Instructions for testing Uno with Eclipse

1. Create a new Java project called Uno. The default setup should work.

2. Copy the following files into the src folder:
    *   Card.java
    *   Deck.java
    *   EmptyDeckException.java
    *   Game.java
    *   GameState.java
    *   Hand.java
    *   Scoreboard.java
    *   TestCaseProcessor.java
    *   UnoPlayer.java
    *   yourNetID_UnoPlayer.java
    *   UnoSimulation.java

3. If you do this using your OS's file browser, go back to eclipse and right click on the src folder and select refresh (or press F5). You can find your src folder at workspace/Uno/src.

4. Put testCases.txt in workspace/Uno. (not in your src directory, one level above that). Refresh eclipse again.

5. Press the green run button at the top of eclipse. You should get a pop-up asking you which file contains your main method. Choose TestCaseProcessor. When it runs, you should get a short message in the console at the bottom about usage.

6. Press the little dropdown arrow next to the Run button. Click on Run Configurations. A popup should appear. Select the arguments tab in the center. In the text box labeled "Program arguments:" type **your netid and nothing else**. This should be exactly as it appears in yourNetID_UnoPlayer.java.

7. Press run again. The tester should run your program through some test cases.