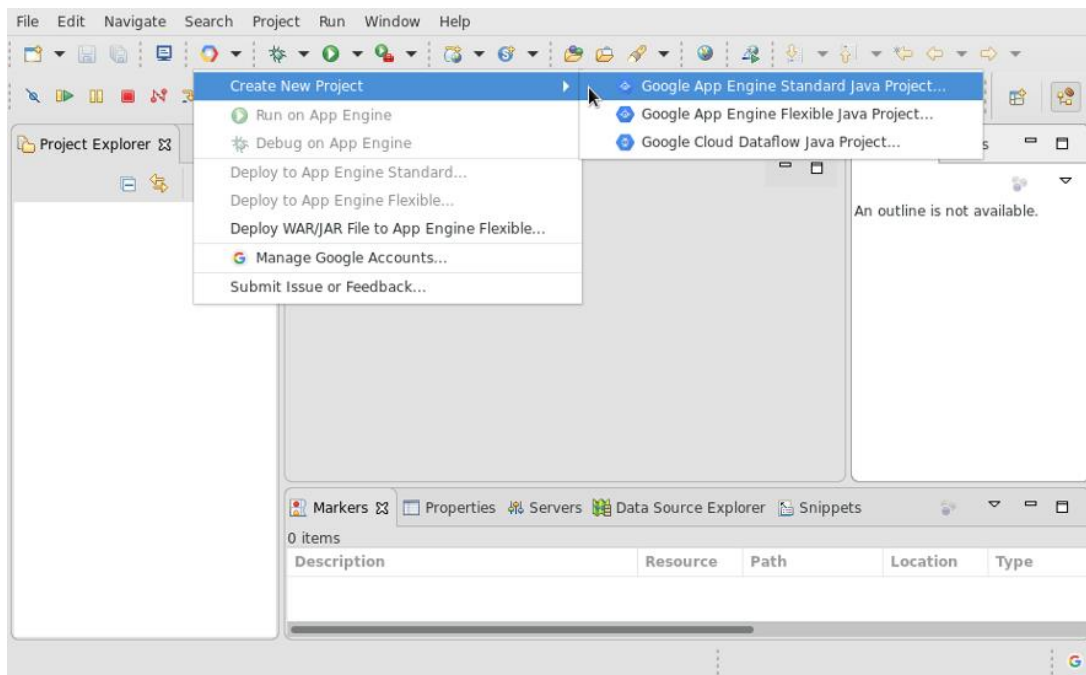
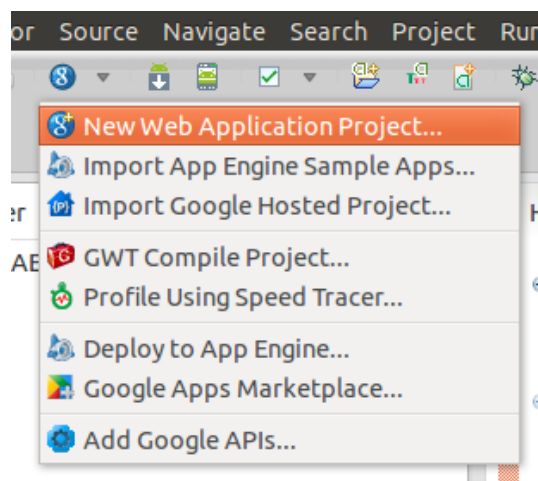


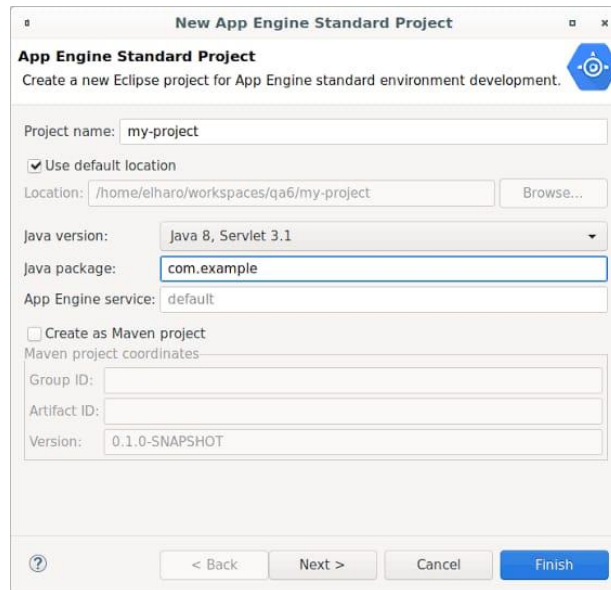
Step 1: Click on Google icon



Step 2: New web application project



Step 3 : Enter project name and package name



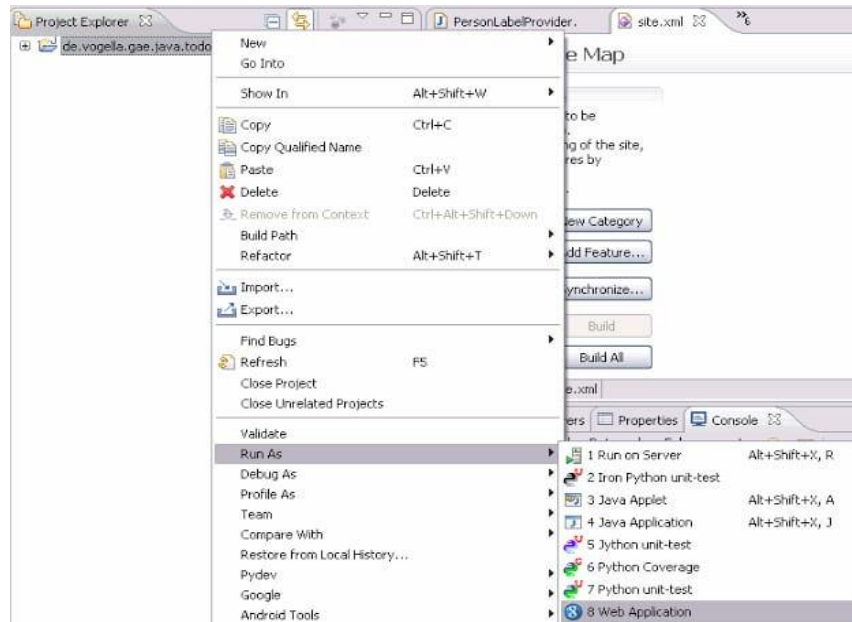
The screenshot shows the 'New App Engine Standard Project' dialog box. The title bar reads 'New App Engine Standard Project'. Below the title, it says 'App Engine Standard Project' and 'Create a new Eclipse project for App Engine standard environment development.' The dialog contains several fields: 'Project name' with the value 'my-project', a checked 'Use default location' checkbox, 'Location' with the path '/home/elharo/workspaces/qa6/my-project' and a 'Browse...' button, 'Java version' set to 'Java 8, Servlet 3.1', 'Java package' set to 'com.example', and 'App Engine service' set to 'default'. There is an unchecked 'Create as Maven project' checkbox and a section for 'Maven project coordinates' with fields for 'Group ID', 'Artifact ID', and 'Version' (set to '0.1.0-SNAPSHOT'). At the bottom, there are buttons for '< Back', 'Next >', 'Cancel', and 'Finish'.

Step 4: Uncheck the google web toolkit and click finish.

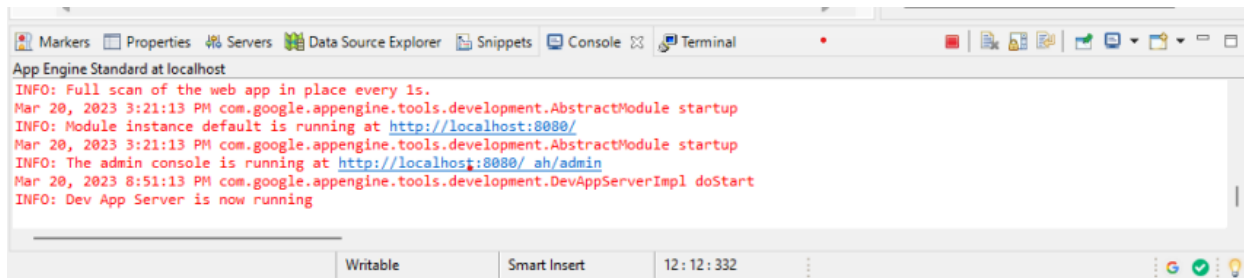


The screenshot shows the 'New Web Application Project' dialog box. The title bar reads 'New Web Application Project'. Below the title, it says 'Create a Web Application Project' and 'Create a Web Application project in the workspace or in an external location'. The dialog contains several fields: 'Project name' with the value 'helloworldgoogleapp', 'Package' with the value 'com.programmerfish.helloworldgoogleapp', and 'Location' with radio buttons for 'Create new project in workspace' (selected) and 'Create new project in:'. The 'Directory' field shows 'C:\Users\progmic\workspace\helloworldgoogleapp' and a 'Browse...' button. Under 'Google SDKs', there is an unchecked 'Use Google Web Toolkit' checkbox with options 'Use default SDK (GWT - 1.6.4)' and 'Use specific SDK: GWT - 1.6.4'. There is also a checked 'Use Google App Engine' checkbox with options 'Use default SDK (App Engine - 1.2.0)' and 'Use specific SDK: App Engine - 1.2.0'. At the bottom, there are buttons for 'Finish' and 'Cancel'.

Step 6: Run as web application.



Step 7: Once run and compilation is done you will get an url.



Step 8: Copy the URL and run the localhost. Get the output.

