**Instructions to run the project:**

* Unzip the zip file: This step involves extracting the contents of a compressed zip file. You can typically do this by right-clicking on the zip file and selecting an option like "Extract" or "Extract Here."
* Open the project in Eclipse: Launch Eclipse, then either use the File menu to navigate to "Open Projects from File System" or "Open Project" (depending on your Eclipse version), and select the unzipped project directory.
* Go to properties in Project and click on Java Build Path: Right-click on the project name in the Package Explorer or Project Explorer, then select "Properties." In the Properties dialog, find and click on "Java Build Path."
* In the module path, import JavaFX Libraries: Inside the Java Build Path dialog, navigate to the "Libraries" tab, and then click on "Modulepath" or "Add Library." Choose "User Library," then click "Next." Here, you'll need to add the JavaFX libraries to your project. If they're not listed, you may need to add them manually by clicking "Add External JARs" and navigating to the location where JavaFX is installed on your system.
* Go to project and click on edit configurations: Right-click on the project name again, and this time select "Run As" or "Debug As" -> "Run Configurations."
* Go to arguments and add below VM Arguments --add-modules javafx.controls,javafx.fxml: In the "Run Configurations" dialog, find the "Arguments" tab. In the "VM Arguments" section, add the following line:

--add-modules javafx.controls,javafx.fxml

* We have used Java 17 for the project (Select JRE version): In the "Run Configurations" dialog, navigate to the "JRE" tab. Here, you can select the Java Runtime Environment (JRE) version to use for your project. Choose Java 17 from the list if it's available.
* Go to Dependencies: If you're referring to project dependencies, you may need to clarify this step further.
* In the module path, import JavaFX libraries: This step seems to repeat step 4. If there are additional dependencies to include, you might need to add them similarly to how you added JavaFX libraries.
* Run the project: After configuring all necessary settings, click "Apply" and then "Run" or "Debug" to execute your project. Eclipse will compile your code and execute it with the specified configurations.