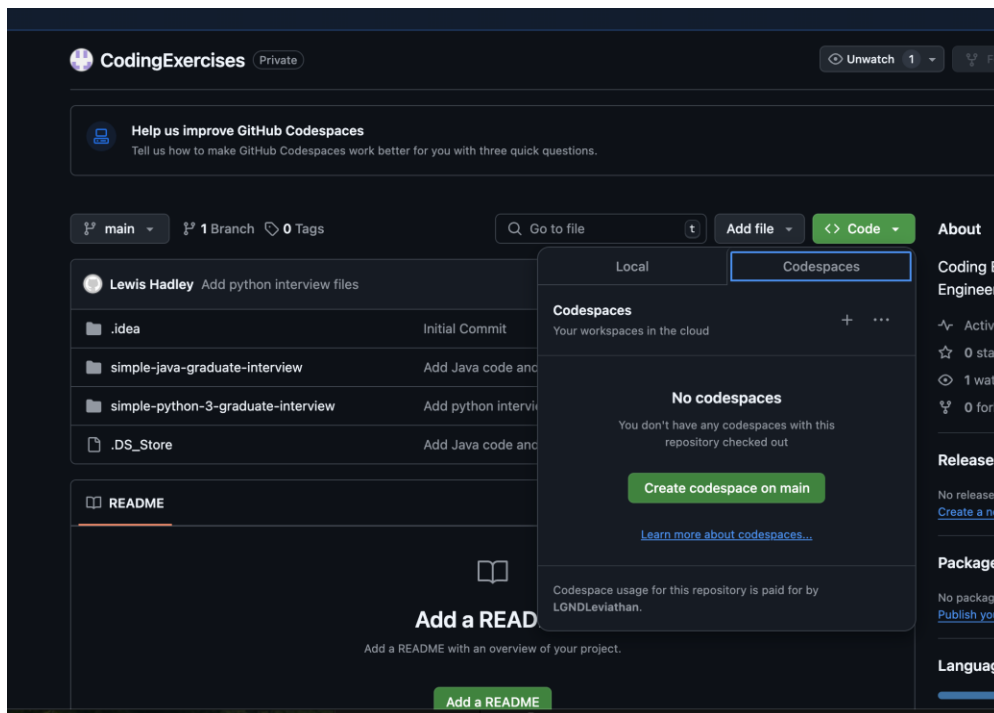


Instructions for using Github Codespaces

Prerequisites:

- Github account (Both for you and the Candidate)
 - o While not required it would be best for this to be a personal account
- Access to the repository with all the projects setup (<https://github.com/LGNDLeviathan/CodingExercises>)
- LiveShare plugin

You can create a codespace from the repository or use the existing one. To create a new one, click on the code button and create codespace on main. Once this has been joined you should setup any necessary plugins such as LiveShare and any java or syntax highlighting plugins as suggested by Visual Studio.



Compilation and Running for the first time:

When running the projects for the first time ensure the tests can be run

Java – run “./gradlew test” and if you get the error “bash: ./gradlew: Permission denied” then run the following command “chmod +x ./gradlew”. This will give gradlew execution permissions and allow it to be run. After running it the tests should run but fail.

Python – run “python3 test_main.py”

Javascript - To check npm is working, type `npm -v` into the Visual Studio Code terminal (note - `npm` commands will only work in the Node.js or Visual Studio Code terminal)

Run the following commands:

“npm install”

“npm test” or “npm t” to run all tests.

C Sharp – First you need to download the .NET Core 3.0 SDK:

“wget https://download.visualstudio.microsoft.com/download/pr/7b1e6b8c-8f8e-4b1e-8b1e-8b1e8b1e8b1e/dotnet-sdk-3.0.100-linux-x64.tar.gz -O dotnet-sdk-3.0.100-linux-x64.tar.gz”

Then extract the SDK:

“mkdir -p \$HOME/dotnet && tar xzf dotnet-sdk-3.0.100-linux-x64.tar.gz -C \$HOME/dotnet”

Then set Up Environment Variables:

“export DOTNET_ROOT=\$HOME/dotnet
export PATH=\$PATH:\$HOME/dotnet”

You can verify the Installation was successful with the following command2:

“dotnet --version”

After doing this you can compile and run the project using the following two commands

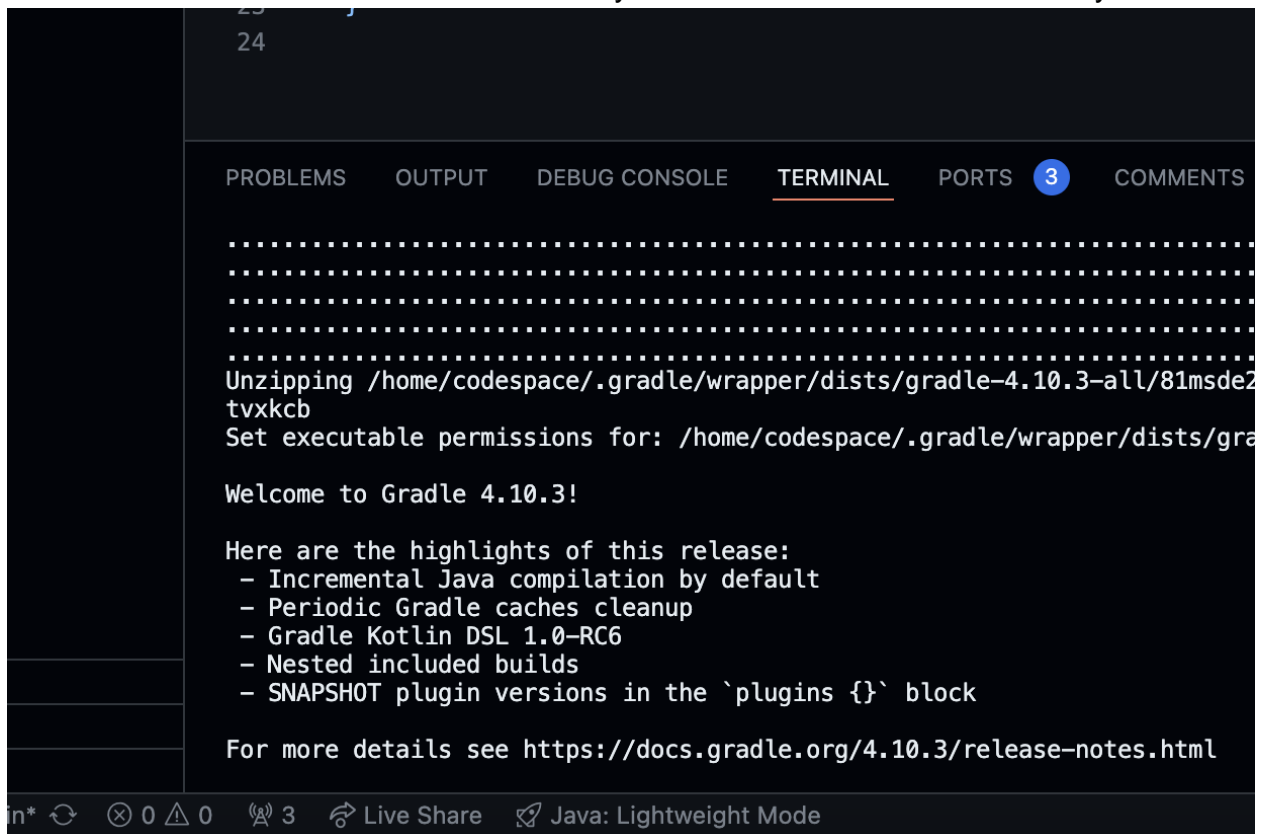
“dotnet build”

“dotnet test”

If you need any further guidance each project has a readme with further information on how to run each project.

Setting up and running Liveshare:

Make sure that the live share plugin is installed in your Codespace. Click the Live Share button at the bottom of the screen and share the link to join with the Candidate. They will need to sign in to their personal github account to be able to edit. Guest's only have read-only access. Once they have joined you will see a cursor with their position in the code. You both can now edit the code freely and run commands as necessary.



The screenshot shows a VS Code interface with a terminal window open. The terminal displays the output of a Gradle installation. The text in the terminal is as follows:

```
23  
24  
.....  
.....  
.....  
.....  
Unzipping /home/codespace/.gradle/wrapper/dists/gradle-4.10.3-all/81msde2  
tvxkcb  
Set executable permissions for: /home/codespace/.gradle/wrapper/dists/gra  
  
Welcome to Gradle 4.10.3!  
  
Here are the highlights of this release:  
- Incremental Java compilation by default  
- Periodic Gradle caches cleanup  
- Gradle Kotlin DSL 1.0-RC6  
- Nested included builds  
- SNAPSHOT plugin versions in the `plugins {}` block  
  
For more details see https://docs.gradle.org/4.10.3/release-notes.html
```

At the bottom of the VS Code window, the status bar shows the following information: "in*", a refresh icon, "0 0", a speaker icon with "3", a "Live Share" button, and "Java: Lightweight Mode".