Installation Guide

# Running the Client and Server Independent of Source

The client and server are stored in Client.jar and Server.jar respectively. First, these should be extracted via **jar xf Client.jar** or **jar xf Server.jar**.

To run the server, run the following command from the base directory of the extracted Server.jar:

**Linux:**  
java -cp "./\*:./lib/\*" com.rentals.rentalmanager.server.Server

**Windows:**

java -cp “.\\*;.\lib\\*” com.rentals.rentalmanager.client.Server

To run the client, run the following command (optionally with the hostname of the server at the end):

**Linux:**

java -cp “./\*:./lib/\*” com.rentals.rentalmanager.client.ClientRun <hostname>

**Windows:**

java -cp “.\\*;.\lib\\*” com.rentals.rentalmanager.client.ClientRun <hostname>

# Building from Source

The source code of this project is located in Source.jar.

### Installing Apache Ant

This project uses Apache Ant as its build system. Below are the steps for installing Ant (more information can be found at the following link: <https://ant.apache.org/manual/install.html>) The Java Development Kit should also be installed (https://www.oracle.com/java/technologies/javase-downloads.html)

**1.** Download Ant from http://mirrors.advancedhosters.com/apache//ant/binaries/apache-ant-1.9.15-bin.zip

**2.** Unzip it and place the folder in a reasonable location (such as your home directory)

**3.** Set the ANT\_HOME environment variable to the folder, as well as the JAVA\_HOME variable to the directory containing the Java Development Kit (typically somewhere in “[C:\Program](../../../Program) Files\Java”).

**4.** Add “%ANT\_HOME%/bin” to your path variable

### **Building and Running the Project**

**1.** Unzip the project.

**2.** Open the base directory of the project in Windows Explorer

**3.** Start a command prompt by typing “cmd” into the address bar

**4.** Build the project by typing “ant dist” in the command prompt

**5.** To run the server, type “ant runserver”, and to run the client, type “ant runclient” (or you can find the distributed release under build/dist/ and run them as done above)

### Initializing the Database

The database is automatically initialized (if it doesn’t already exist) when you run the server. If you wish the embedded derby database to have a username and password that isn’t “testing”, edit those fields in the “server.properties” file before running the server for the first time (the database can be reinitialized by simply deleting it and running the server again).