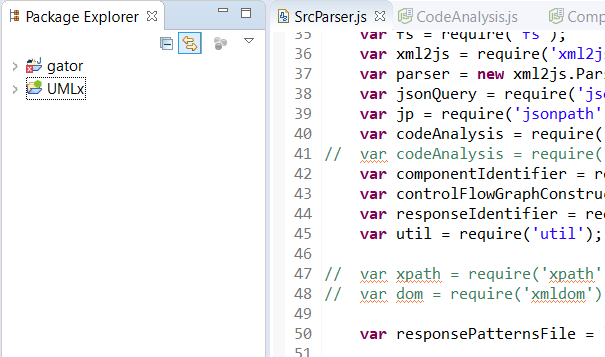
1. Install Eclipse from here:

<https://drive.google.com/open?id=0Bx6SYedbAp1CWmtmcXhXemI4SzA>

1. Import UMLx and Gator project into eclipse:



1. Compile gator:

./gator b

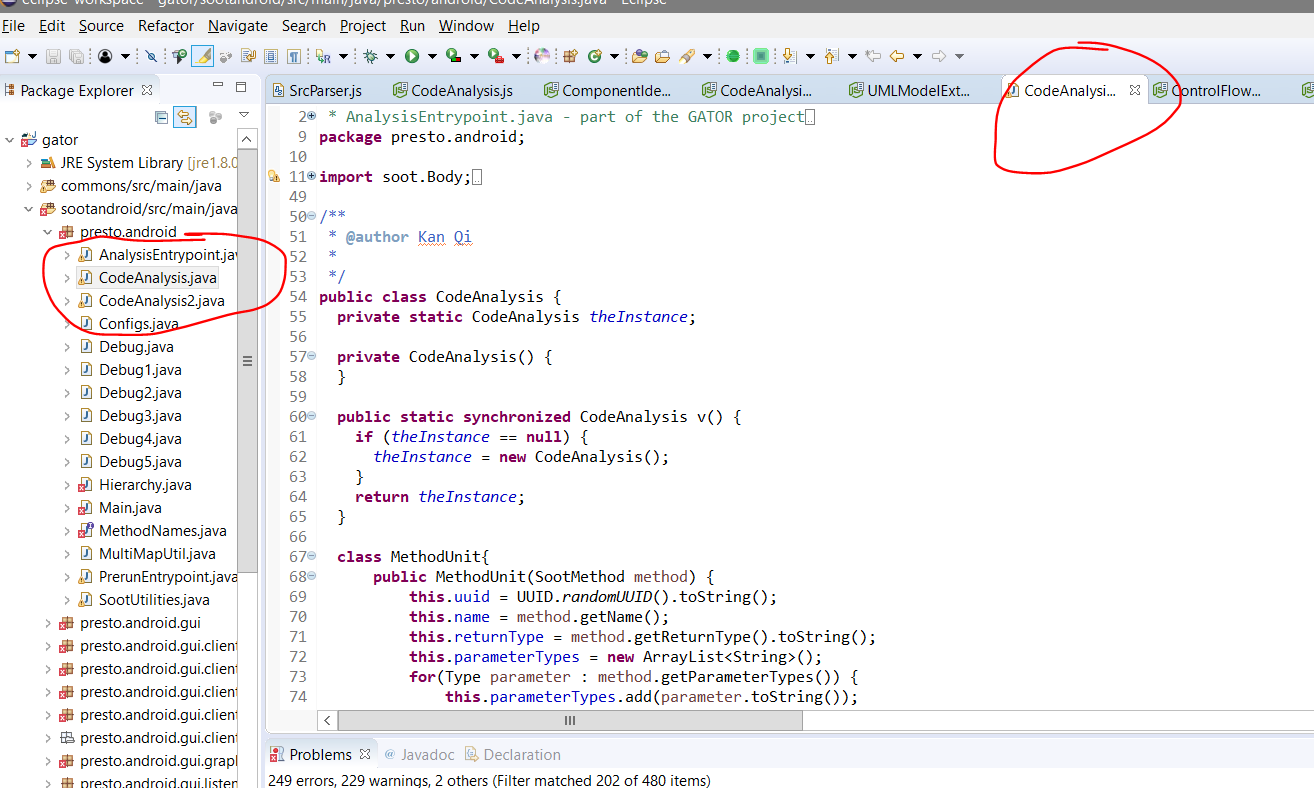
* If you are using windows, please follow the document to install ubuntu console following the document:

UMLx\facility-tools\GATOR\_Tool\gator-3.5\docs

1. Runt the command to see if your changes are within the console:

./gator a -p /mnt/h/ResearchSpace/Repositories/Android\ Projects/ModelAnalysisTest/app/build/intermediates/instant-run-apk/debug/app-debug.apk -client GUIHierarchyPrinterClient

The changes should be made to the following file:



1. Run the following command to see the analysis data:

node ./UMLxAnalyticToolKit.js "./data/OpenSource/kdm.xml" "./data/OpenSource/debug" "kess"

The data is generated in “./data/OpenSource/debug”

1. Compare the classification results with the existing ones.

Compare the classification results with the ones generated by Arcade.

1. See the change with respect to the performance in predicting project effort.