1. Make sure you have Eclipse (we all had Kepler) on your machine.

2. In order to run Google Web Toolkit (GWT) projects, you will need to the GWT SDK and the plugin for Eclipse, which can be downloaded at <http://www.gwtproject.org/download.html>

3. Next, go to GitHub.com and search for user eulloa, then find the Weather repo. Fork the repo and clone it onto your local machine.

4. Once you have downloaded the project, unzip [WeatherMan072414.zip](https://github.com/eulloa/Weather/blob/master/WeatherMan072414.zip).

5. In Eclipse, import the existing GWT project you just unzipped. (File, Import, General -> Existing Projects Into Workspace).

6. When you import the project, odds are you might have an error (Eclipse will identify it by showing you a red exclamation mark next to your project). In the errors section (in the lower region of Eclipse), drill down into the error, right-click and select ‘Quick Fix’. This usually alleviates the problem.

If that doesn’t work, you might have to point Eclipse to the GWT SDK or the Google App Engine (Both of which can be downloaded from the GWT website).

7. Once you have the project successfully imported into Eclipse with no errors, highlight the project, right-click it, select ‘Google’, then select ‘GWT Compile’. After you compile the project, right-click again and select ‘Debug As’, then select ‘Web Application’. This will give you a URL that you can then copy and paste into a browser to run the application. (Typically you will want to ignore anything after the .html in the link provided by Eclipse).