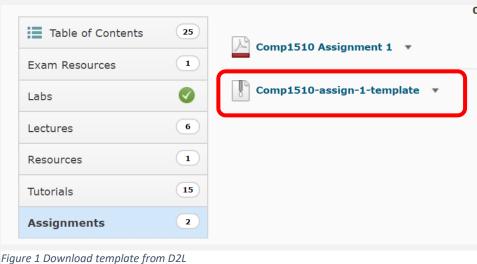
DISCLAIMER: After these steps, I was able to follow the "How to Install Ant" steps on D2L word for word. I'm not 100% confident though, so please follow at your own risk.

1. Go to D2L > COMP1510 > Assignments and download Comp1510-assign-1-template.



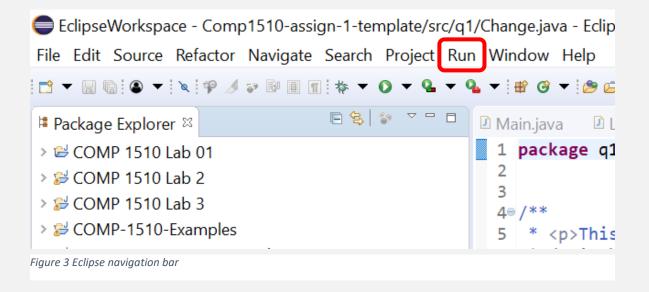
- 2. Follow the "How to Install" instructions up to #9.
 - (2) Echpse: File >New >Java Project
 - (3) Uncheck Use Default Location
 - (4) Use the Browse button beside the Location field to navigate to and select the folder you just added to the Workspace
 - (5) Click Finish
 - (6) Eclipse: Window > Show View > Ant
 - (7) Ant View: Add buildfiles icon (the little bug with the green plus) > Assignment 1 > build.xml
 - (8) Edit build.xml file line 15 to include your name in the value field instead of Bloggs, Fred
 - (9) Ant view: click the triangle beside the Assignment 1 Ant icon >double click the "clean [default]" ant target. You should see a bunch of stuff in the console, and then BUILD SUCCESSFUL
 - (10) Right click the assignment project in the Package Explorer and choose Refresh
 - (11) Note the zip folder that was created. Every time you choose the ant "clean [default]" target this will be 1 / 1 2/1

Figure 2 Installation instructions from D2L

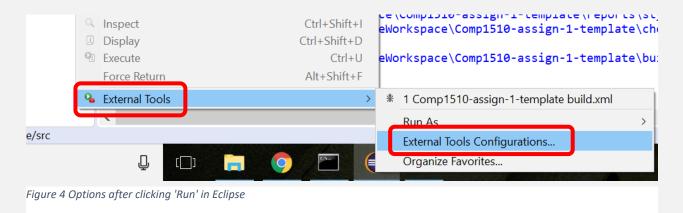
3. If you attempt to double click the "clean [default]" target, the console window will complain and give you a **BUILD UNSUCCESSFUL** message.

I looked online and user **stolsvik** came up with a solution (<u>source</u>).

Click **Run** from the navigation bar in Eclipse.



4. External tools > External Tools Configuration



5. Ant Build > COMP1510-assign-1-template > JRE tab

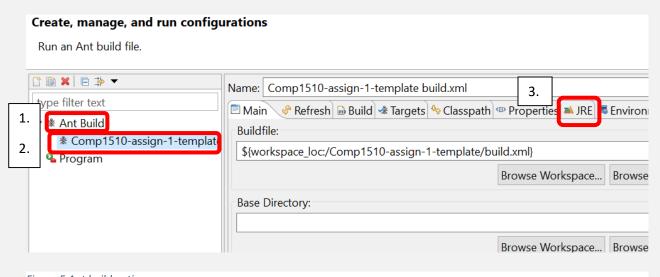
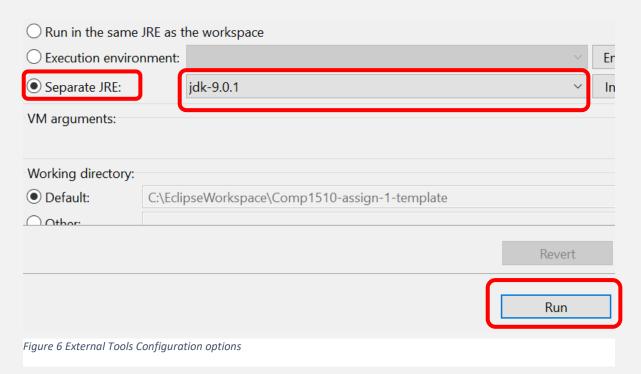


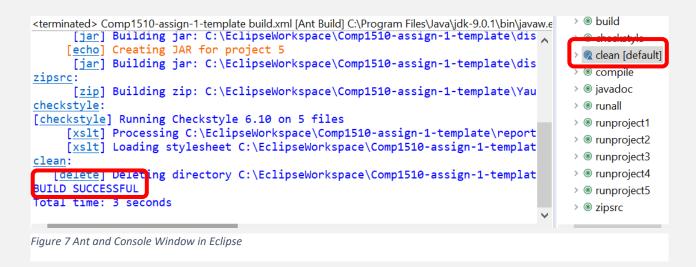
Figure 5 Ant build options

6. Separate JRE > jdk-9.0.1 > Apply > Run



 Double click clean [default] in the Ant window you opened earlier, and you should see BUILD SUCCESSFUL in your console.

NOTE: This should work even though jdk-9.0.1 does not contain tools.jar



8. Continue following instructions from the "How to Install Ant" file from D2L.

You should end up with a .zip file with your name in it, and the packages for your assignment.

