

Our team has decided to use Martus because of how the open-source project allowed individuals in countries that are experiencing war or any other type of conflict to report firsthand what they see. It is also written in a language, Java, each of our group members are familiar with, so that makes it easier to read and test code. In the beginning, we attempted to run the desktop version of Martus but ran into difficulty when trying to download eclipse on a virtual machine. Operating Eclipse was time consuming due to it "moving slow" and not compiling the code since Martus was created on an older version of Eclipse. We also considered using an older version of Martus as our project since we were able to get it to run, however, we could not find the source code for it.

We decided to change from the desktop to the android app version of Martus since the desktop version was too difficult to compile. The project has a directory with instructions to set up and run the app in their repository. The instructions were straightforward as to what the user should do. First we had to download the Android Studio onto Linux. One of our teammates ran into a small problem at this point and had to install a few libraries in order to finish the download. Here are the lines of code if you encounter the same problem: `sudo apt-get install lib32z1 lib32ncurses5 lib32stdc++6`. After, download and import the source code from the Martus repository. The code ran smoothly afterwards, but Android would freeze from time to time.

After sometime exploring the project we were able to find some gradle scripts that would run several tests for the project, and return in the event log whether or not certain sections of tests passed. While we were able to find the individual classes that would test a certain condition, we have not been able to run them individually and record the results. One of the problems that would arise when trying to run some tests individually without gradle was a runtime error with the message "Stub!".