

Deliverable 1 Progress

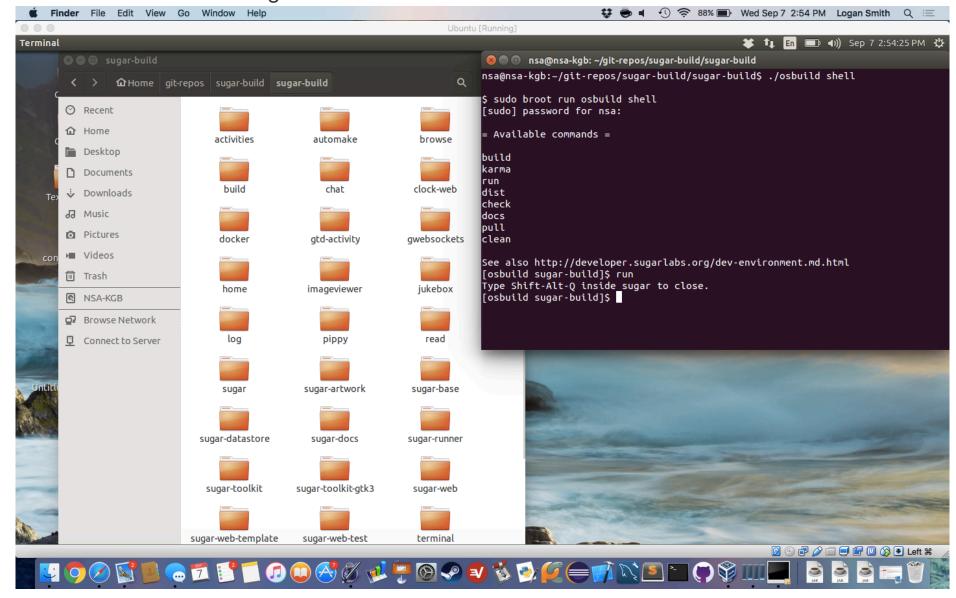
smithla1 edited this page 15 seconds ago · 4 revisions

Building and Running Sugar Labs

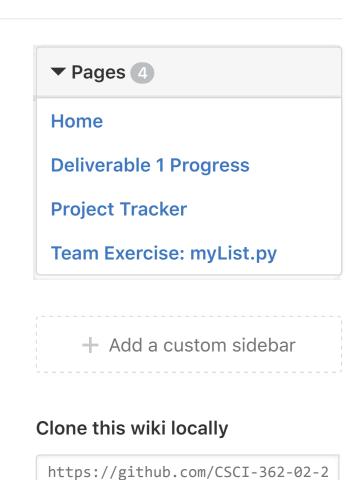
By following the instructions included in the readme, we were able to successfully build and run Sugar Labs.

We ran into an issue with one of the modules, however. When we researched the problem we found that several other people have run into the same problem. As a temporary fix, we edited a JSON file used during the build process to insure that we would be able to still run Sugar Labs with as much functionality as possible.

Once we followed the instructions provided by the readme file (along with our additional steps), we were able to launch Sugar Labs from the command line:



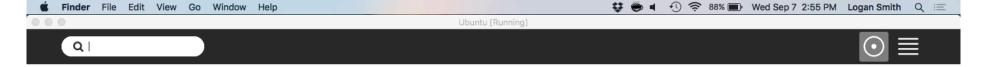
After launching, we were brought us to this screen:



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As a result of modifying the aforementioned JSON file, not all the applications we available, namely those requiring an internet connection. It is our intention to wait for a patch for the broken module and then include that patch in our repository.

Running Tests

We ran into a great deal of trouble when we tried to run the tests, as we found that we were unable to run any of them. The tests all relied on a module that was likely intended to be in the source code, but we could not find it.

Experience So Far

Our experience so far has been mixed. Once we were able to build and run Sugar Labs, it was quite entertaining to try out all of the different activities provided by the software. That being said, there seem to be a few issues that will greatly complicate our progress from here on out. There appears to be some issues in the source code, along with various challenges acquiring and utilizing some of Sugar Labs dependencies.

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