

Module 4 Assignment - Additional Help!

Posted Jan 27, 2025 11:04 AM

All – regarding Module 4 assignment, all you need to do is to **Import** (Eclipse Help menu->Welcome->Import existing projects) the given gameauth.zip skeleton/template/starter project in **Eclipse**. Then update the FIXME (Eclipse Window menu->Show View->Tasks) code items according to the steps outlined in the code in the following articles:

Dropwizard – BasicAuth Security Example: <https://howtodoinjava.com/dropwizard/dropwizard-basic-auth-security-example/>

Consume Dropwizard REST APIs with Jersey/HTTP Client: <https://howtodoinjava.com/dropwizard/client-configuration-and-examples/>

Then, in Eclipse, Select the “gameauth” project in Package Explorer and then click the **Run** button from the **Run** menu.

After that navigate to the **Run Configurations** dialog by right clicking the “gameauth” project in Package Explorer->then clicking **Run As**-> then clicking **Run Configurations**.



Remember to add the values “server config.yml” as Program Arguments on the **Arguments** tab of **Run Configuration**.



Click the **Run** button in the **Run Configurations** dialog.

After that navigate to a **Google Chrome browser** and type the below in the address bar and hit **Enter**.

http://localhost:8080/gameusers

You would see below Sign in page:



Use username: “admin” and password: password to Sign in.

You should see below:



Note: I have also attached a Word document here with this information, just in case you are not able to see the embedded pictures/images above.

Hope this helps!

Thanks,

Suhash

Attachment(s)

Module 4 Game App Assign... (783.55 KB)