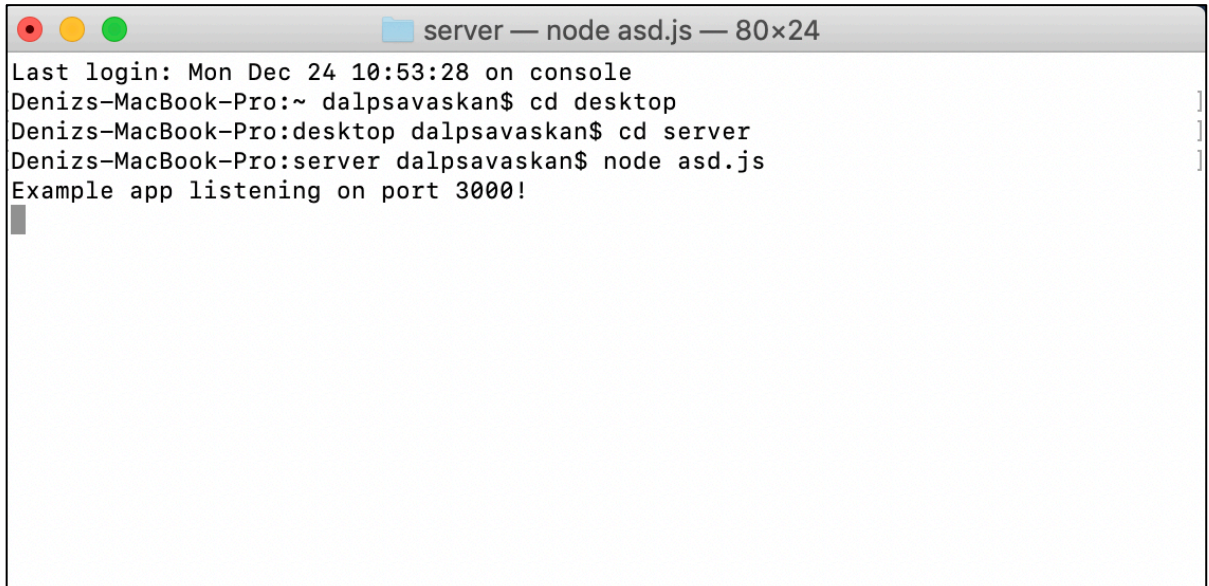


Our project gets its kitten information from a local server. In order to establish the server:

1. Open terminal
2. Go to the file location of “asd.js” in project folder
3. Type “node asd.js” to the terminal
4. Inside our project, in KittenDataSource file, change the IP address to your own IP address in lines 26 and 40



```
server — node asd.js — 80x24
Last login: Mon Dec 24 10:53:28 on console
Denizs-MacBook-Pro:~ dalpsavaskan$ cd desktop
Denizs-MacBook-Pro:desktop dalpsavaskan$ cd server
Denizs-MacBook-Pro:server dalpsavaskan$ node asd.js
Example app listening on port 3000!
```