**This document contains the steps for using Eclipse to work with a GitHub repository on your local machine**

**We’re going to fork the GitHub’s RQT\_Real\_Estate project repository, clone this repository to our local machine, using Eclipse to import Projects from Git, configure Java project libraries+VM Arguments to run**

**Sources:**

MS Bing Chat Copilot

**+Contributors:**

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**Step 0: First, ensure that you’ve already installed JavaFX and SceneBuilder on your computer.**

**If not, please refer to this folder to find out how**

**RQT\_Real\_Estate/Study\_Resources/Eclipse\_JavaFX\_SceneBuilder**

**Step 1: Forking RQT\_Real\_Estate repository into your GitHub account’s Repositories**

Go to [**https://github.com/phuongtrieu97coder/RQT\_Real\_Estate**](https://github.com/phuongtrieu97coder/RQT_Real_Estate)

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**Click Fork button**

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**Click Create fork button**

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**Step 2: Clone the Repository and put it into your eclipse-workspace**

On your GitHub software’s main window, go to File->Clone repository

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**Choose a Local path on your machine, then click Clone**

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**Step 3: Open Eclipse and Import the Project**

a.Launch Eclipse and go to File > Import.

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b.Select Git > Projects from Git and click Next.

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c.Choose Existing Local Repository and click Next.

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d.Browse to the location of the cloned repository and select it.

+Click **Add…** button

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+Click **Browse…** button

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+Click your desired folder, then click Add

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+Click Next >

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e.Choose Import existing Eclipse projects and click Next >

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**Notice that you don’t have to import RQT\_Real\_Estate project from the list above if you don’t need to work with any files or folders outside of Content folder. But in this document, we will import 2 of these folders.**

f.Click Finish to import the project.

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**Step 4: Configure JavaFX in Eclipse**

**a)First, make sure that you’ve already installed e(fx)clipse plugin for your Eclipse environment.**

**Please go to Help->Eclipse Marketplace to check it**

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**b)Go to Window -> Preferences**

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At the JavaFX tab, make sure you add the url to your JavaFX’s lib folder on your machine, and SceneBuilder executable file on your machine

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Click Apply and Apply and Close

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**Step 5: Set VM Arguments**

a.Go to Run > Run Configurations in Eclipse.

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+Click New launch configuration button

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**Notice that Project name should be Content because JavaFX documents are inside it**

The "Main type not specified" issue occurs when Eclipse cannot locate the main method in your project. Since your Main class is in the Content subfolder of your Content project, here's how you can fix it:

1. Go to **Run > Run Configurations** in Eclipse.
2. Select your configuration (e.g., New\_configuration) under **Java Application**.
3. In the **Main class** field, click the **Browse...** button.
4. Navigate to the Content subfolder and select the class containing the main method.
5. Click **OK** to confirm your selection.

Or you can write

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1. Ensure the **Main class** field is now populated with the correct class name.
2. Click **Apply**.

**b.Select your JavaFX project and add the following VM arguments:**

**+Click Arguments tab**

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**--module-path "C:\Program Files\Java\Javafx-sdk-24\lib" --add-modules javafx.controls,javafx.fxml**

**Please replace the path to your JavaFX’s lib folder**

**c.Make sure you change the Working directory like below**

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**\*If your Package Explorer only works with Content folder, you may see the Working directory field above like this:**

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**Make sure you choose the right Working directory, then Click Apply and Run**

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**Step 6: To run SceneBuilder, right click on any fxml file -> Open with SceneBuilder**

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