**HW4, 19787, chao zhao**

**$ brew install openjdk@11**

**$ echo 'export PATH="/usr/local/opt/openjdk@11/bin:$PATH"' >> ~/.zshrc**

**$ brew install gradle**

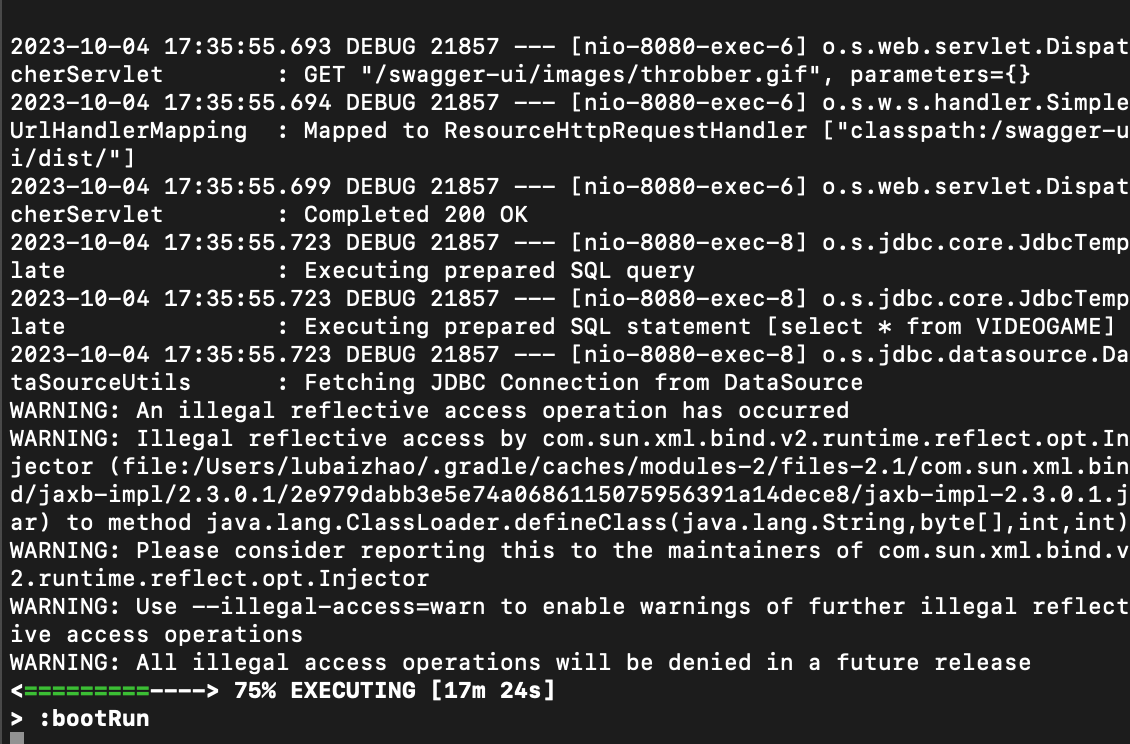
**export GRADLE\_HOME=/usr/local/Cellar/gradle/gradle-8.3/libexec**

**$ git clone <https://github.com/james-willett/VideoGameDB>**

**$ chmod +x gradlew**

**$ ./gradlew bootRun**

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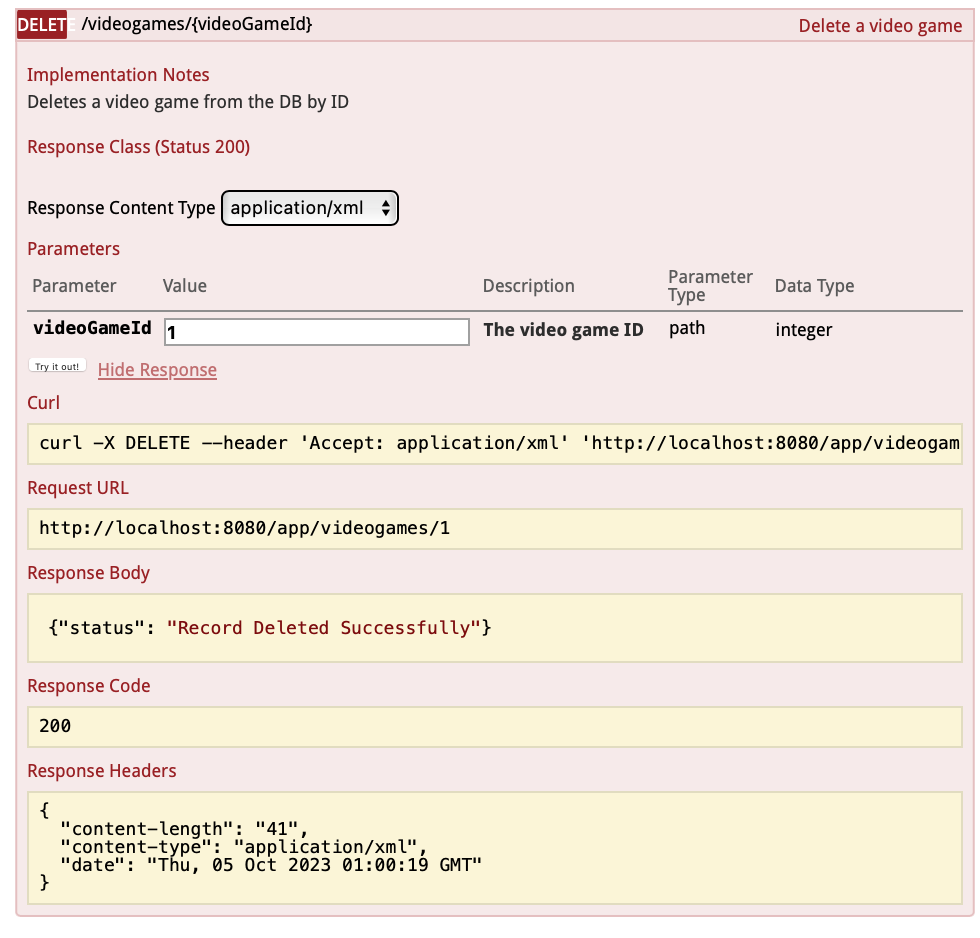
**Get**

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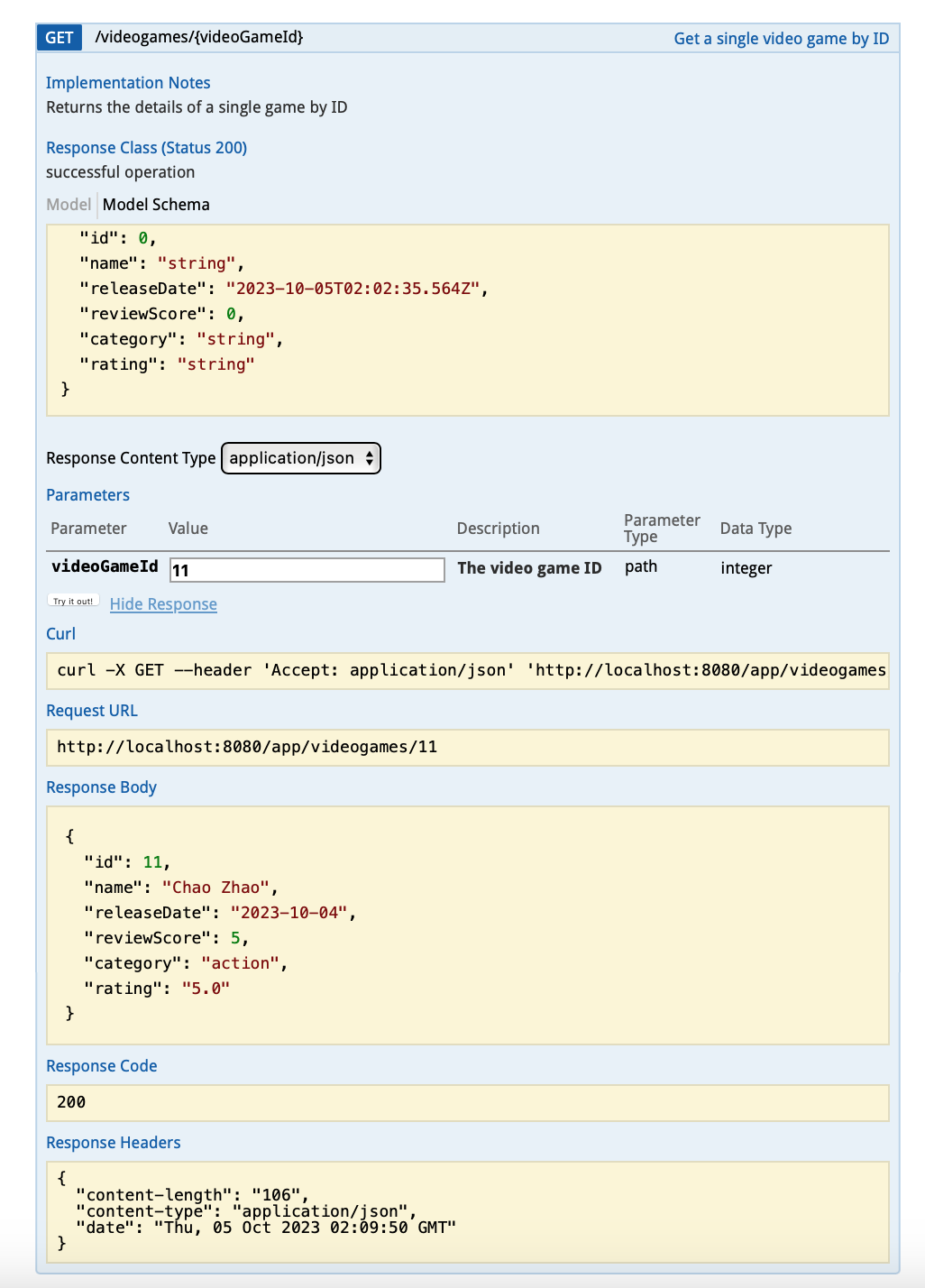
**Post**

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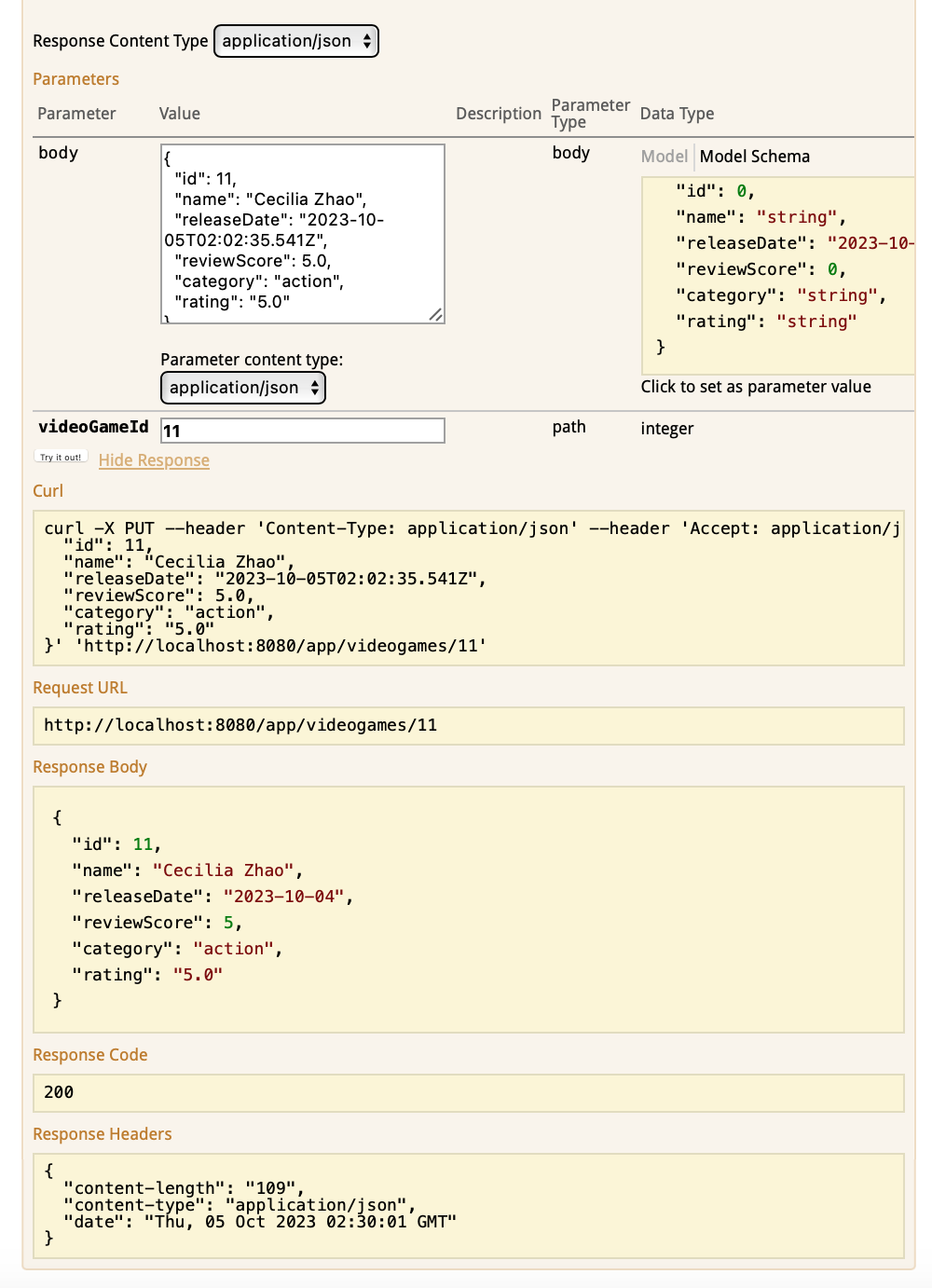
**Delete**

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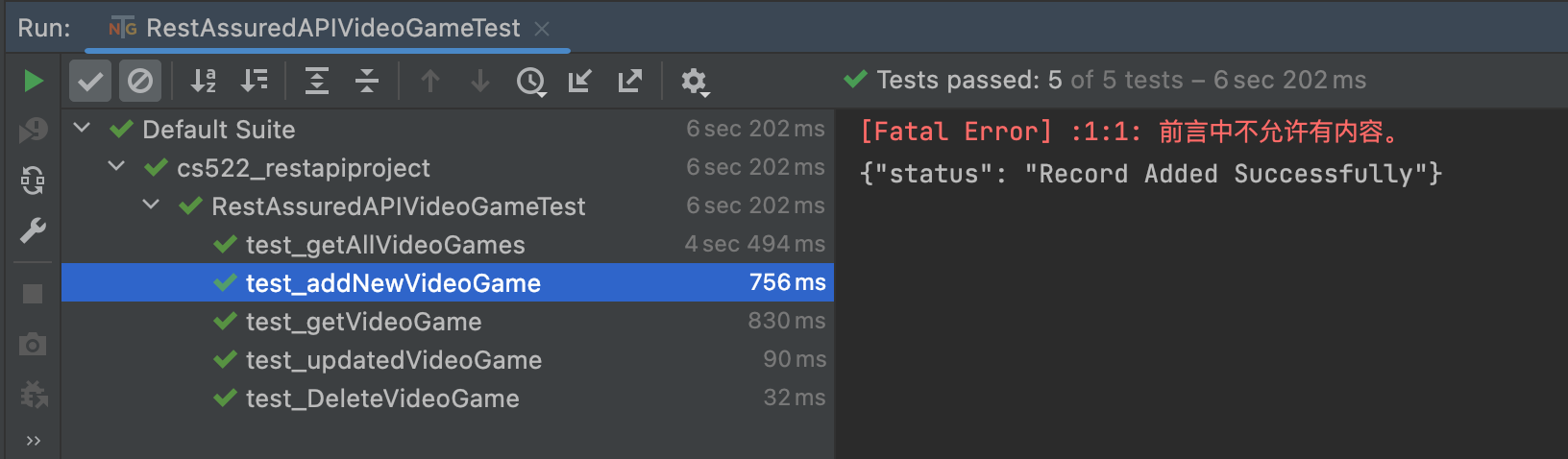
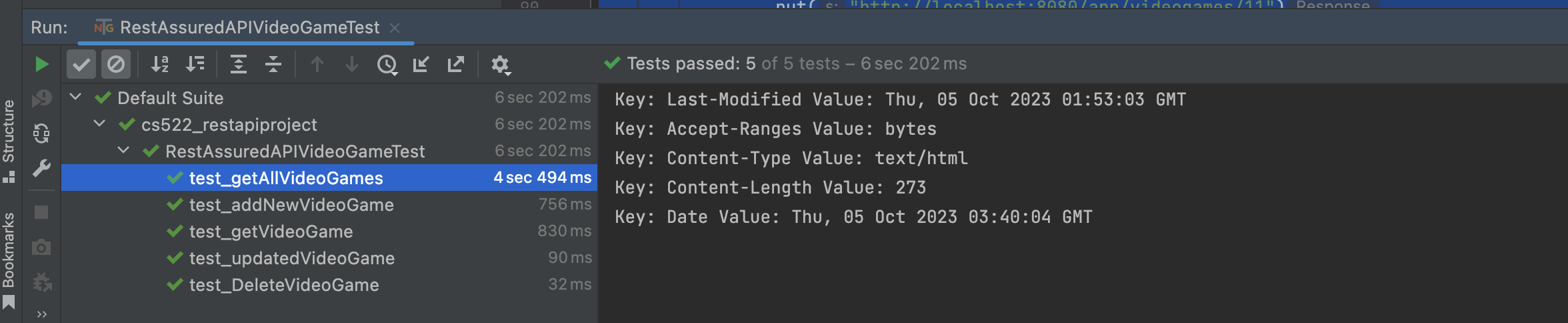
**Get a single videoGame:**

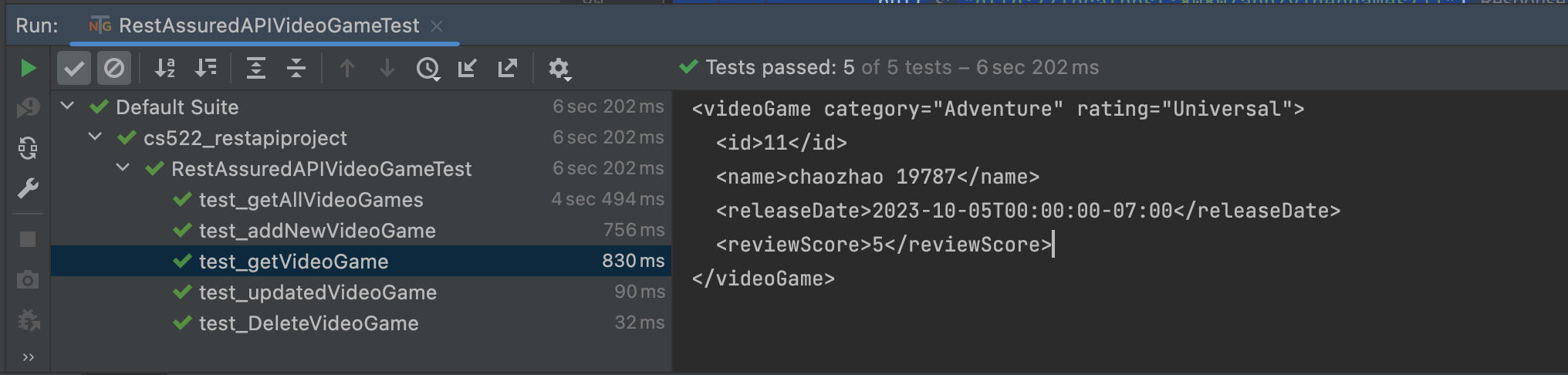
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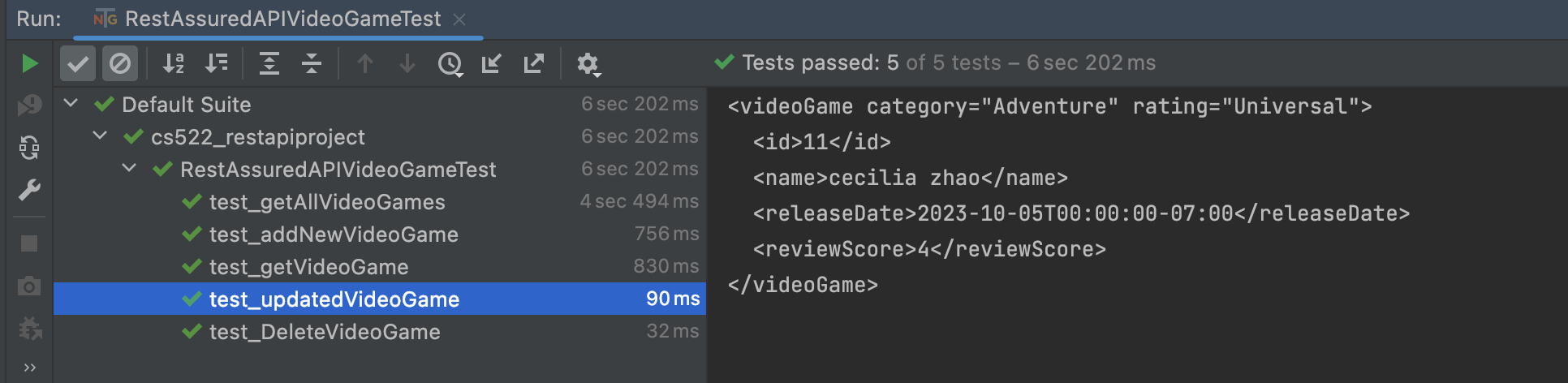
**Put:**

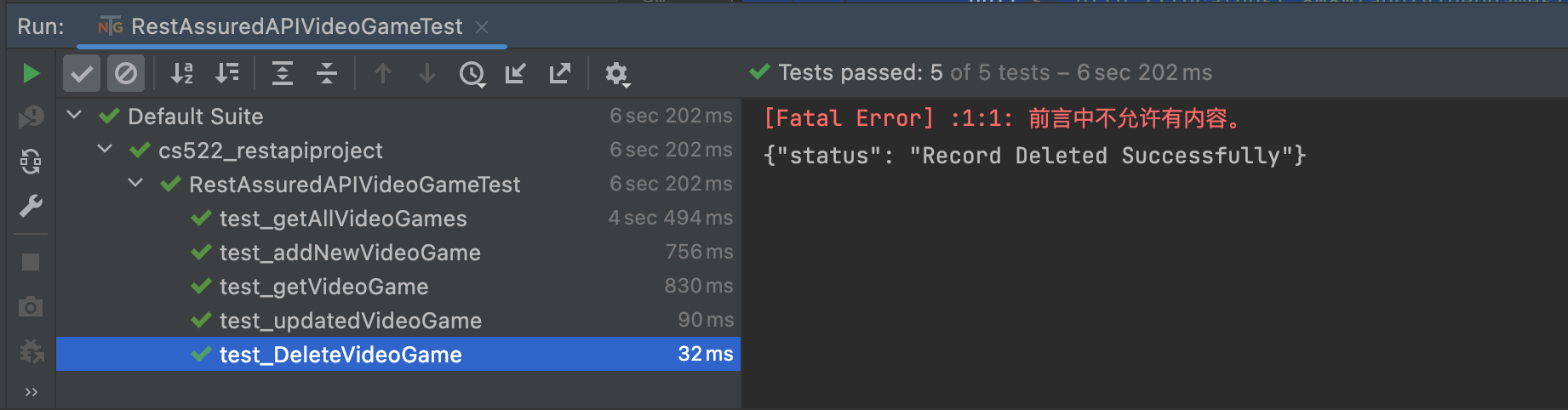
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**Using IDE to create a automation script, run it and provide the running results (40%)**

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