**Finishing the setup**

Please delete the Counter files that Foundry prepopulated in our new project.

In src create two files, FundMe.sol and PriceConverter.sol.

Go on the [Remix Fund Me repo](https://github.com/Cyfrin/remix-fund-me-f23) and copy the contents of both contracts.

Try running forge compile or forge build. A few errors will pop up. What's the problem?

If you open both the copied smart contracts you will see that up top we import {AggregatorV3Interface} from "@chainlink/contracts/src/v0.8/interfaces/AggregatorV3Interface.sol";. This wasn't a problem in Remix because Remix automatically takes care of this problem for you. In Foundry you have to manually install all your dependencies.

forge install is the command we are using to install one or multiple dependencies. [Go here](https://book.getfoundry.sh/reference/cli/forge/install?highlight=install#forge-install) to read more about this command.

Call the following:

forge install smartcontractkit/chainlink-brownie-contracts@0.6.1 --no-commit  
  
updated command 2024:  
forge install smartcontractkit/chainlink-brownie-contracts@1.1.1 --no-commit

Wait for it to finish.

We used forge install to ask Forge to install something in our project. What? We specified the path to a GitHub repository, this also could have been a raw URL. What version? Following the path to a GitHub repository you can add an @ and then you can specify:

* A branch: master
* A tag: v1.2.3.4 or 0.6.1 in our case
* A commit: 8e8128

We end the install command with --no commit in order to not create a git commit. More on this option later.

If we open the lib folder, we can see the forge-std which is installed automatically within the forge init setup and chainlink-brownie-contracts which we just installed. Look through the former, you'll see a folder called contracts then a folder called src. Here you can find different versions, and inside them, you can find a plethora of contracts, some of which we are going to use in this course. Here we can find the AggregatorV3Interface that we are importing in FundMe.sol.

But if you open the FundMe.sol you'll see that we are importing {AggregatorV3Interface} from "@chainlink/contracts/src/v0.8/interfaces/AggregatorV3Interface.sol"; not from /foundry-fund-me-f23/lib/chainlink-brownie-contracts/contracts/src/v0.8/interfaces/AggregatorV3Interface.sol. How does Foundry know @chainlink to half of the path?

Open foundry.toml. Below the last line of [profile.default] paste the following:

remappings = ['@chainlink/contracts/=lib/chainlink-brownie-contracts/contracts/']

Now Forge knows to equivalate these. Let's try to compile now by calling forge compile or forge build.

**Awesome! Everything complies.**

Fixing dependencies in projects is one of the most undesirable things in smart contracts development/audit. Take it slow, make sure you select the proper GitHub repository path, make sure your remappings are solid and they match your imports and everything will be fine!