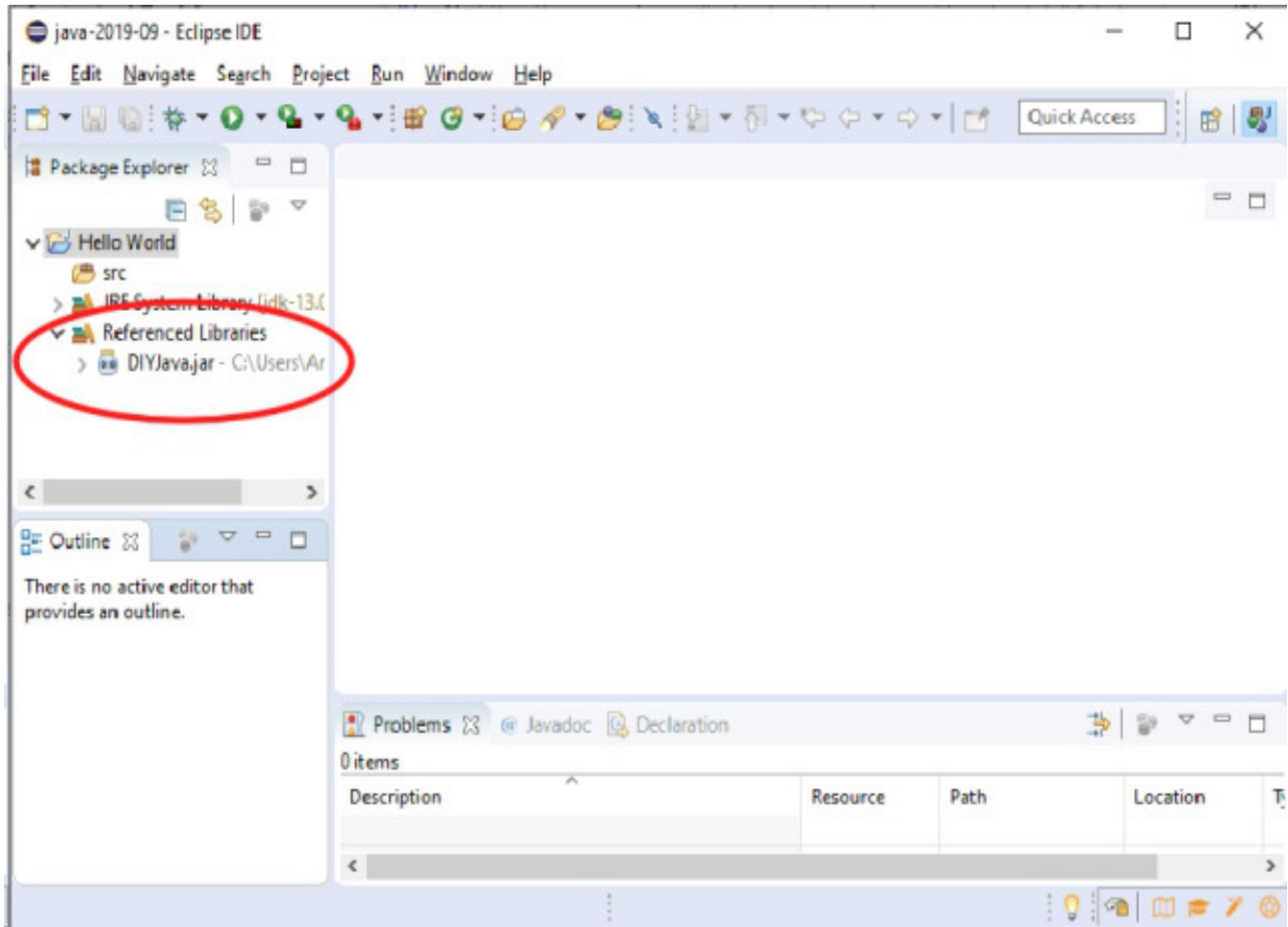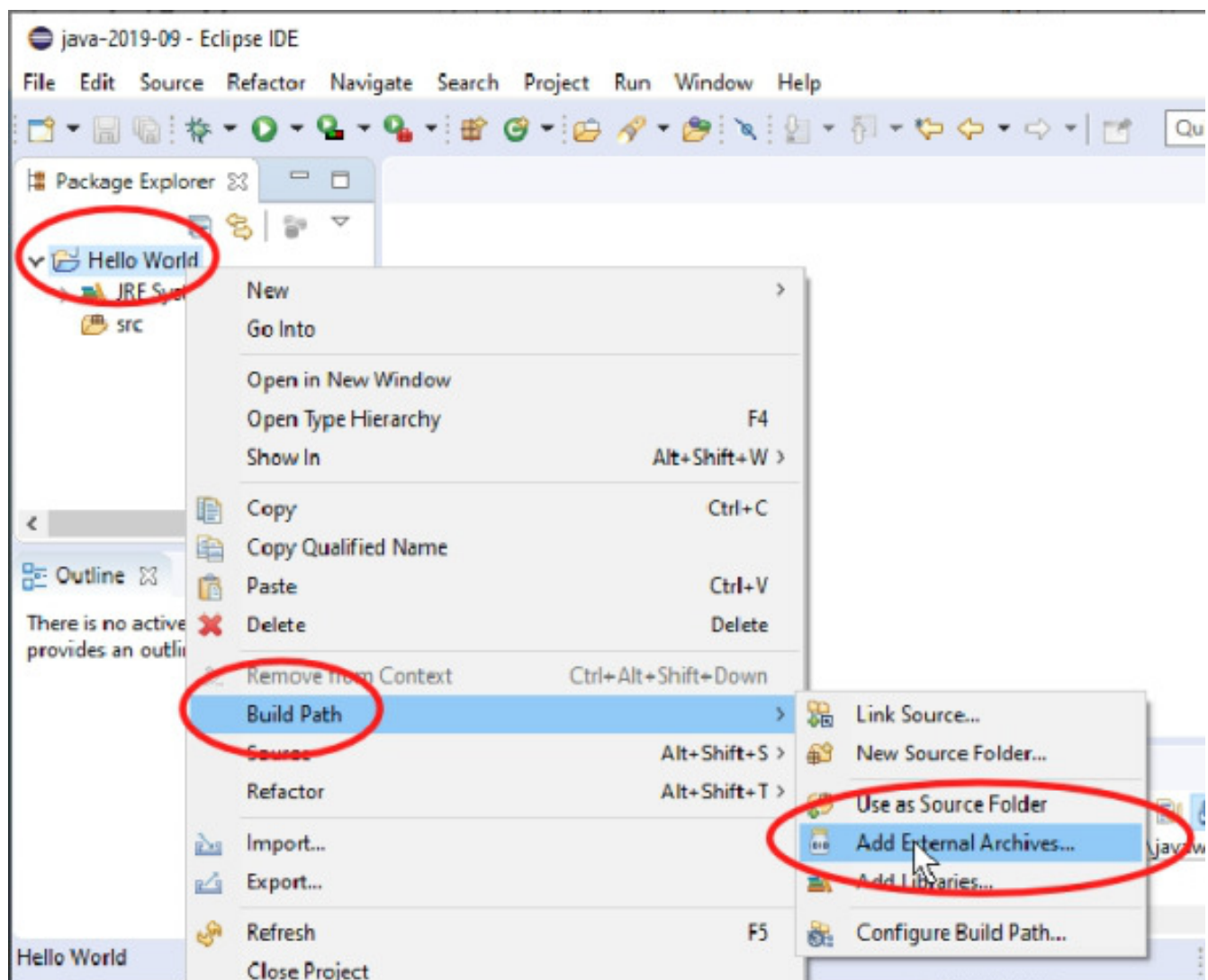# If You Were Unable to Add DIYJava.jar as the External JAR File...

There is a problem with some versions of Eclipse. After completing Lesson 1.1, if you do not see the DIYJava.jar file in the Package Explorer window as shown here, follow the steps below to add DIYJava.jar to the project.
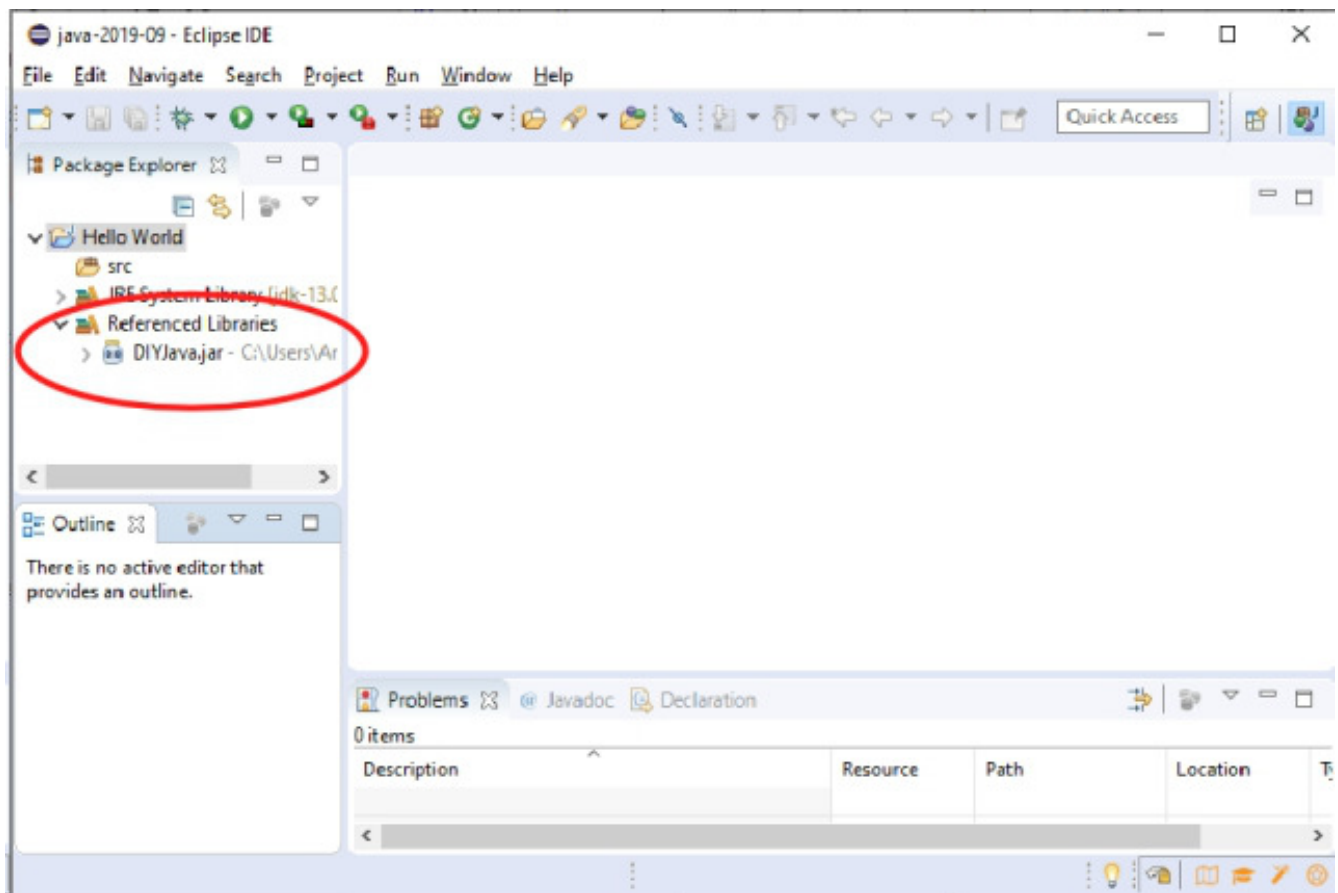

Add DIYJava.jar as an External JAR file to an existing project:

1. Right click on the existing project in Package Explorer.
2. Select *Build Path*.
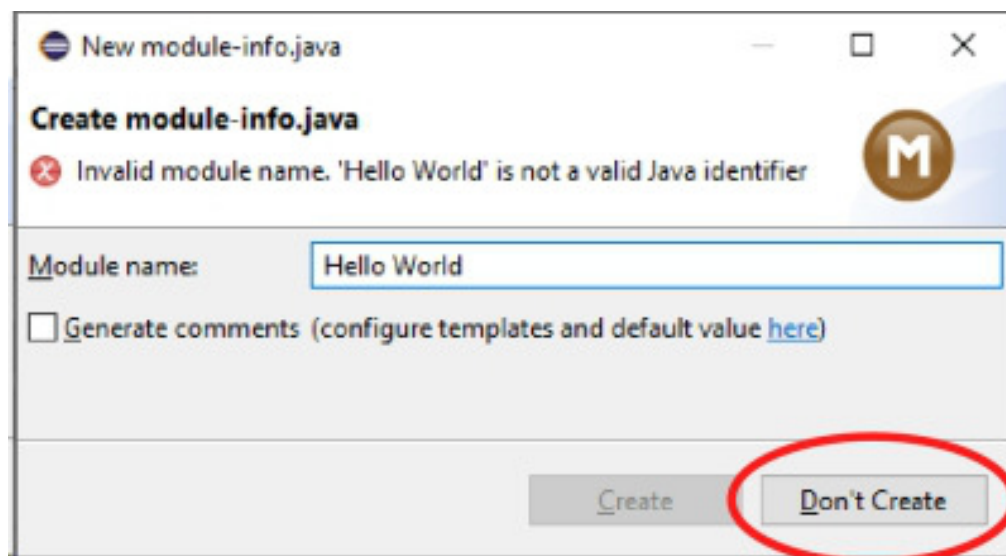3. Select *Add External Archives...*

4. Browse to and select *DIYJava.jar*, which you installed in your Java work folder, and click *Open*.
5. Click *Finish*.

The Package Explorer pane should now show the added JAR file (DIYJava.jar).

You Don't Need to Create module-info.java for Your Project...

Modules are a new packaging option introduced after these books were written. None of the projects in these books use modules. If you see a window to create a module-info.java file, click *Don't create*.

1. Click *Don't Create*.

The Do-It-Yourself Java Games Series of Books

The books currently available in the series:

1. Do-It-Yourself Java Games: An Introduction to Java Computer Programming - learn the fundamentals of Java programming as you create fourteen different text-based games. No previous programming experience is required.
2. More Do-It-Yourself Java Games: An Introduction to Java Graphics and Event-Driven Programming - learn how to program windows, icons, and menus as you create ten more colorful, more interactive games.
3. Advanced Do-It-Yourself Java Games: An Introduction to Java Threads and Animated Video Games - learn to control multiple, simultaneous activities as you create eight more lively, audible games.
4. Do-It-Yourself Multiplayer Java Games: An Introduction to Java Sockets and Internet-Based Games - Learn to communicate across a network as you create seven games that you can play against friends on other computers.

Questions?

Email further questions to Annette Godtland at diyjava@godtlandsoftware.com