1. Add a gradle dependency and its related repository url.

2. Using java plugin, make changes in the manifest to make the jar executable. Using java -jar JAR_NAME, the output should be printed as "Hello World"

```
Would.gradle MainCode.java X

You can configure Gradle wrapper to use distribution with sources. It will provide IDE with Gra... Hide the tip Ok, apply suggestion!

// Ques 1 Add a gradle dependency and its related repository url.
compile group; 'com.google.code.gson', name: 'gson', version: '2.8.0'
testRuntine group: 'unit', name: 'junit', version: '4.12'
runtime group; 'com.google.code.gson', name: 'gson', version: '2.8.0'

// Ques 2 Using java plugin, make changes in the manifest to make the jar executable.

// Using java -jar JAR_NAME, the output should be printed as "Hello World"

// Display a plugin, make changes in the manifest to make the jar executable.

// Java in the manifest (
// Bartibutes 'Main-Class': 'MainCode'
// Gartibutes 'Main-Cl
```

3. Differentiate between the different dependency scopes: compile, runtime, testCompile, testRuntime using different dependencies being defined in your build.gradle.

Sol.

Compile: The compile scope is the default scope. We can use it when we have no special requirements for declaring a certain dependency.

Runtime: We use the runtime scope for dependencies that are not needed at compile time, like when we're compiling against an API and only need the implementation of that API at runtime. An example is SLF4J where we include slf4j-api to the compile scope and an implementation of that API (like slf4j-log4j12 or logback-classic) to the runtime scope.

TestCompile: Similar to compileOnly, but dependencies declared with testCompileOnly are only available during compilation of tests and not at runtime. I can't think of a specific example, but there may be some annotation processors similar to **Lombok** that are only relevant for tests.

TestRuntime: Similar to runtimeOnly, but dependencies declared with testRuntimeOnly are only available during runtime of tests and not at compile time.An example would be declaring a dependency to the JUnit Jupiter Engine, which runs our unit tests, but which we don't compile against.

4. Create a custom plugin which contains a custom task which prints the current date-time. Using that plugin in your project, execute that task after the jar task executes.

```
aman@Aman-Verma:GradleAssignement $ gradle jar

| Source | Section | Sectio
```

5. Instead of using default source set, use src/main/javaCode1, src/main/javaCode2 to be taken as code source. Make sure that the JAR created contains files from both the directories and not from src/main/java.

```
🗬 build.gradle 🗡 🏮 Java1.java 🗡 륆 MainCode.java
> Configure project :
Date: Tue Mar 03 15:26:58 IST 2020
BUILD SUCCESSFUL in 0s
2 actionable tasks: 2 executed
aman@Aman-Verma:GradleAssignement $ java -jar ./build/libs/GradleAssignement-1.0-SNAPSHOT.jar
```

6. Override the Gradle Wrapper task to install a different version of gradle. Make sure that the task written in Q4 also executes with it.

```
2 actionable tasks: 2 executed
aman@Aman-Verma:GradleAssignement $ java -jar ./build/libs/GradleAssignement-1.0-SNAPSHOT.jar
Hey
aman@Aman-Verma:GradleAssignement $ gradle wrapper --gradle-version 6.2.1

> Configure project:
Date: Tue Mar 03 15:50:24 IST 2020

BUILD SUCCESSFUL in 05
```

7. Run the gradle profile command and attach the resulting files.

