Installation Instructions

Step 1: Get the Docker Image

Assuming you have installed Docker.

```
$ docker pull abhibp1993/iglsynth:dev
```

Step 2: Get the HW code

Download Hw-Code.zip from Canvas and unzip it at some location. You should see the following code structure:

Step 3: Configure PyCharm

- 1. In PyCharm (**Professional**), select the base folder <code>iglsynth</code> as project.
 - You must have PyCharm Professional to use Docker.
 - To get it, register for student license.
 - o Download PyCharm Professional.
 - Enter your login credentials.
- 2. Create Docker Server
 - Go to File -> Settings -> Build, Execution and Deployment -> Docker
 - Click on + symbol
 - Enter name as IGLSynth.
 - o In Connect to Docker Daemon with, select TCP socket with default engine API URL.
 - It should show Connection successful below path mappings box.

- 3. Configure Project Interpreter.
 - Go to File -> Settings -> Project: iglsynth -> Project Interpreter
 - Click on the gear symbol, and select Docker.
 - Select IGLSynth as Server.
 - Enter image name as abhibp1993/iglsynth:dev
 - Enter Python Interpreter Path as python3

That's it.

Running the code

There are three ways to run the code.

- 1. **[Easiest]** If using PyCharm, just Run the file. PyCharm will take care of configurations for you.
- 2. [Moderate] In PyCharm,
 - Go to View -> Tool Windows -> Docker (on Windows) or View -> Tool Windows -> Services (on Ubuntu). I don't know about Mac!
 - Select and Run IGLSynth
 - Find abhibp1993/iglsynth: dev in the list of images. Run it.
 - The above step will create a container. Run it.
 - o Copy name of container.
 - Go to View -> Tool Windows -> Terminal

```
PC$ docker exec -it <container_name> /bin/bash
Docker$ cd home/iglsynth
Docker$ python3 -m pytest FMR_HW/<file_name>.py
```

3. If running everything from terminal, then

```
PC$ docker run -it -v <PATH/TO/UNZIPPED/FOLDER>:/home/iglsynth abhibp1993/iglsynth:dev
Docker$ cd /home/iglsynth/
Docker$ python3 -m pytest <file_name>.py
```

Check if all tests are pass or not. Ignore any warnings.