Start document PiJukebox

Before starting to build the project, make sure all versions are equal to the ones used.

**IntelliJ**

IntelliJ IDEA 2018.3.3 (Ultimate edition)

Build: #IU-183.5153.38 (January 9, 2019)

**Polymer**

Polymer 3.1.0

**Polymer-CLI**

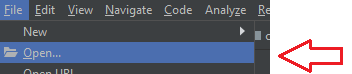
Polymer 1.9.1 or below 2.0.0

**Java JRE**

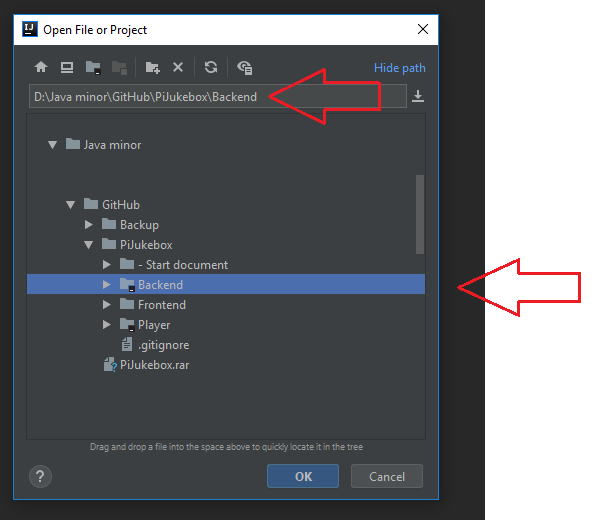
Java JRE 1.8.0\_152-release

How to build the back-end

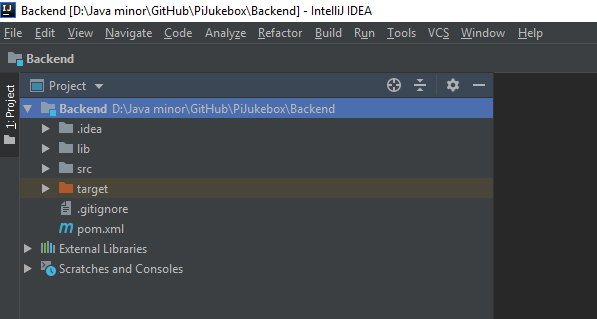
Open up the IntelliJ IDEA, go to:



Then browse to the location where the project is saved:

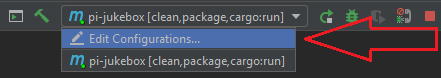


The moment the project is loaded in it’ll look similar if not equal to the next image:

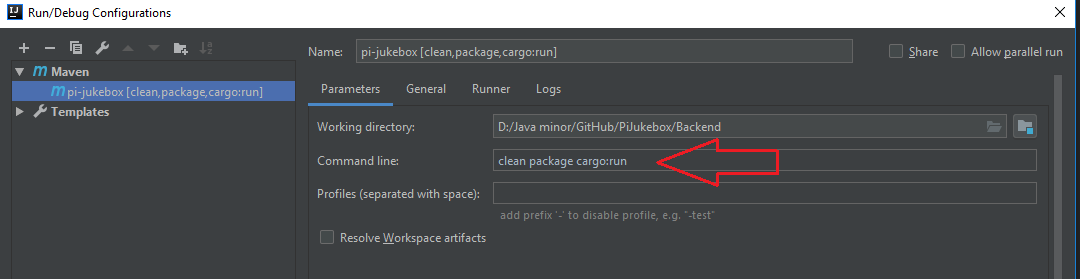


If the project cannot be run at this moment, thus it needs to be configured.

Go to the right top corner and click on:



Then click on the + sign in the window and look for Maven.



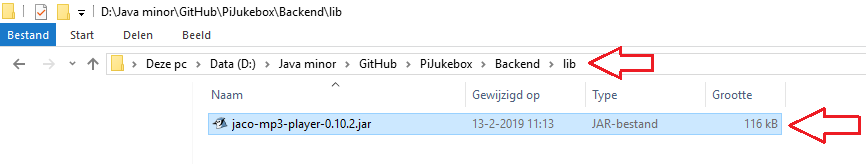
When maven is added make sure the Command line states: clean package cargo:run

This way the IDEA knows it’s talking to an Maven Project and knows how to handle the POM file in the PiJukebox project. ***If it asks to auto-import Maven related dependencies, click on it***, this way it’ll download all the dependencies we used stated in the POM file. If the project is asking to use a valid SDK, use Java JRE 1.8.0\_152-release

**Don’t build the project yet, because it will generate an error about Jaco MP3 player.**

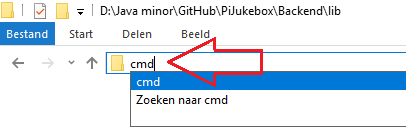
To fix this error the correct Jaco.jar file has to be in the LIB folder in the back-end.

The jaco mp3 version we are using is: jaco-mp3-player-0.10.2.jar. (Look at the next image as reference)



This .jar file has to be executed first through the command line.

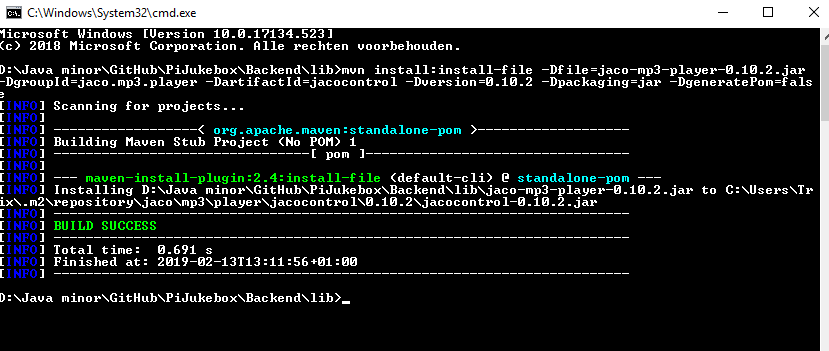
Open CMD by typing CMD in the back-end folder: (Next image for reference)



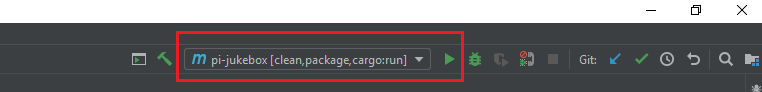
When CMD has been opened, copy-paste the following line in CMD:

mvn install:install-file -Dfile=jaco-mp3-player-0.10.2.jar -DgroupId=jaco.mp3.player -DartifactId=jacocontrol -Dversion=0.10.2 -Dpackaging=jar -DgeneratePom=false

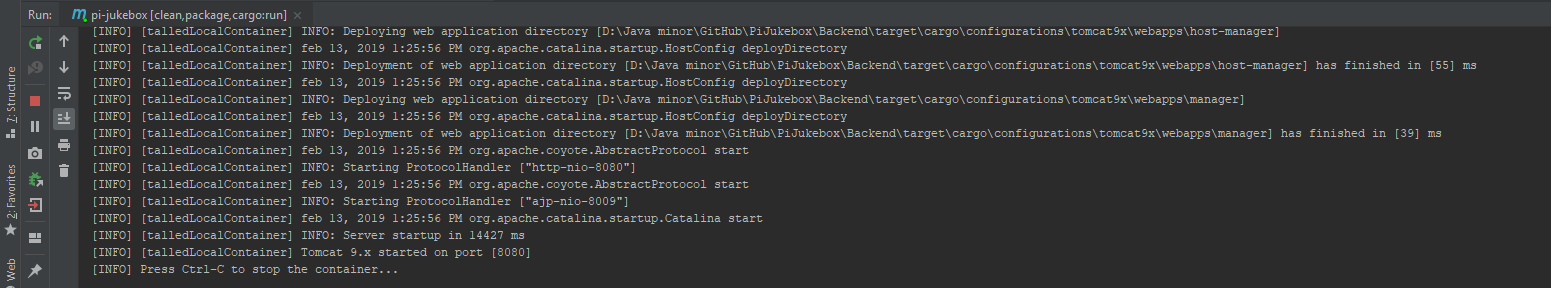
Then it should look like this:



Now the project can be run by pressing the Play button: (Next image as reference)



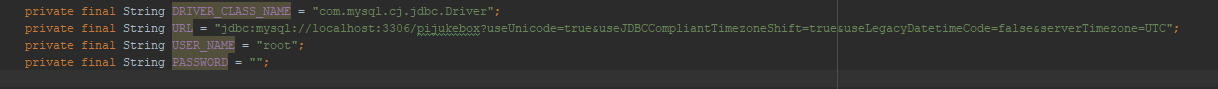
Now the project will start building, compiling and running:



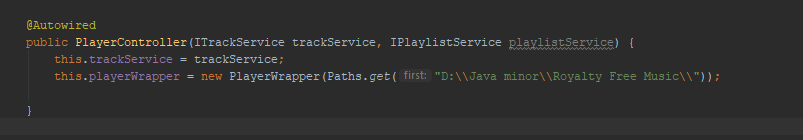
The moment it’s showing (Press Ctrl-C to stop the container…) it’s done building.

There is a high probability small things aren’t configured correctly, for example the Database and music path.

To change the Database to the one active now, open the project file “DatabaseConfig” and check if the USER\_NAME and PASSWORD are correctly set. (Check next image for reference)



The music path also has to be edited to the correct location. Open up the PlayerController and change the path to the folder which contains the music. **Make sure there are two \\ at the end of the path** (Check next image for reference)



Due to the high volume needed for the songs the team decided to use Google Drive to separate it from the Github branch. Hence the songs can be downloaded through the following link:

<https://drive.google.com/drive/folders/1sdjMxZVXQtiJAYcve6CkkSFFfXI_plSi?usp=sharing>

How to build the front-end