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Installation Instructions for new Users

Steps:

- Download Eclipse IDE
- Import project to a new Eclipse project
- Add your API Key
- Run as Java Application
- Open web browser at <http://localhost:8080>

IDE: **Eclipse IDE**

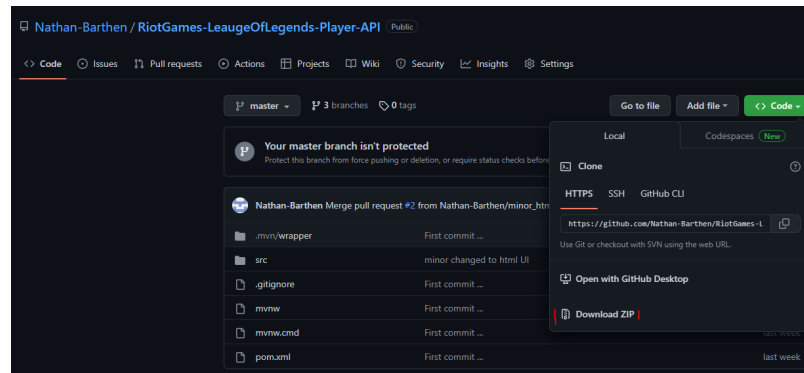
Install this to open / import the project

Installation: <https://www.eclipse.org/downloads/>

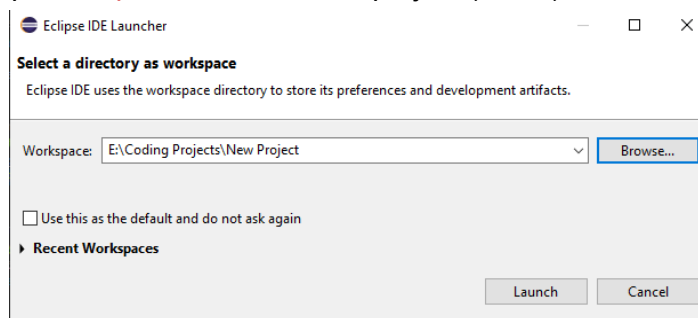
Version: 2020-12 (any version should work)

Downloading / Opening Project - Option 1:

-On [Github](#): Download the Zip and unzip the folder.



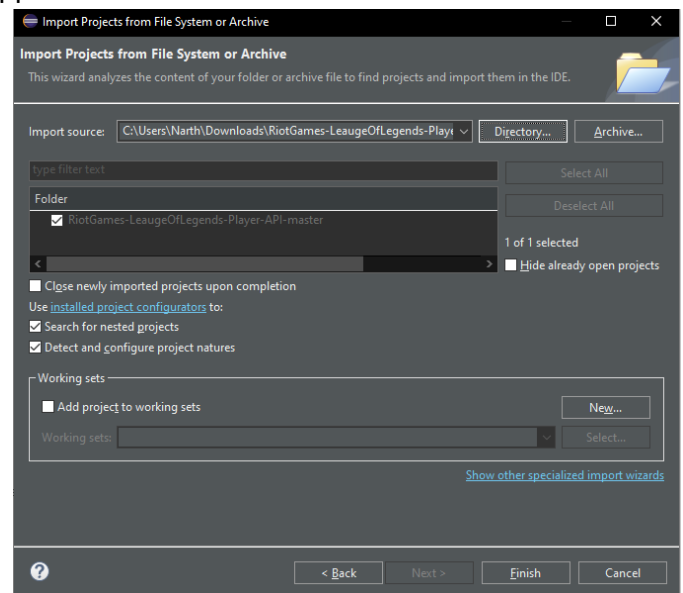
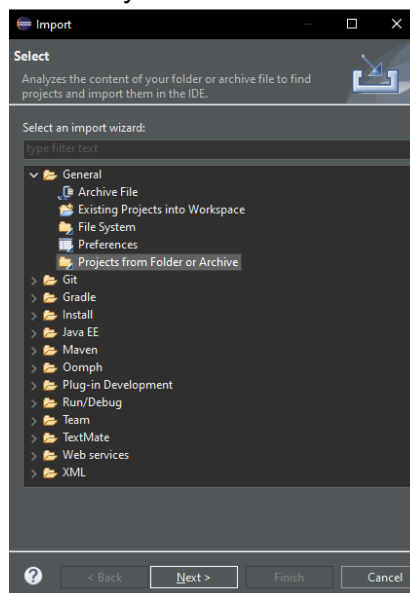
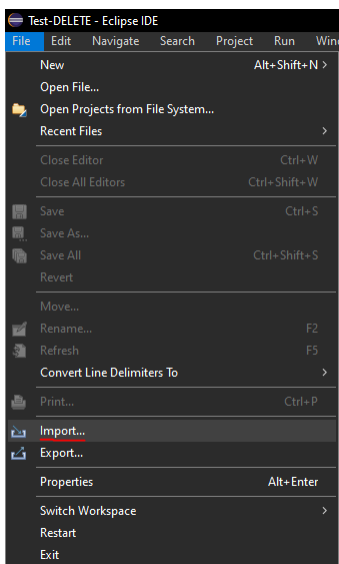
-Open **Eclipse** > create a new project (folder) > Launch



-At the top left click 'File' > 'Import...'

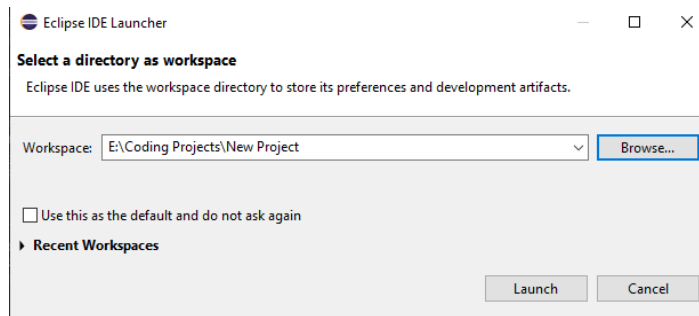
-Then click: 'General' > 'Projects from Folder or Archive' > 'Next'

-Select Directory that contains the unzipped file > Finish.



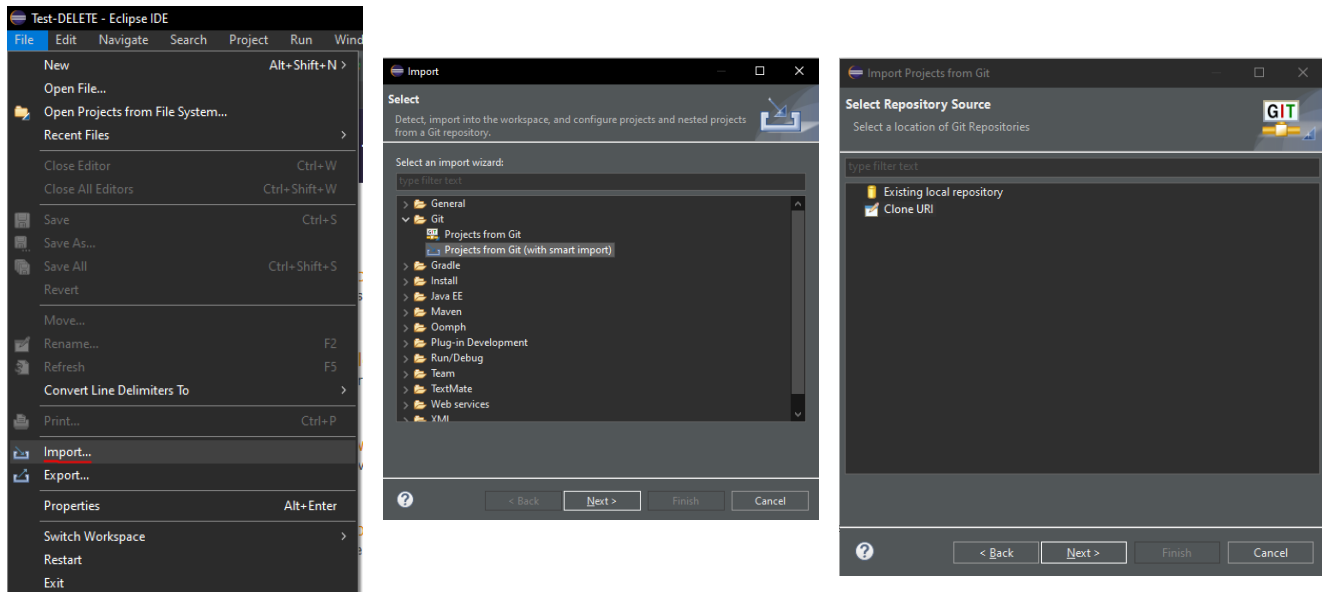
Downloading Project - Option 2:

-Open **Eclipse** > create a new project (folder) > Launch



-At the top left click 'File' > 'Import...'

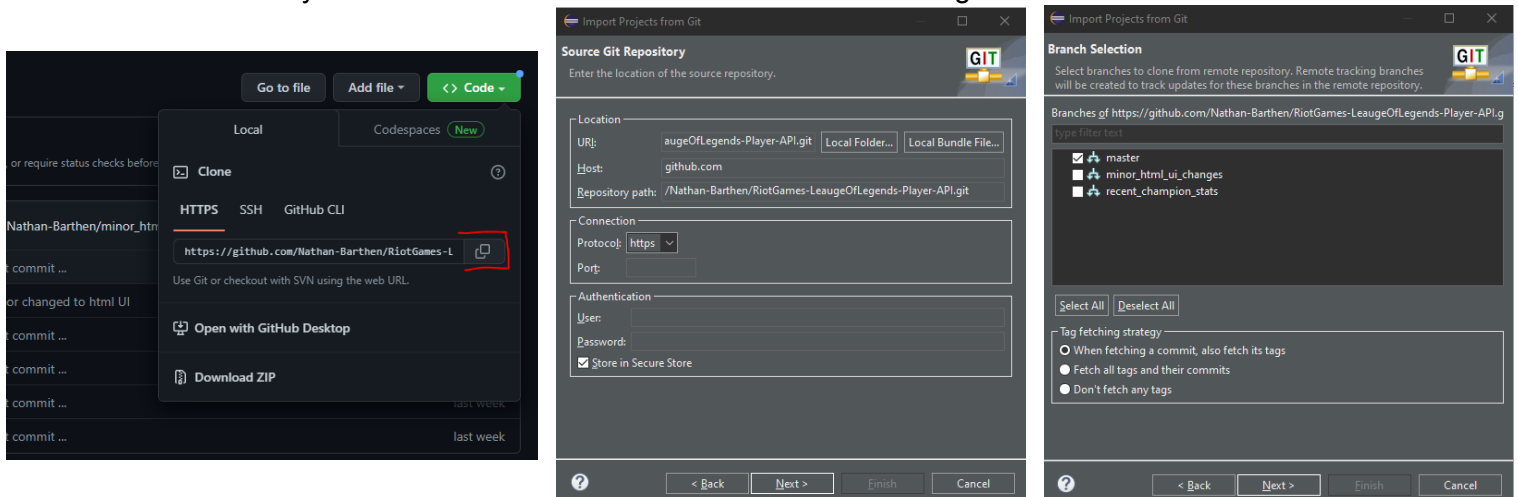
-Click: Git > Project from Git (with smart import) > Next > 'Clone URI' > Next



-Copy the URI from [GitHub](#) > Paste into Eclipse

-Fill out Authentication using your GitHub account > Next

-Only check 'master' branch and hit 'Next' > hit 'Next' again > Finish.



Adding Your API Key to the Project

-To access the API you will need to create your own account and copy the API key that you are given.

Getting your API Key:

-Go to this link (<https://developer.riotgames.com>) > create an account > copy API key.

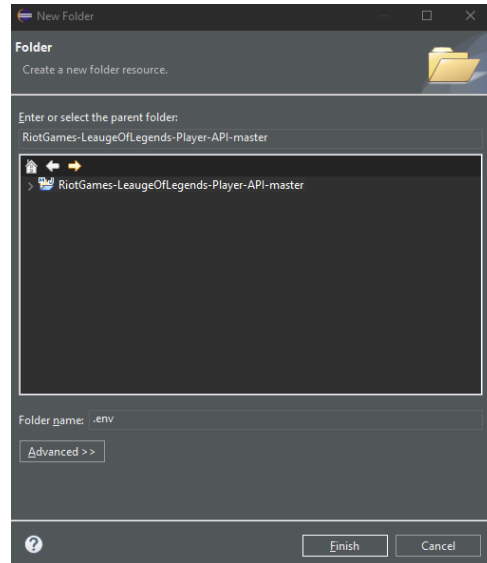
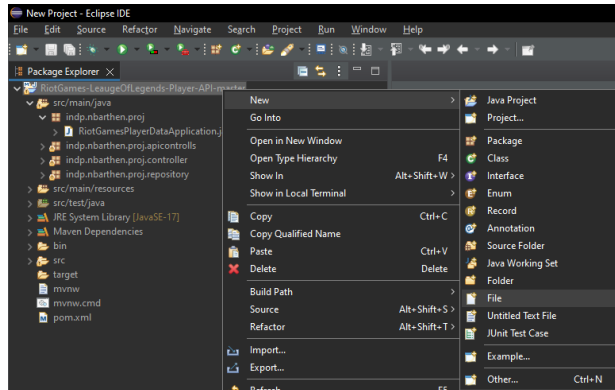
Adding your API Key to Eclipse:

-On **Eclipse**: Right click > New > File > Name: '.env' > Finish

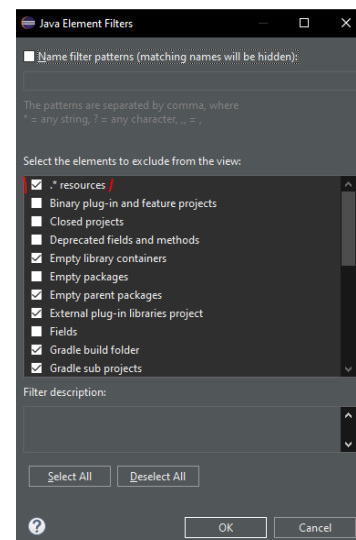
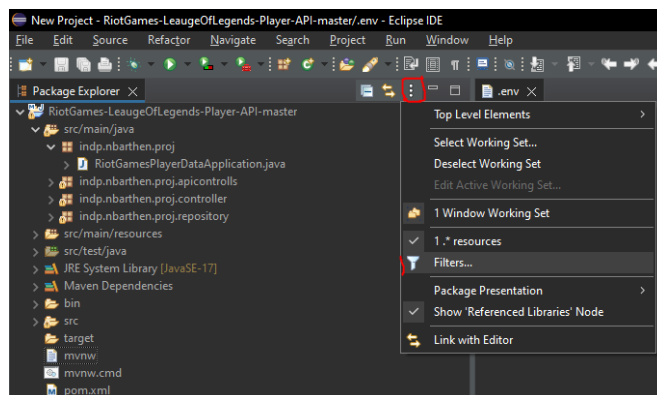
-In the env file you will put your api key in the format shown below

'API_KEY=yourkey'

Example: API_KEY=DFSGHJK-SDFGJKDFS-dgdfhgdh13



***If you do not see the .env file in your 'Package Explorer': Go to 'Filters' and check '*.resources' > OK

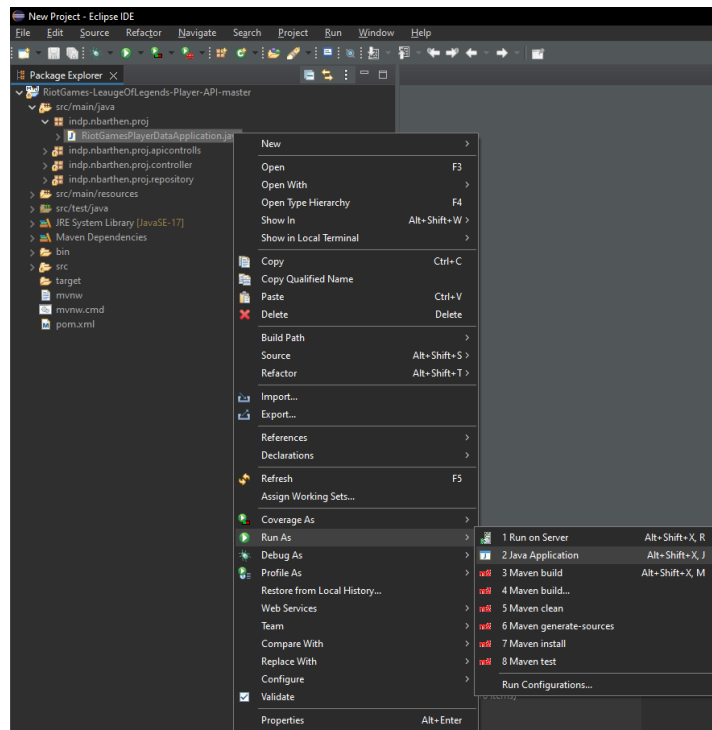


Starting the Server / Running the Project

-On the left side of **Eclipse**:

- Navigate to src/main/java
- Open package: indp.nbarthen.proj
- Right click on RiotGamesPlayerDataApplication.java
- Click: Run As > Java Application.

(You can check console for the ending text: *"Started RiotGamesPlayerDataApplication in 4.537 seconds (process running for 5.029)"*)



Fixing Possible Runtime Error

Error: error resolving template [[homepage](#)], template might not exist or might not be accessible by any of the configured template resolvers

Solution:

- Right click project in Package Explorer > Properties > Source
- Check the **'Excluded:'** section for **
 - If an **'Excluded:'** section contains **, selected it and hit remove.
 - Hit 'Apply and Close'

