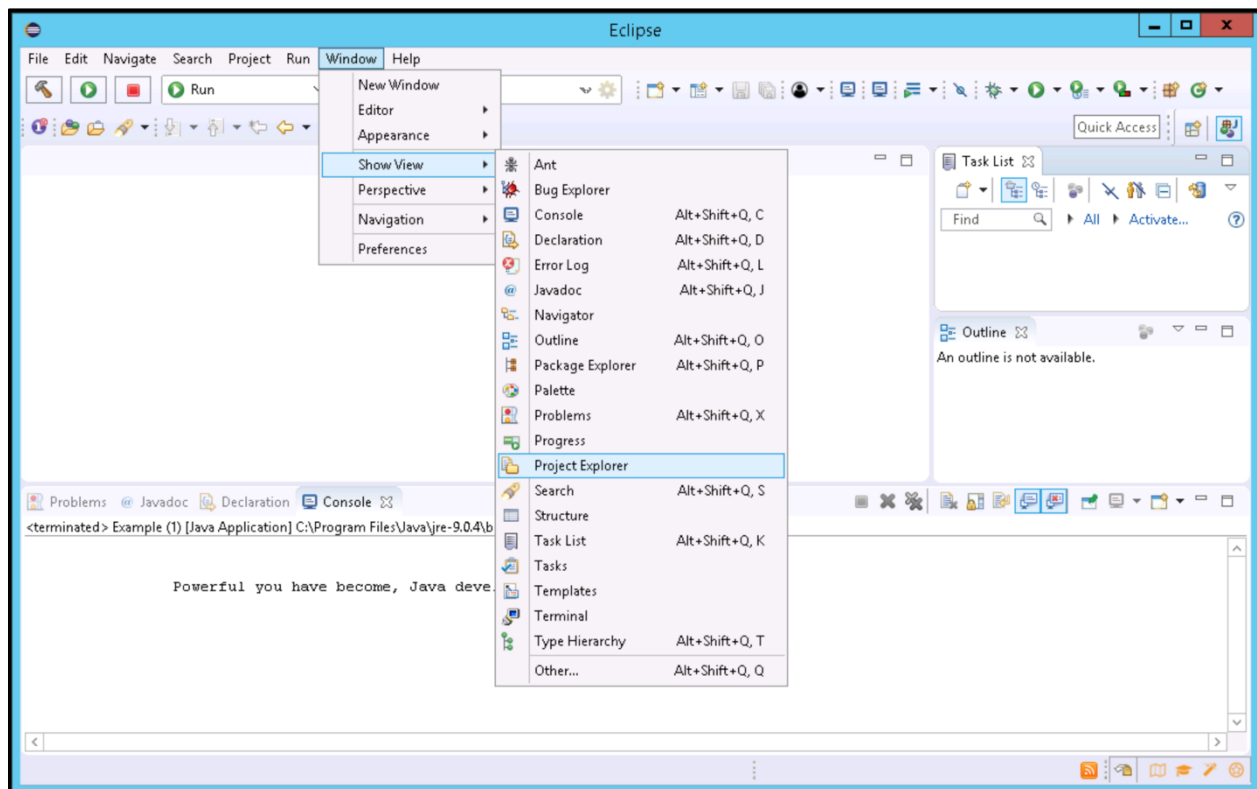


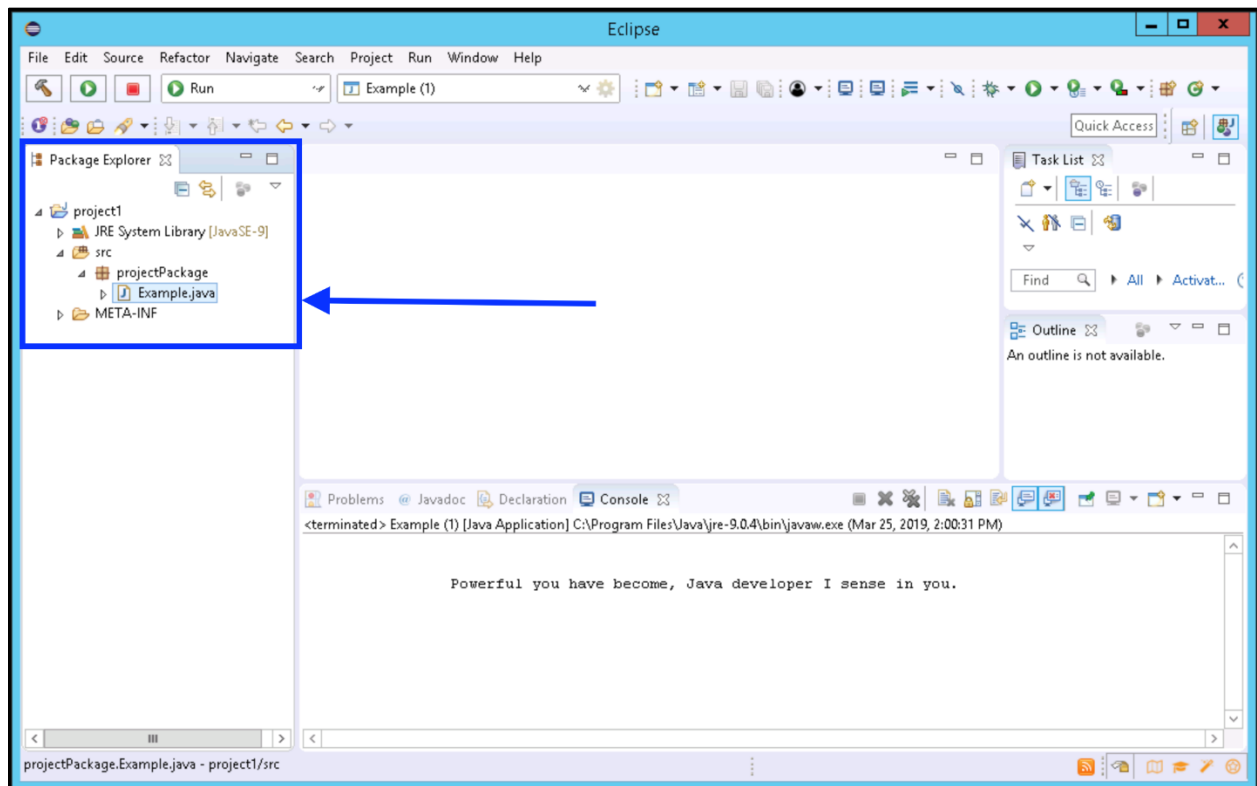
Downloading Files From Eclipse

This tutorial will guide you through the steps necessary to download files from Eclipse and submit them to your instructor via the learning management system (LMS).

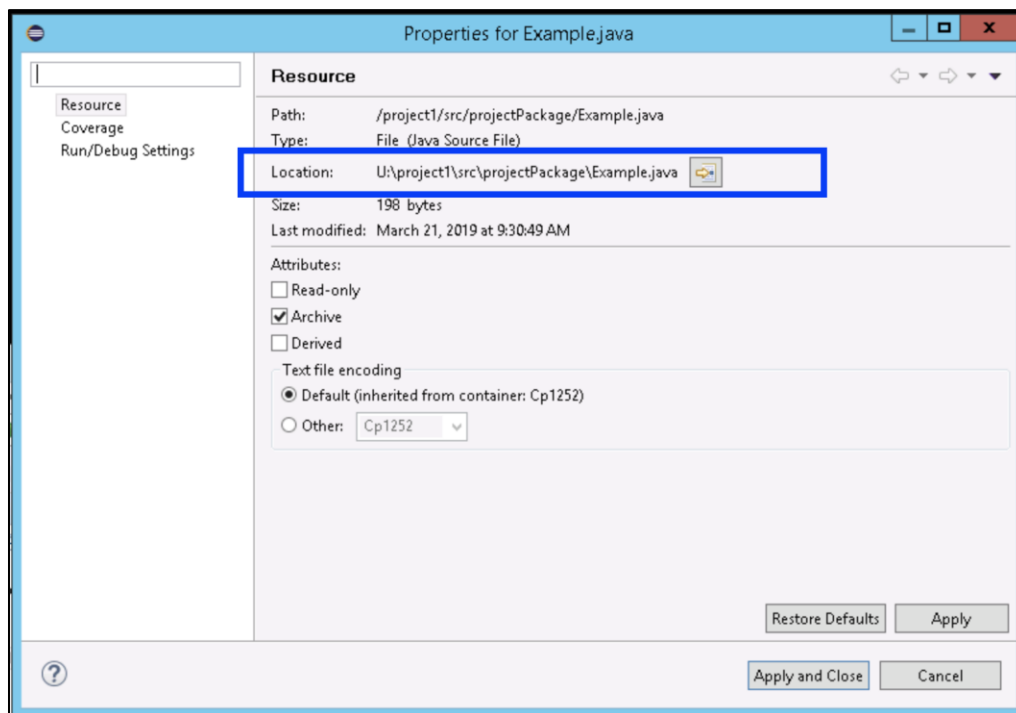
1. Open your project in Eclipse. Be sure your browser window is in full-screen mode and ensure the **Package Explorer** is visible.
 - a) If the Package Explorer is not visible, navigate to the **Window** tab on the menu bar at the top of the screen.
 - b) From the drop-down menu, click **Show View**. Then click the **Project Explorer** option from the second drop-down menu.



2. With your project open in Eclipse, use the **Package Explorer** tab in the upper left-hand corner to expose your project files.
 - a) First, click on your project name. In this example, the project name is project1.
 - b) Next, click on the **src** folder. Then, click the **default Package** folder. In this example, the default Package is called projectPackage.



3. Right-click your JAVA file and select the **Properties** option. Note the **Location** of your file. In this example, the location reads: U:\project1\src\projectPackage\Example.java.




4. Close the **Properties** window.

5. Select the **download icon** from the STEM Lab toolbar.



6. Navigate to your files based on the location you identified in Step 3. In this example, the file is located in **Cloud PC**, then **Documents**, then **project 1**, then **src**, and then **projectPackage**.

File download		
Select a file to download		
Cloud PC > Documents > project1 > src > projectPackage		
Name	Size	Last modified
 Example.java	198 Bytes	Mar-21

7. Select the file and then click the **Download** button. This will download the selected file to your computer. You may only select one file for download at a time. Repeat this step for any additional files that are needed.
8. Take note of where your downloaded files are on your local computer. You will have access to the Downloads menu bar in your browser window. You can also check the Downloads folder on your local computer.



9. Log in to your classroom in the LMS and navigate to your assignment. On the assignment page, click the **Add a File** button.

Submit Assignment

Files to submit *

(0) file(s) to submit

After uploading, you must click Submit to complete the submission.

Add a File Record Audio Record Video

Comments

Paragraph B I U [List Icons] Font Family Size [Color Icon] [Table Icon] [More Icon]

Submit Cancel

10. From the **Add a File** window, click the **Upload** icon and navigate to the location of your files on your local computer.
- a) Alternatively, you can drag and drop your files in the **Drop files here** area.
 - b) When all files have been selected, click the **Add** button at the bottom left of the screen.

Add a File - GAM-380-Q4158 Game Experiential Learning 19EW4 - Southern New Hampshire University

Drop files here, or click below!

Upload

You can upload files up to a maximum of 1 GB.

Example.java (198 Bytes) X

Add Back Cancel

11. If you are instructed to add text to the **Comments** section, you may do so at this time. Finally, you are ready to click the **Submit** button to submit your assignment.

Submit Assignment

Files to submit *

(1) file(s) to submit

After uploading, you must click Submit to complete the submission.

Add a File

Record Audio




Record Video

 [Example.java](#) (198 Bytes)






Source: My Computer

Comments



   ▼







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Submit

Cancel