Installation Guide

JavaFX

The first step is to install JavaFX. Therefore, download the library from https://gluonhq.com/products/javafx/. Select the SDK type for your platform. The download is a zip file that contains a folder that needs to be stored at some place on your computer.

After that open Eclipse and add JavaFX as library via clicking on Window → Preferences → Java → Build Path → User Libraries → New. Name the library "JavaFX". After that select the created library in the User Libraries window and click on Add External JARs. Now select all jar files from the lib folder that is in the downloaded JavaFX folder from the beginning. Then, click Apply and Close.

DailySudoku

First, create a Maven Project (also select "create a simple project") in Eclipse with any GroupID and ArchitectID. Replace all files and folders in this project with the ones from the folder DailySudoku. Now do a right-click on the project and select Build Path → Add Library → User Library and then select JavaFX. Finally, click finish. It is possible that this library is already added to the Build Path. In this case nothing has to be done.

SudokuUploader

Similar to DailySudoku a Maven Project in Eclipse (select "create a simple project" again) with any GroupID and ArchitectID needs to be created first. Again, replace all files and folders in this project with the ones from the folder SudokuUploader.

Running the DailySudoku program

If the DailySudoku program is started one must make sure to include the following VM argument in the run configuration for the file Startpage.java:

--module-path "path to the lib folder of the JavaFX folder" --add-modules=javafx.controls

If Eclipse does not recognize the main method in Startpage.java, go to Run Configurations, set the "DailySudoku" project as the current and set Main Class to "game.Startpage"

Running the SudokuUploader program

The SudokuUploader program only needs to be executed if there are no Sudokus for today or if you want to create Sudokus for future dates.

Potential errors

(DailySudoku & SudokuUploader)

Please make sure set the compliance level of the compiler to 10 or higher. Otherwise "var" cannot be resolved. If certain imports are not working, try to change one character in the pom.xml file, save it, undo the change and save it again.

Another quick fix is to right click on the project click on Maven → Update Project. This will help for some confusing errors (i.e. an error that some .png cannot be found even though it is there).

(DailySudoku)

Also make sure that in the puzzle_category.txt file in the game package the used date is listed with a corresponding category (i.e., yyyyMMdd: "numbers",).