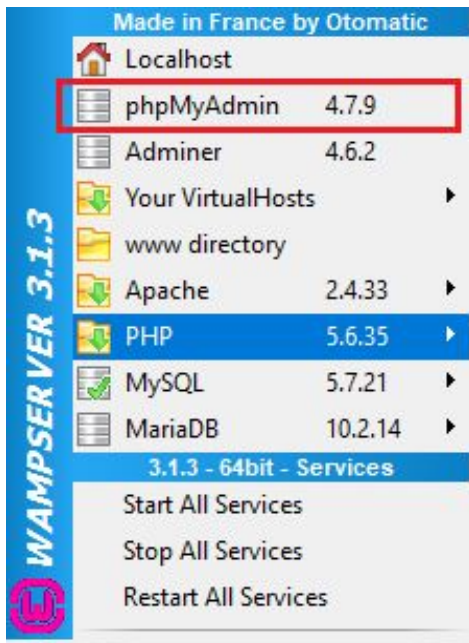


A. SETTING UP THE DATABASE

1. Download WampServer: <https://sourceforge.net/projects/wampserver/>
2. Run WampServer and open it in your PC by clicking on the icon that appears to the right of your taskbar



3. Click on phpMyAdmin (img 1), which will take you to the browser to a screen that looks as shown on img 2.

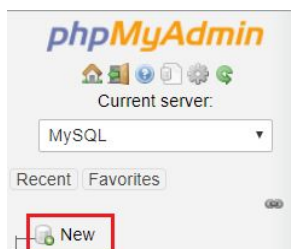


img 1

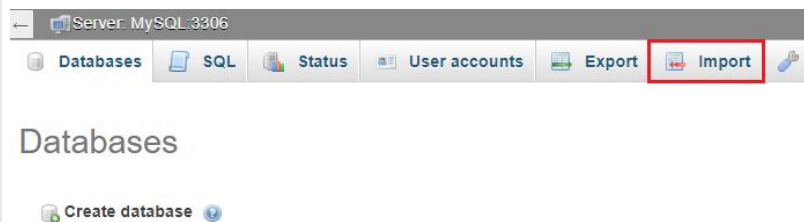


img 2

4. Ensure that username and password are as shown in img and click on 'Go' to login.
5. On a separate tab on your browser, go to our database file and download it <https://github.com/beatrizcangas41/CodeEditor/tree/master/src/main/resources/sql>
6. Go back to phpMyAdmin (your DB localhost), and on the Menu bar displayed to the left of the screen click on 'New' (img 3) -> 'Import' (img 4)



img 3



img 4

7. Ensure the File to Import screen looks as follows and then press 'Go'

File to import:

File may be compressed (gzip, bzip2, zip) or uncompressed.

A compressed file's name must end in **[format].[compression]**. Example: **.sql.zip**

Browse your computer: Choose File **codelearner.sql** (Max: 128MiB)

You may also drag and drop a file on any page.

Character set of the file: utf-8 ▼

Partial import:

☒ Allow the interruption of an import in case the script detects it is close to the PHP timeout limit. *(This might be a good way to import large files, however it can break transactions.)*

Skip this number of queries (for SQL) starting from the first one: 0

Other options:

☒ Enable foreign key checks

Format:

SQL ▼

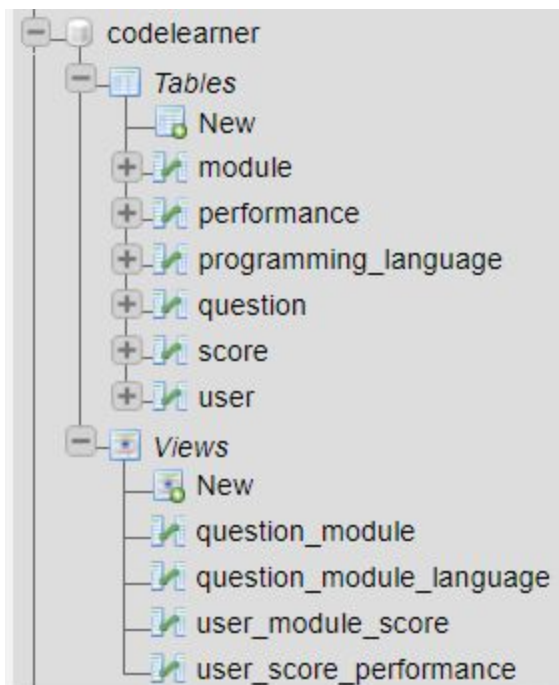
Format-specific options:

SQL compatibility mode: NONE ▼

☒ Do not use AUTO_INCREMENT for zero values

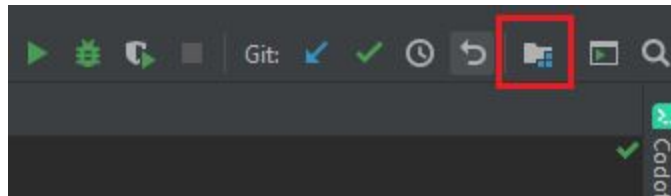
Go

8. Ensure that the Database now shows on the left and that the structure is as follows:

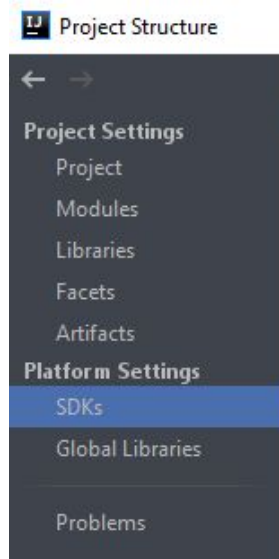


B. SETTING UP THE APPLICATION

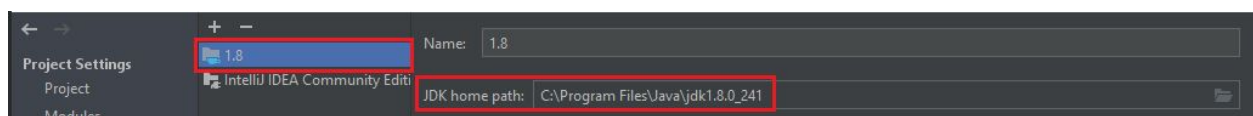
1. Download SceneBuilder: <https://gluonhq.com/products/scene-builder/>
Application used to create the '.fxml' pages
2. Download IntelliJ IDE, which is produced by JetBrains:
<https://www.jetbrains.com/idea/download/#section=windows>
3. Download Java SDK, for the purpose of this project, please download version 1.8.0_241 otherwise there will be certain functionalities that may not be compatible with newer versions
4. Open and configure SceneBuilder and IntelliJ. Make sure to follow the instructions provided by the designers.
5. Open IntelliJ and set up SDK by doing the following:
 - a. Go to Project Structure: File -> Project Structure, or by simply clicking on the icon that appears on the top right-hand side of your screen that looks as follows:



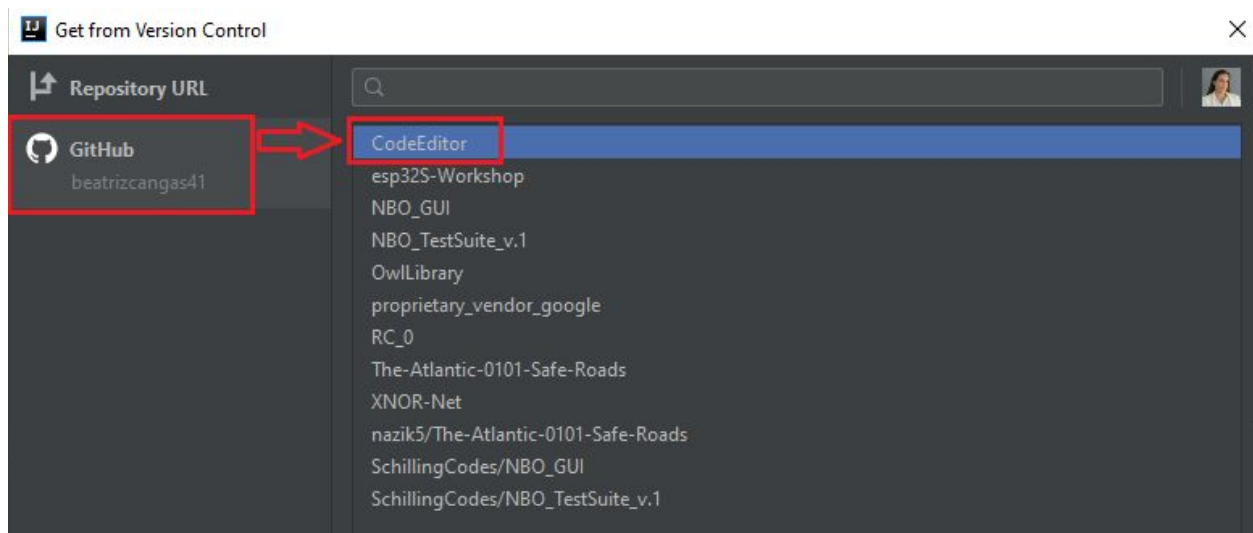
- b. Go to SDKs



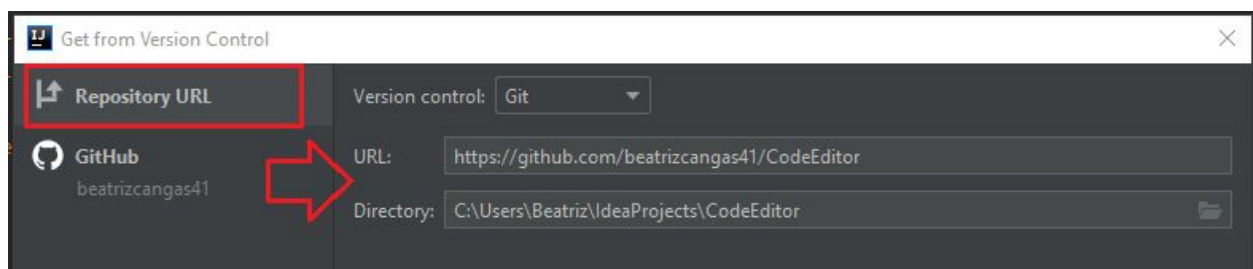
- c. Ensure that the location where the JDK was installed is listed and that it is part of the application



- d. Click 'Apply' and then 'OK'
- 6. Now, let's get the repository.
 - a. Ensure that you have access to the Github repository.
 - b. Go to File -> New -> Project From Version Control
 - i. If you do not have Git installed for Windows, and you are not allowed to open GitHub from IntelliJ, you can download it from here:
<https://git-scm.com/downloads>
 - c. There are different ways you can now access the repository:
 - i. You can fork it and by logging into GitHub from IntelliJ you can simply pull it from your own repository by clicking on 'GitHub'
 - ii. You can access the Repository URL directly (<https://github.com/beatrizcangas41/CodeEditor>) and clone the project without adding it to your repository.



Option i



Option ii