[6# Skeleton Program]

[5] – [SoftProLab Team]

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6. Skeleton program

6.1 Deployment guide

[This point contains information related to manage, compile, run, and use the submitted program.]

6.1.1 List of files

File name	Size	Date	Content
Asteroid.Java	2KB	22nd March,2021	Asteroid class
Carbon.Java	1 KB	22nd March,2021	Carbon Class
Game.Java	1 KB	22nd March,2021	Gamer Class
Gate.Java	1 KB	22nd March,2021	Gate Class
Iron.Java	1 KB	22nd March,2021	Iron Class
Mineral.Java	1 KB	22nd March,2021	Mineral Class
Place.Java	1 KB	22nd March,2021	Place Class
Robot.Java	1 KB	22nd March,2021	Robot Class
Settler.Java	2 KB	22nd March,2021	Settler Class
Sunstorm.Java	1 KB	22nd March,2021	Sunstorm Class
Traveller.Java	1 KB	22nd March,2021	Traveller Class
Uranium.Java	1 KB	22nd March,2021	Uranium Class
WaterIce.Java	1 KB	22nd March,2021	WaterIce Class

6.1.2 Compilation

[The technique, command(s) to be applied to produce the runnable code from the files listed in the previous point. The environment in which the compilation is performed should be conform to the hardware-software system defined in the chapter 2.1 (Requirement definition)]

<u>**1st Method:**</u>

For the Compilation , it is necessayr that valid Java Development kit should be Installed in our computer because it is a software Environment used to run Java applications. JDK also includes (Java RunTime Environment) JRE, an interpretor/loader(java), a compiler(javac), an archiver(jar) and many other tools which are necessay for Java Development. For compiling we are going to navigate the extracted files with a command promt(powershell etc.). We have to make sure that the JDK bin folder is added in the path. We will go the directory where java program is stored and press enter to compile the code, if the code is correct and no errors are noticed then the command Promt will take us to the next line. The following commands can be run for comilation purposes.

```
mkdir .\class
javac -d .\class .\Asteroid.java .\Carbon.java .\Game.java .
\Gate.java .\Iron.java .\Mineral.java .\Place.java .\Robot.java
.\Settler.Java .\Sunstorm.java .\Traveller.Java .\Uranium.Java
.\WaterIce.java
```

<u>Note</u>: The same commands can run in Linus also, we just have to replace ' \ ' with ' / '.

2nd Method:
The second method which can be used to compile the javafiles is to create a new project and import all the source files into any Java IDE(Eclipse, Netbeans etc) and then we can compile all the source files with the built In compilation feature which is auomatically offere by these IDE's

6.1.3 Run

[The activities, commands, parameters for starting the executable program. The environment should be conform to hardware-software system defined in the chapter 2.1 (Requirement definition).]
If we are using windows, then we are going to write the following command to run:

```
java -cp .\class AsteroidGame.Game
```

6.2 Evaluation

[Evaluation shows every team member's participation rate in the project (percents) **from the beginning of the project** *to the date of evaluation. The sum of percent values must be 100.]*

Name of the team member	Participation (%)
Hagverdiyev Subhan	15% (because of illness)
Madatov Ali	15% (because of illness)
Shoaib Areeba Tabassum	23%
Singh Gurdeep	23%
Salahov Kamal	23%

6.3 Protocol

Start (date & time)	Duration (hours)	Performer(s) name	Activity description
17.03.2021	2 hours	Salahov Kamal, Hakverdiyev Subhan, Madatov Ali, Shoaib Areeba Tabassum, Singh Gurdeep	Meeting, discussing and dividing tasks.
20.3.2021	3 hours	Singh Gurdeep	Coding
20.3.2021	3 hours	Hagverdiyev Subhan, Madatov Ali	Coding
22.3.2021	3 hours	Salahov Kamal	Editing
22.3.2021	3 hours	Areeba T. Shoaib	Editing, Documentation, command Prompt