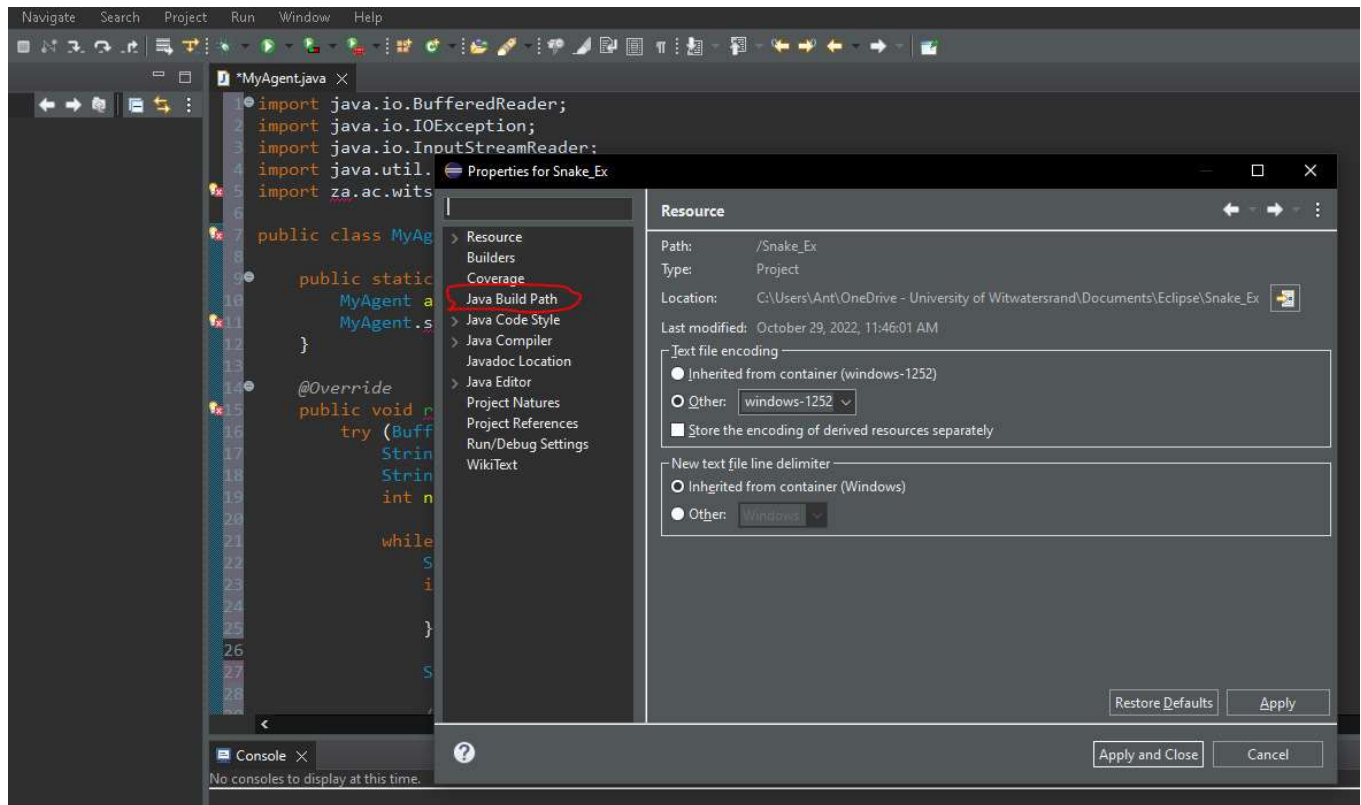


Now it is time to import the “.jar” file this fill contain the complete game engine.

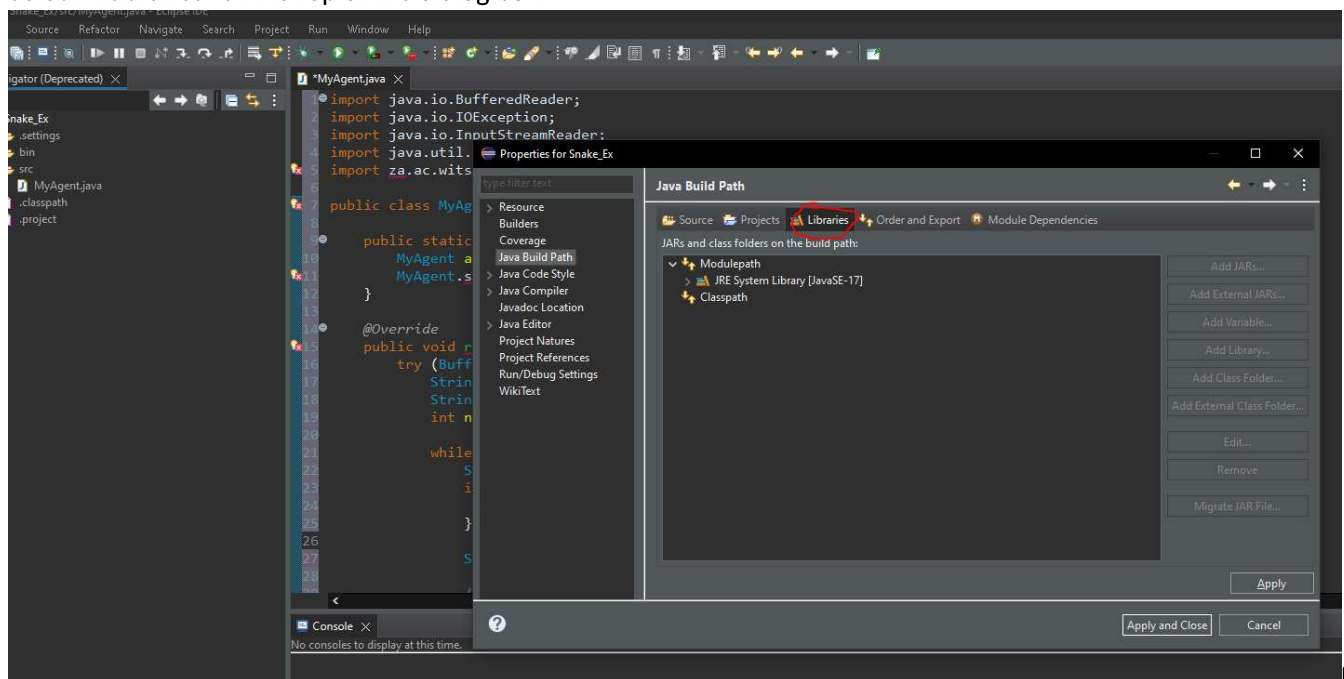
Because you need this in your complete project you right click on you new project (in this case “Snake\_Ex”) and look at the bottom for “Properties” Click on it.



Click on “Java Build Path”



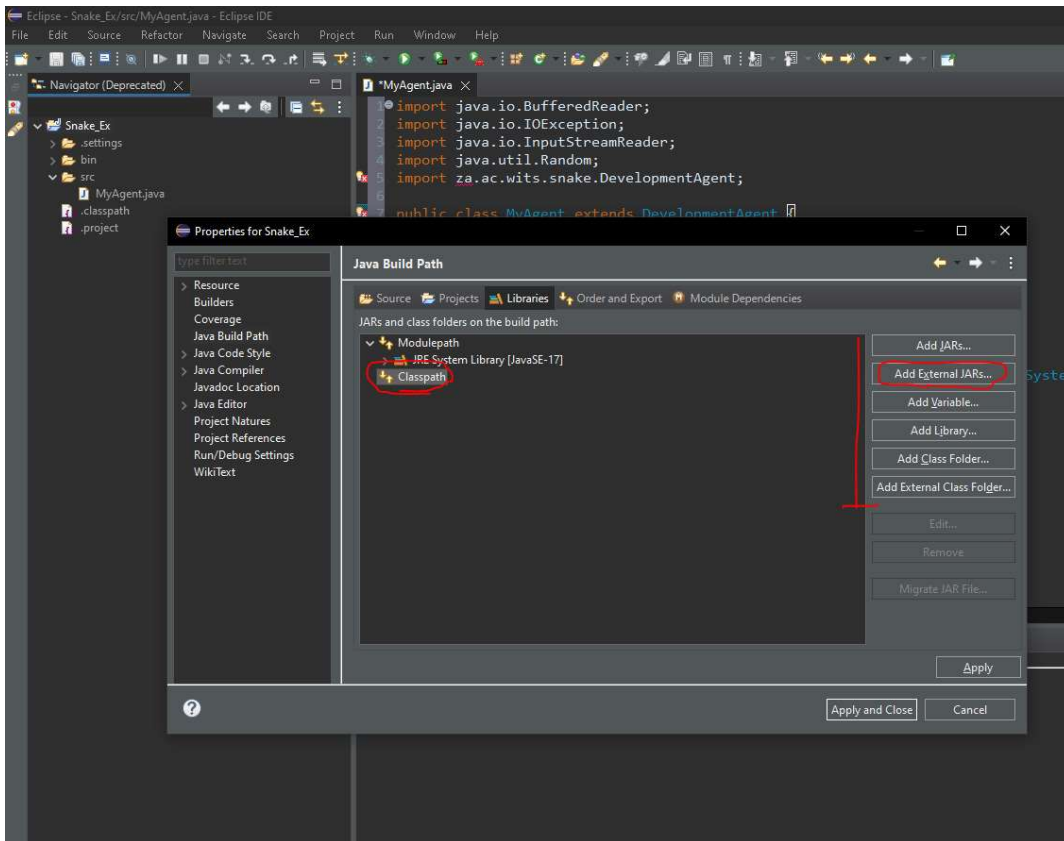
Select “Libraries” at the top of the dialog box.



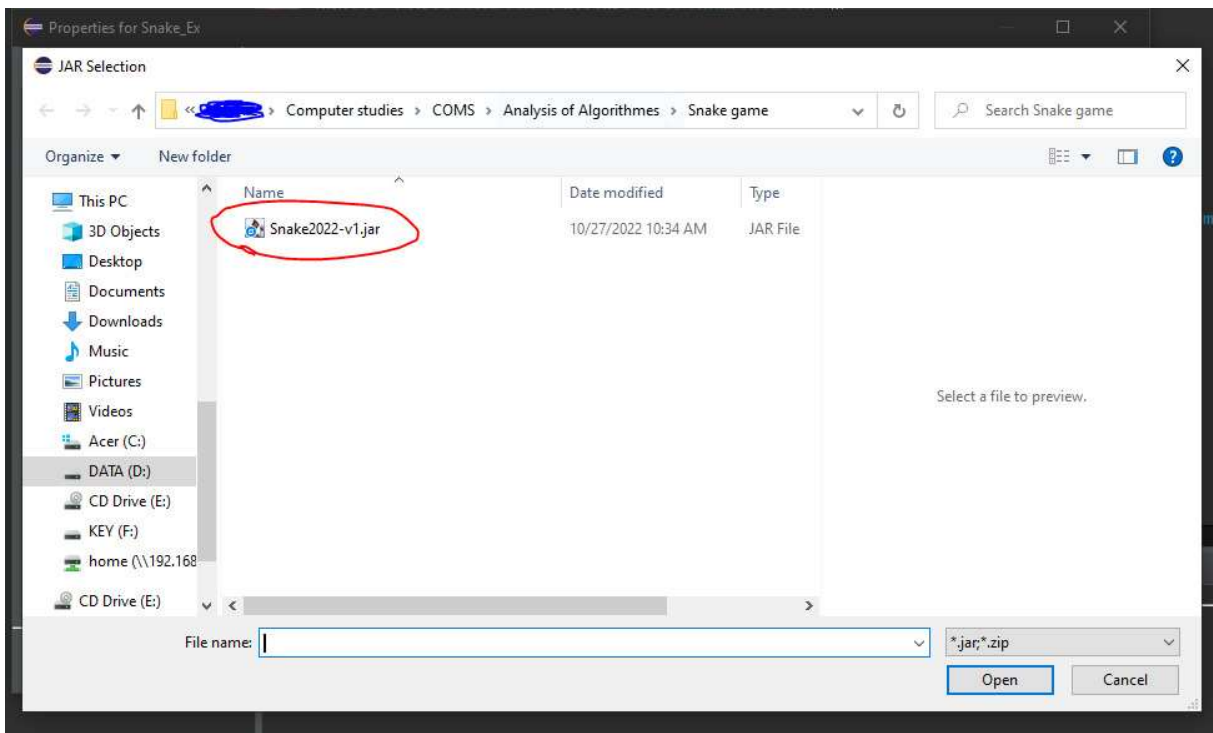
Now

Select Look inside the dialog box for “Classpath” and click on it. This will activate the menus on the right.

Select “Add External JARs...”

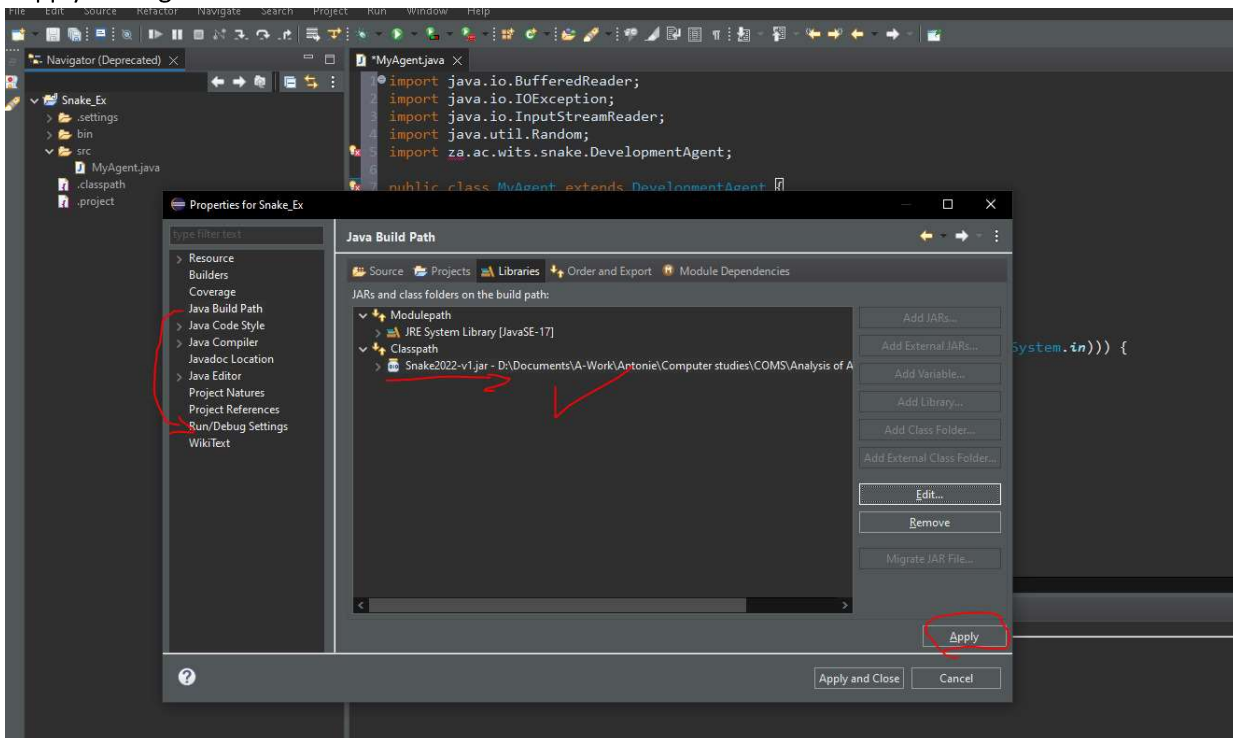


This will give you a navigation box to find something on your PC. Go to where you saved the “.jar” file you downloaded from moodle. And open the file



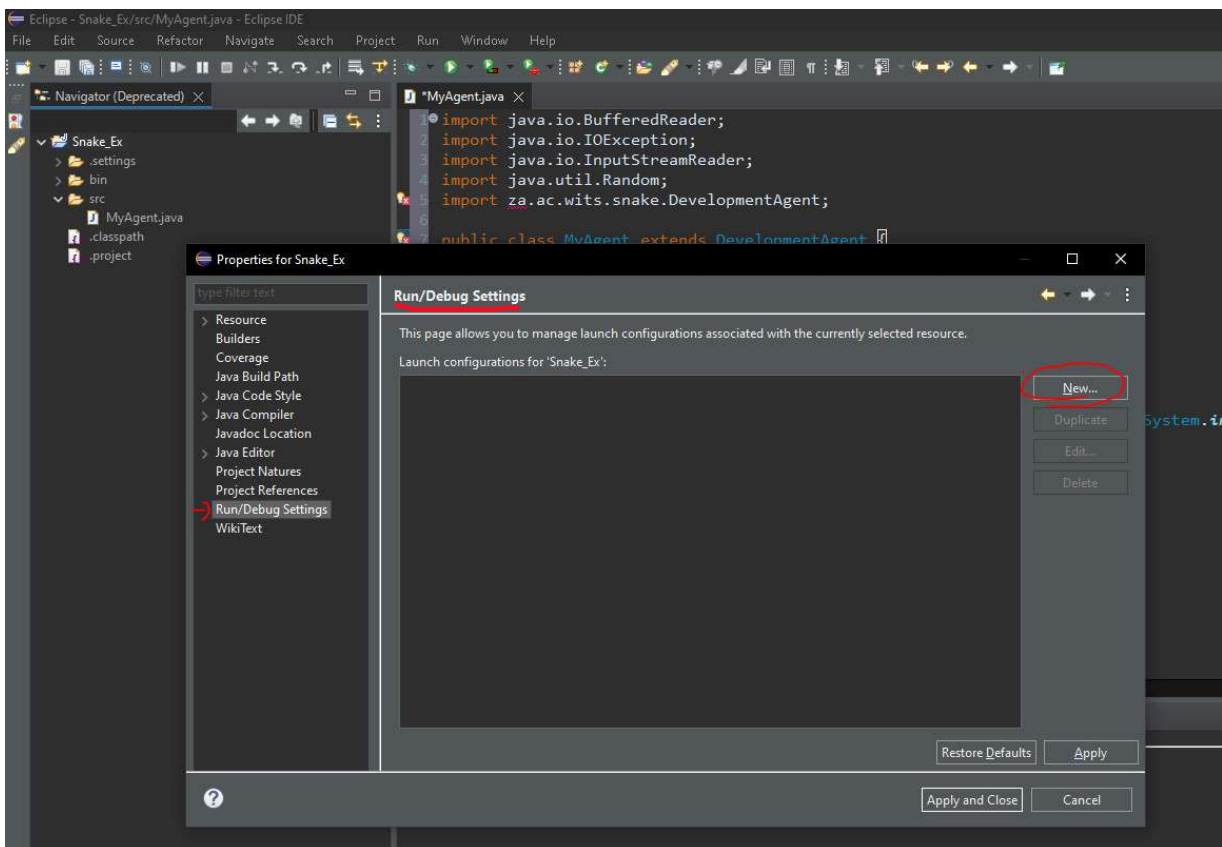
You should find it imported under “Classpath” like this.

“Apply” changes.

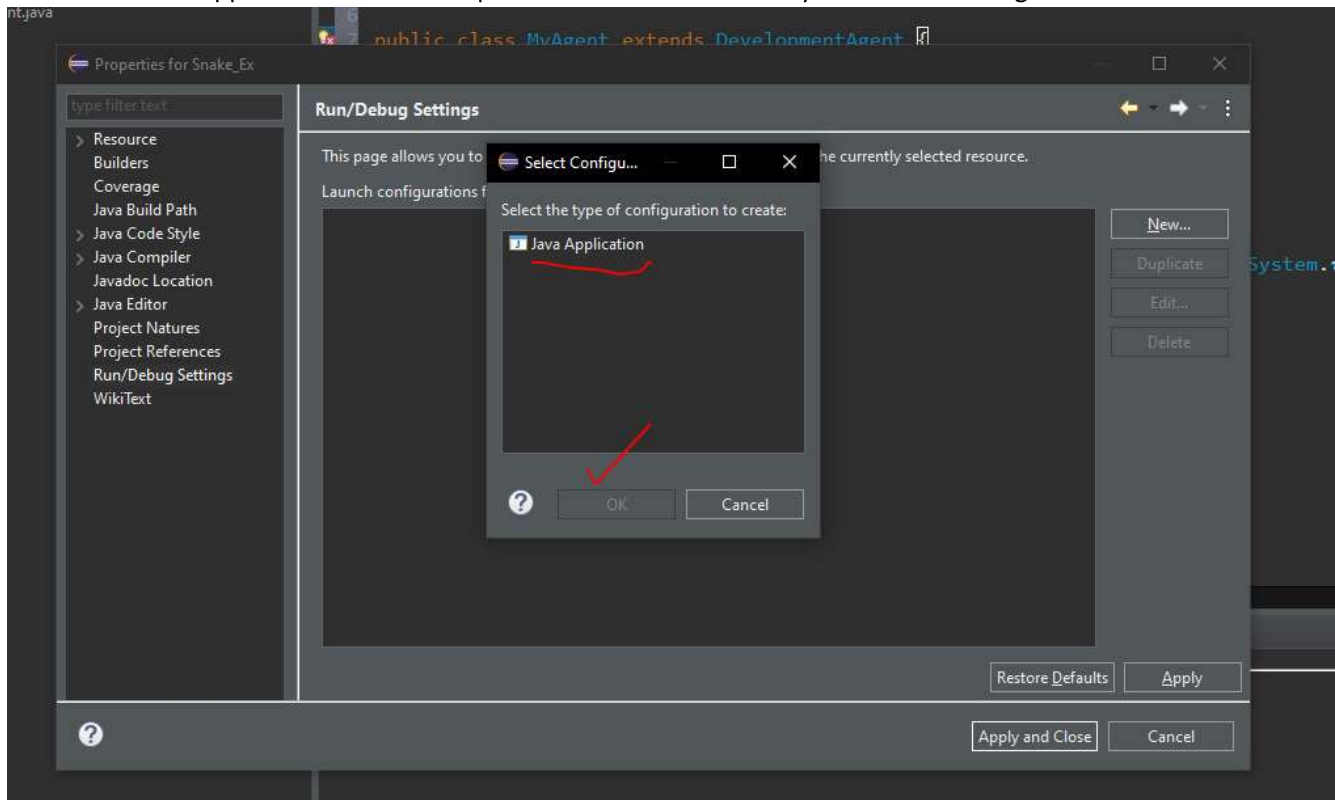


Now you need to go to “Run/Debug Setting” Here you will create you run configuration for your main method.

Select “new”

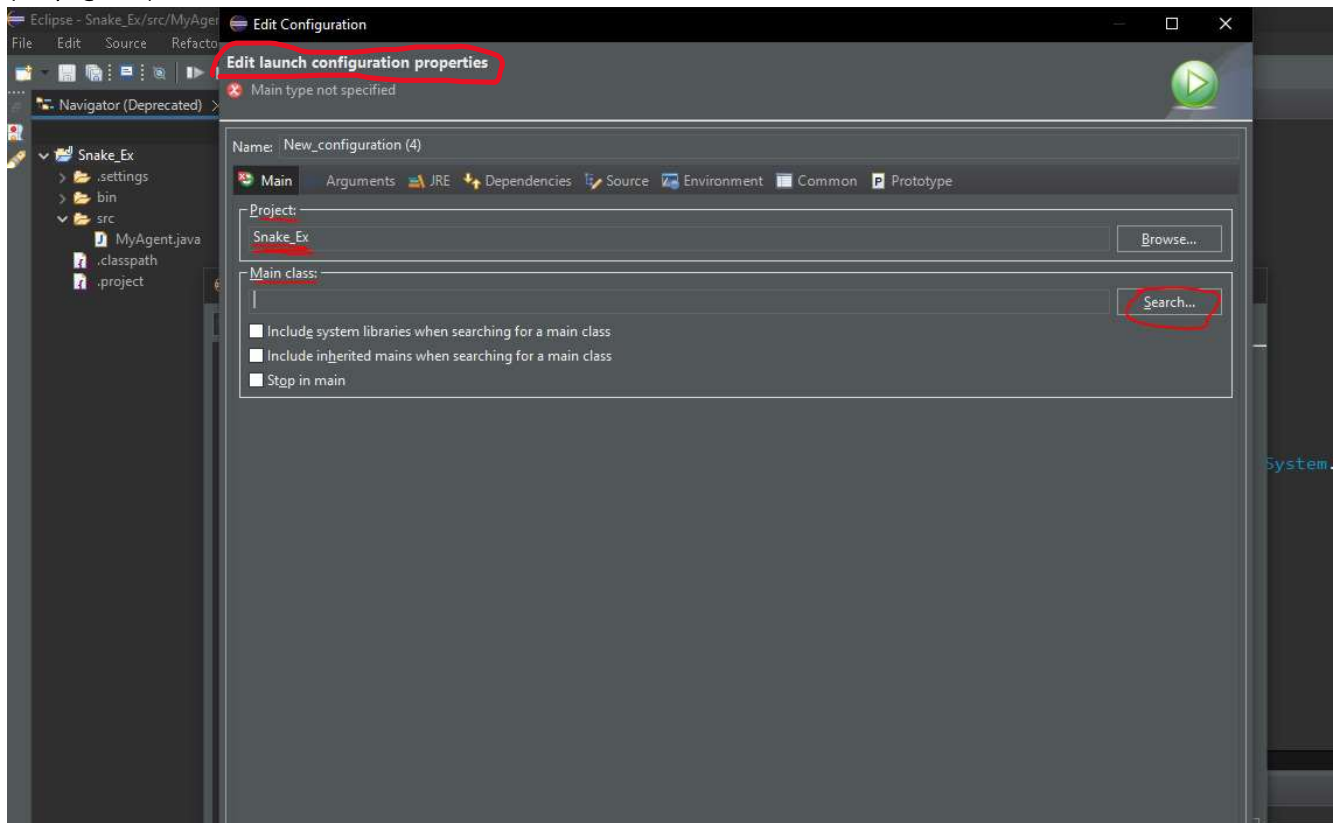


Select the “Java Application” The “OK” option comes available when you select it. Now go “OK”



The “Edit launch configuration properties” open up. In the first block “Project:” your project name should show under “Project”. In this case I made the project name “Snake\_Ex”

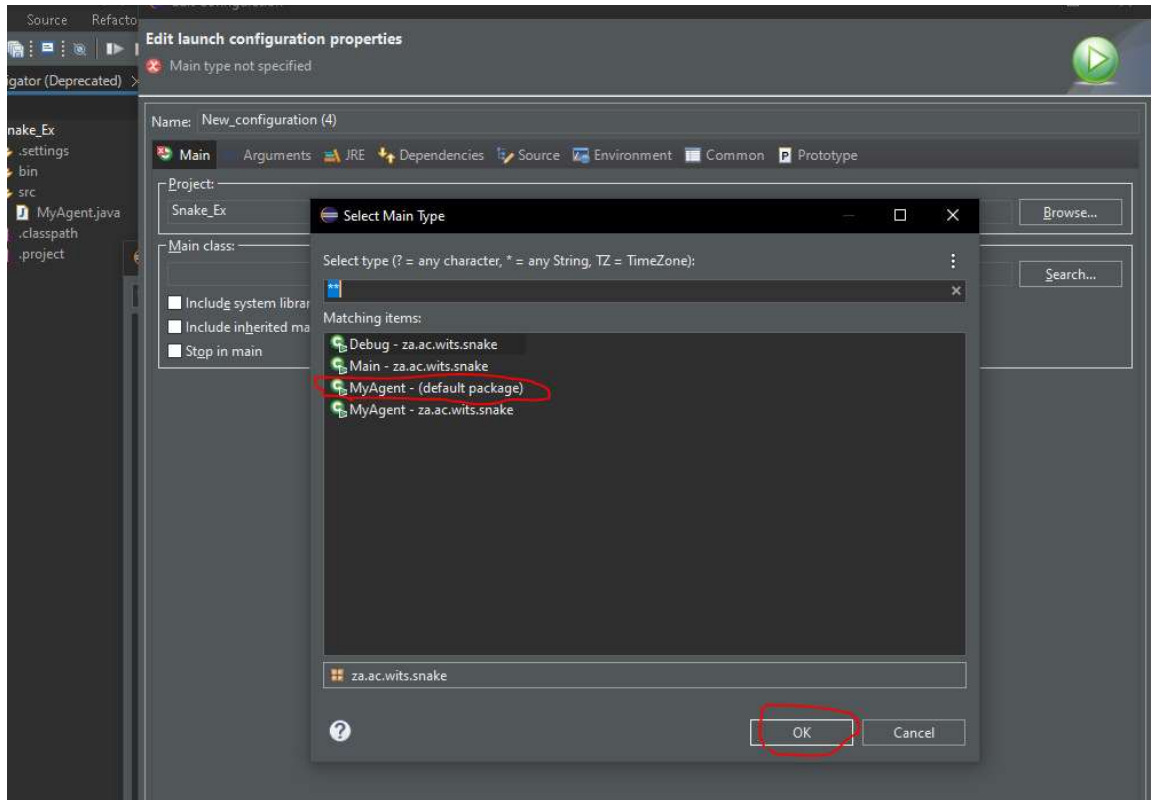
Look in the second block under “Main Class:” Click on “search” to find the main function that you just created (“MyAgent”)



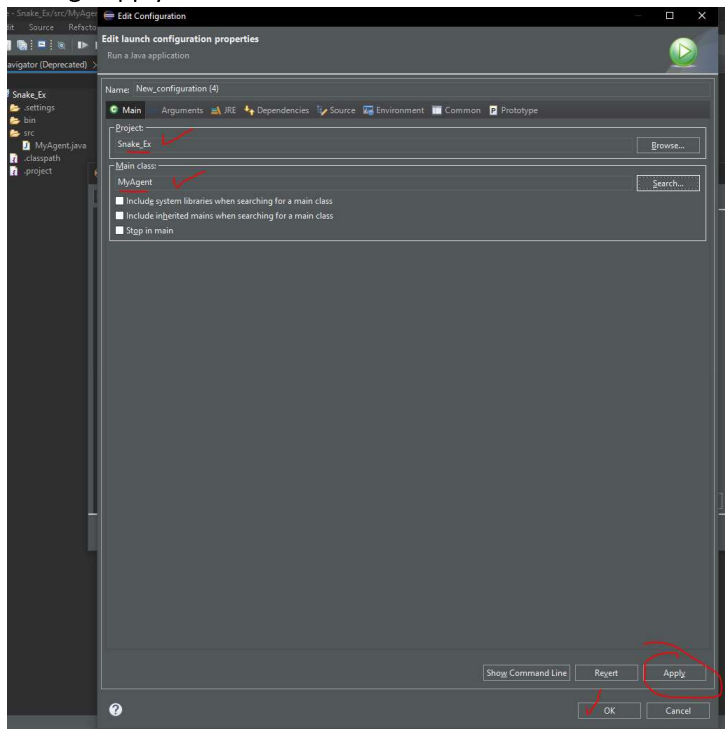
Here you will find two “MyAgent” files

1. **MyAgent – (default package)** This is the one you need to select. This is pointing to the class “MyAgent” you just created.
2. The other ‘MyAgent – za.ac.wits.snake’ This is a class that is a part of the “.jar” file you just linked. On this class you cannot make changes (you will not use it) so just know the difference for now is fine.

Select “OK”

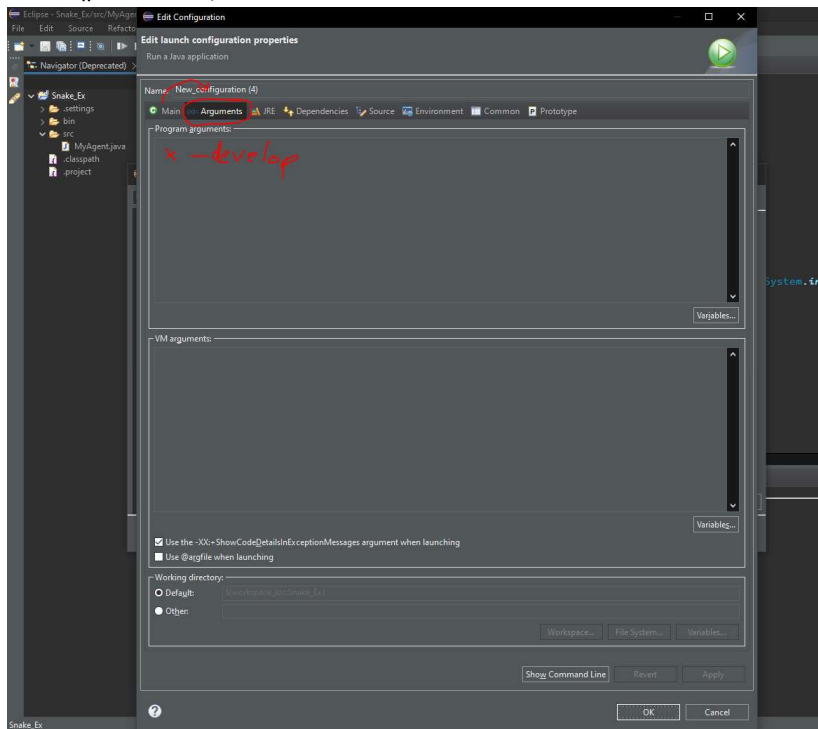


Now go apply and “OK”

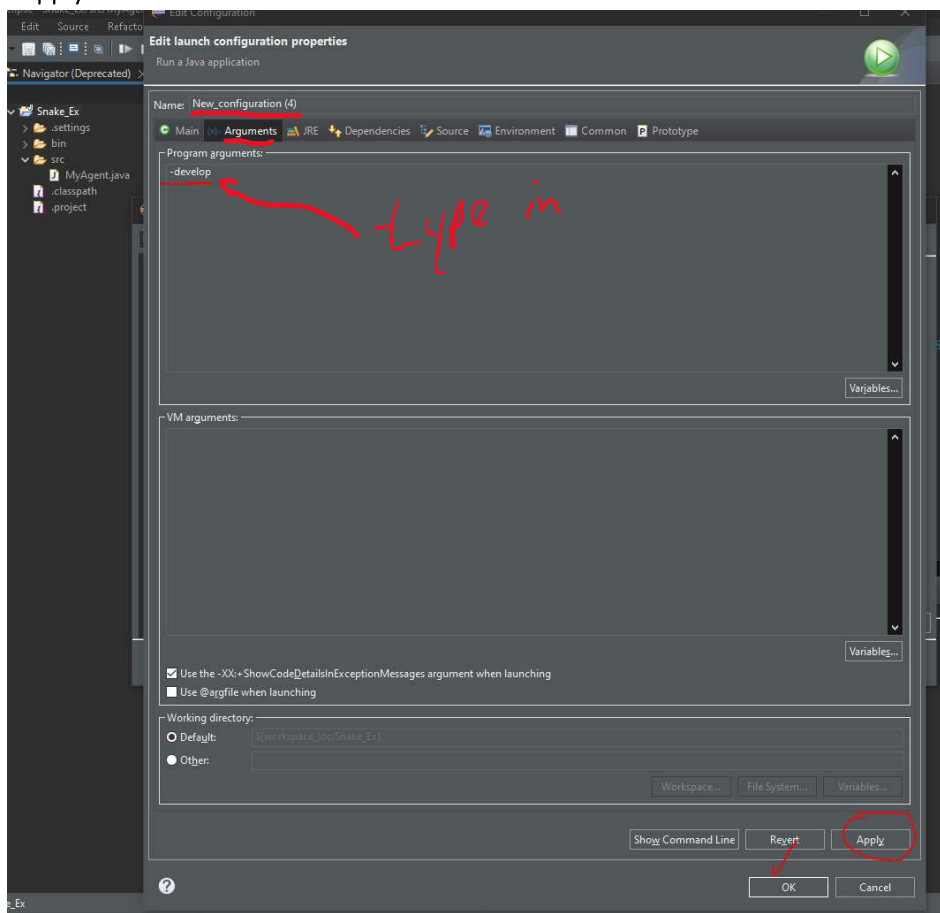




Now move from the “Main” tab to the “Arguments” tab. Here is where you will give an argument to your “main()” function, at run time.



Just click in the top box “Program arguments:” and type in “-develop”  
“Apply” and “OK”



What you just set up was to give the argument "-develop" to your main function at run time. This is not dependent on your snake but is dictated by the game engine so that the system can work. Just a setting.

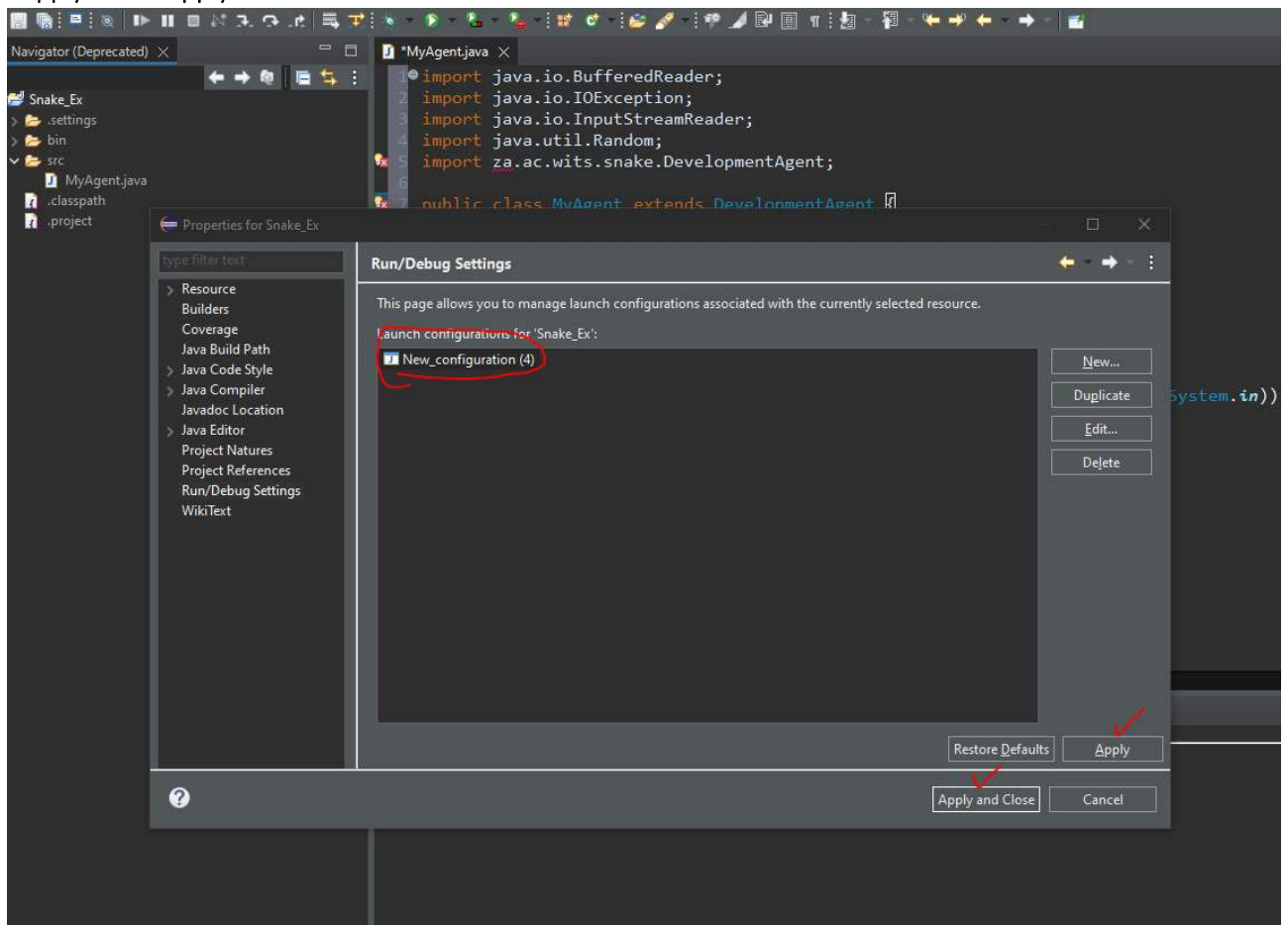
```
import java.io.BufferedReader;
import java.io.IOException;
import java.io.InputStreamReader;
import java.util.Random;
import za.ac.wits.snake.DevelopmentAgent;

public class MyAgent extends DevelopmentAgent {

    public static void main(String args[]) {
        MyAgent agent = new MyAgent();
        MyAgent.start(agent, args);
    }

    @Override
    public void run() {
        try (BufferedReader br = new BufferedReader(new InputStreamReader(System.in))) {
            String initString = br.readLine();
            String[] temp = initString.split(" ");
        }
    }
}
```

Note: You now have create a new "Run/Debug" Configuration that you will run to open the game. In this case it is called "New\_configuration (4)"  
"Apply" and "Apply and Close"

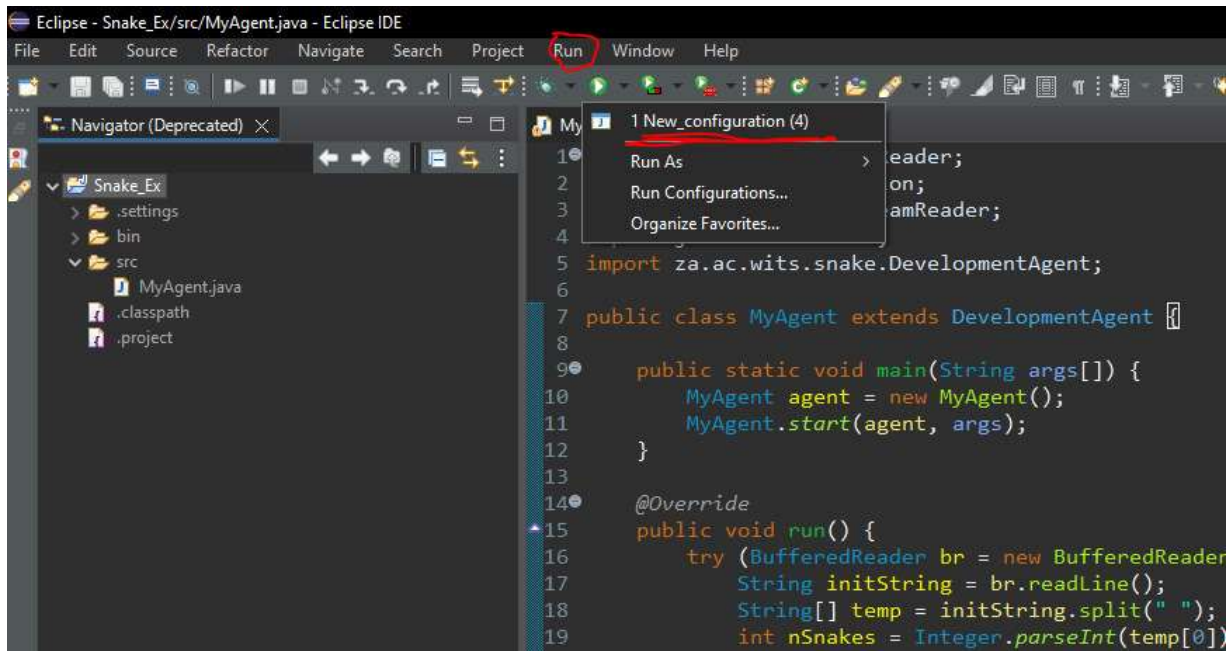




Now you are ready to run your snake game locally on your PC. Go to "Run" In your main menu.

In this case there are only one condifuration so I could just hit run and it will work. But you can also select the configuration you want to run.

So click on "New \_configuration (4)"



It is executing the code we pasted into "MyAgent" so go there and make some changes. To see what happens. You are the red snake.

Now you can start your magic. You can have other classes but they will be used from your "MyAgent" class

