Instructions on how to run the program:
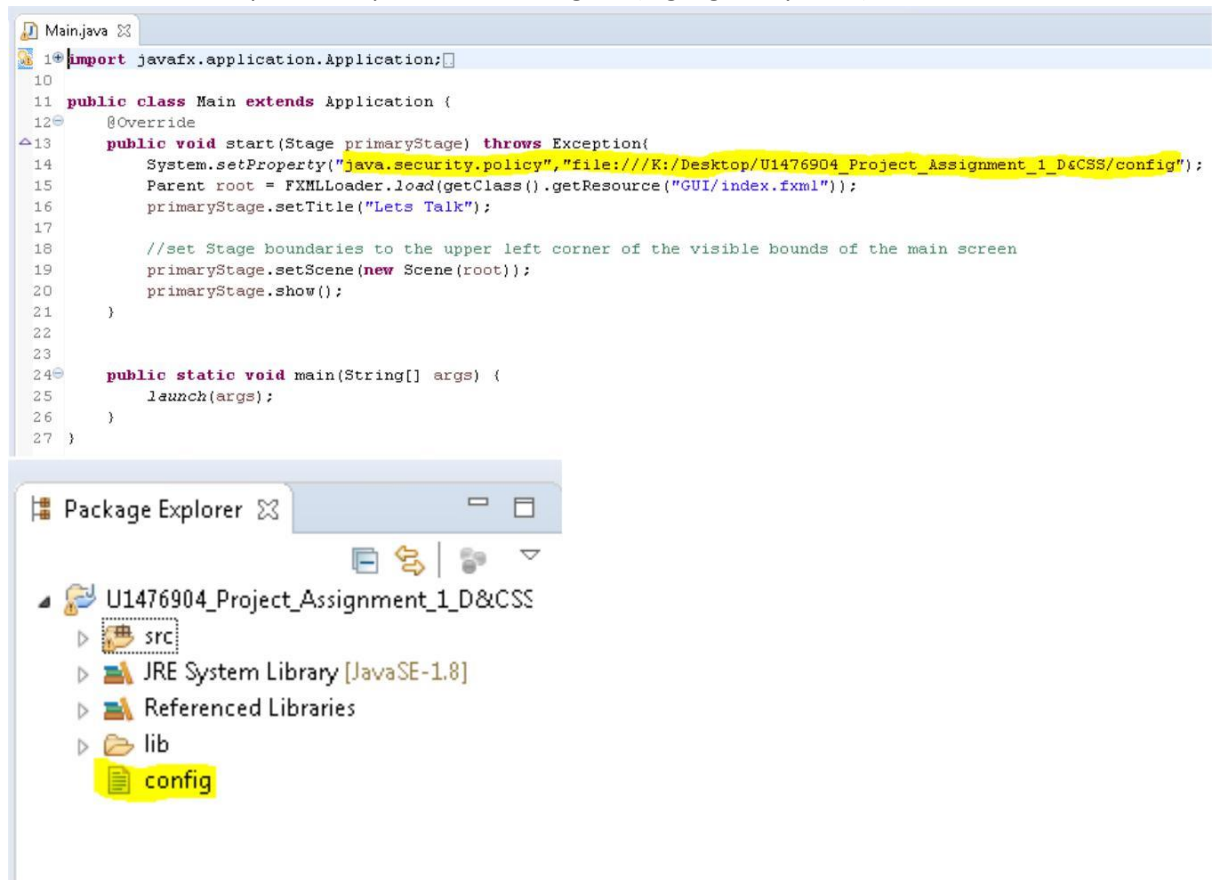
1. Get the folder on Eclipse.
2. On the Main class, update the path of the config file (highlighted yellow).

```
Main.java ⊠
 1⊕ import javafx.application.Application;
10
11  public class Main extends Application {
12⊖     @Override
13      public void start(Stage primaryStage) throws Exception{
14          System.setProperty("java.security.policy","file:///K:/Desktop/U1476904_Project_Assignment_1_D&CSS/config");
15          Parent root = FXMLLoader.load(getClass().getResource("GUI/index.fxml"));
16          primaryStage.setTitle("Lets Talk");
17
18          //set Stage boundaries to the upper left corner of the visible bounds of the main screen
19          primaryStage.setScene(new Scene(root));
20          primaryStage.show();
21      }
22
23
24⊖     public static void main(String[] args) {
25          launch(args);
26      }
27  }
```

```
Package Explorer ⊠

▲ 🐞 U1476904_Project_Assignment_1_D&CSS
   ▷ 🏭 src
   ▷ ➚ JRE System Library [JavaSE-1.8]
   ▷ ➚ Referenced Libraries
   ▷ 📂 lib
     📄 config
```

The *config* file in stored in the **U1476904_Project_Assignment_1_D&CSS** folder. For a smaller path, I'll recommend to store the project in the *Desktop* folder. You also need to do the changing on the **VM** (either Eclipse or command line);
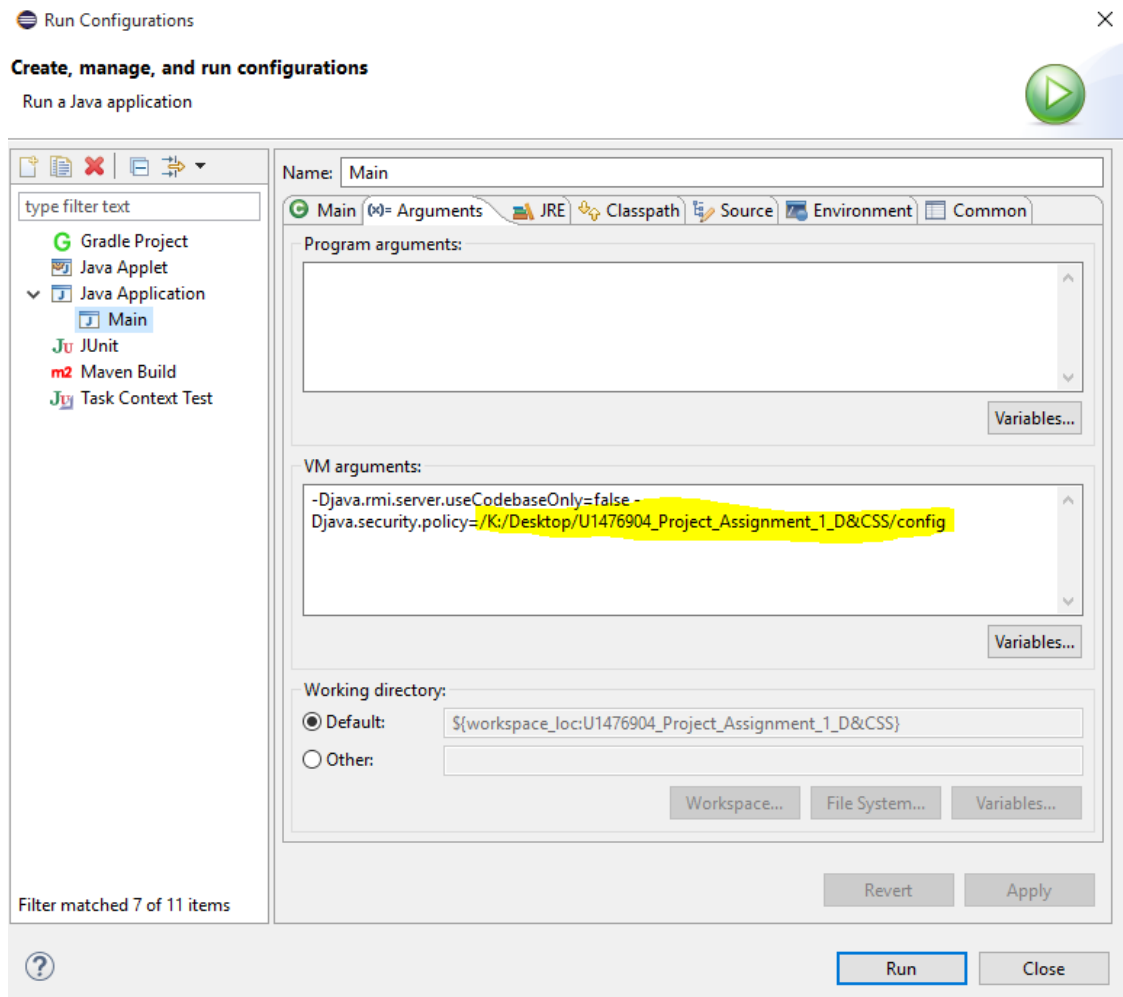
3. Update the following names in the **SpaceUtils** class (highlighted yellow).

```java
//You would need to update this name every time the user compile the program
public static JavaSpace05 getSpace() {
    return getSpace("CLS-RDSH-003.AD.HUD.AC.UK");
}


//You would need to update this name every time the user compile the program
public static TransactionManager getManager() {
    return getManager("CLS-RDSH-003.AD.HUD.AC.UK");
}
```

4. Run the program by clicking the play button or compile the **Main.java** file.