Downloading and Setting Up the Starter Code

Now that you've got Eclipse set up, you're ready to start working with the code for this class. These steps should be the same for all operating systems. Note: There is also a video that walks you through this process.

If you encounter any errors after completing this setup, please go to our page Support: Troubleshooting Common Issues where we provide solutions to many of the common issues our learners run into.
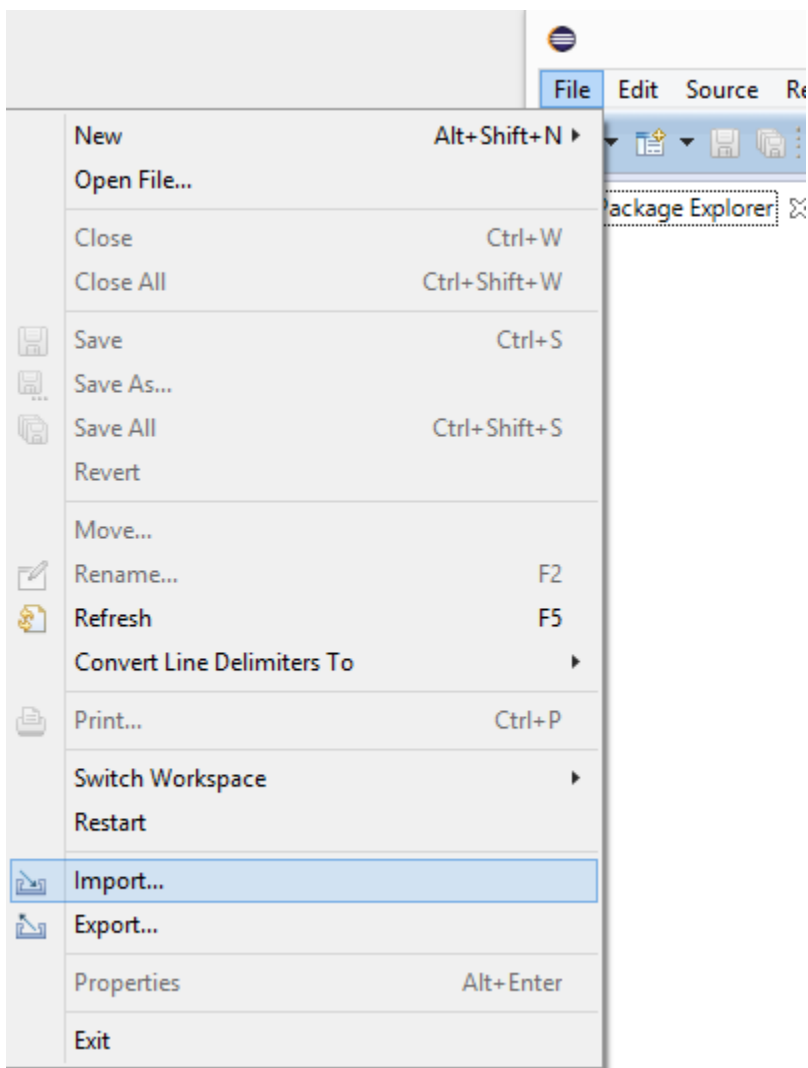
1. Download the starter code zip file from the following link. Save it wherever you like.
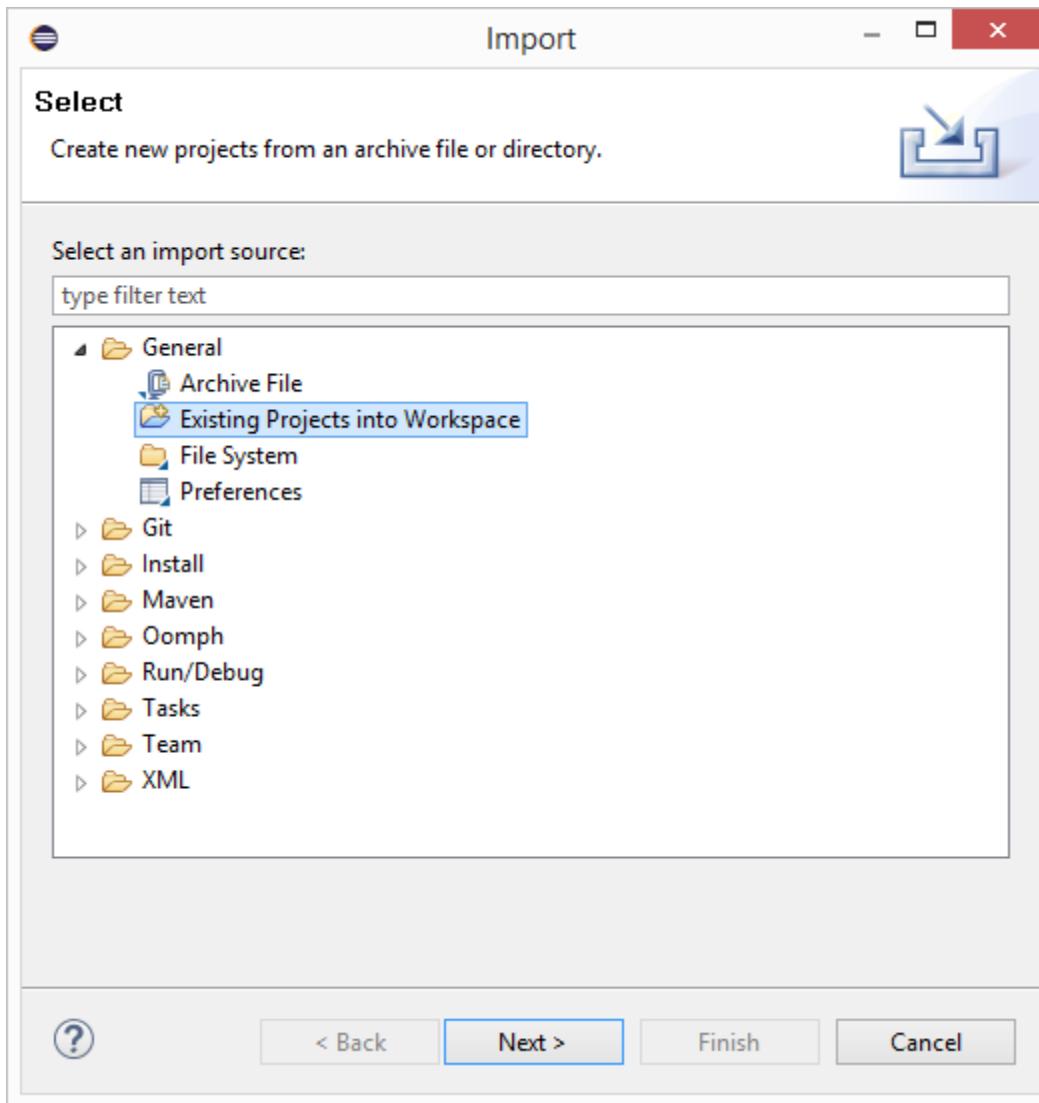
OOPStarterCode.zip

2. Extract the zip file somewhere outside of your Eclipse workspace folder.

3. Open Eclipse if it is not already open.

4. From the File menu in Eclipse select "Import…"

5. In the Import window, expand General and select "Existing Projects into Workspace". Then click "Next >"

Import dialog — Select: Create new projects from an archive file or directory.

Select an import source:

type filter text

- General
  - Archive File
  - Existing Projects into Workspace
  - File System
  - Preferences
- Git
- Install
- Maven
- Oomph
- Run/Debug
- Tasks
- Team
- XML

< Back   Next >   Finish   Cancel

6. In the window that appears, click "Browse" next to "Select root directory" (keep this option selected).
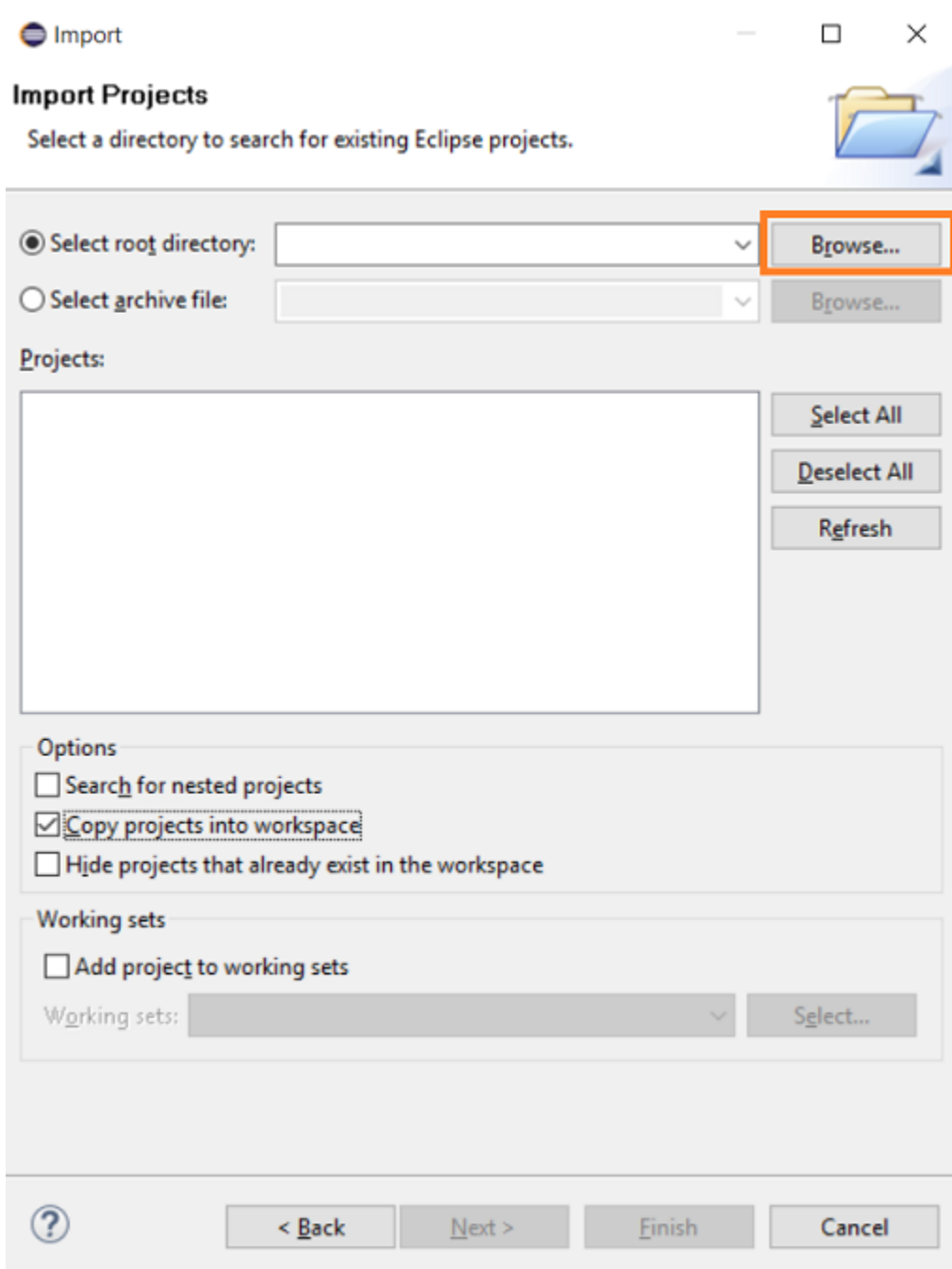
7. In the File Chooser, browse to where you uncompressed the starter code. It should be in a folder named "UCSDUnfoldingMaps". Select this folder (NOT one of the subfolders) and click "OK".
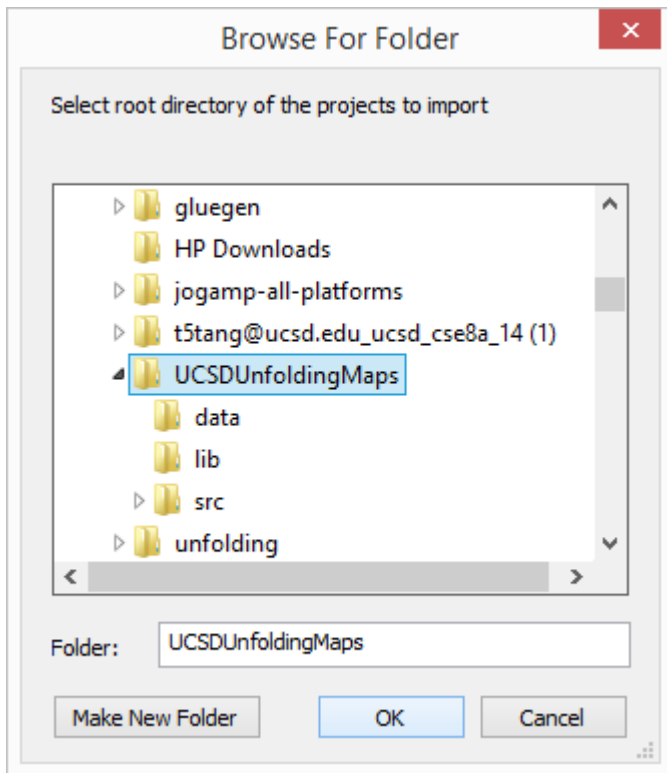
8. You should see the UCSDUnfoldingMaps project selected under Projects. Make sure the option to "Copy projects into workspace" is checked, then click "Finish".
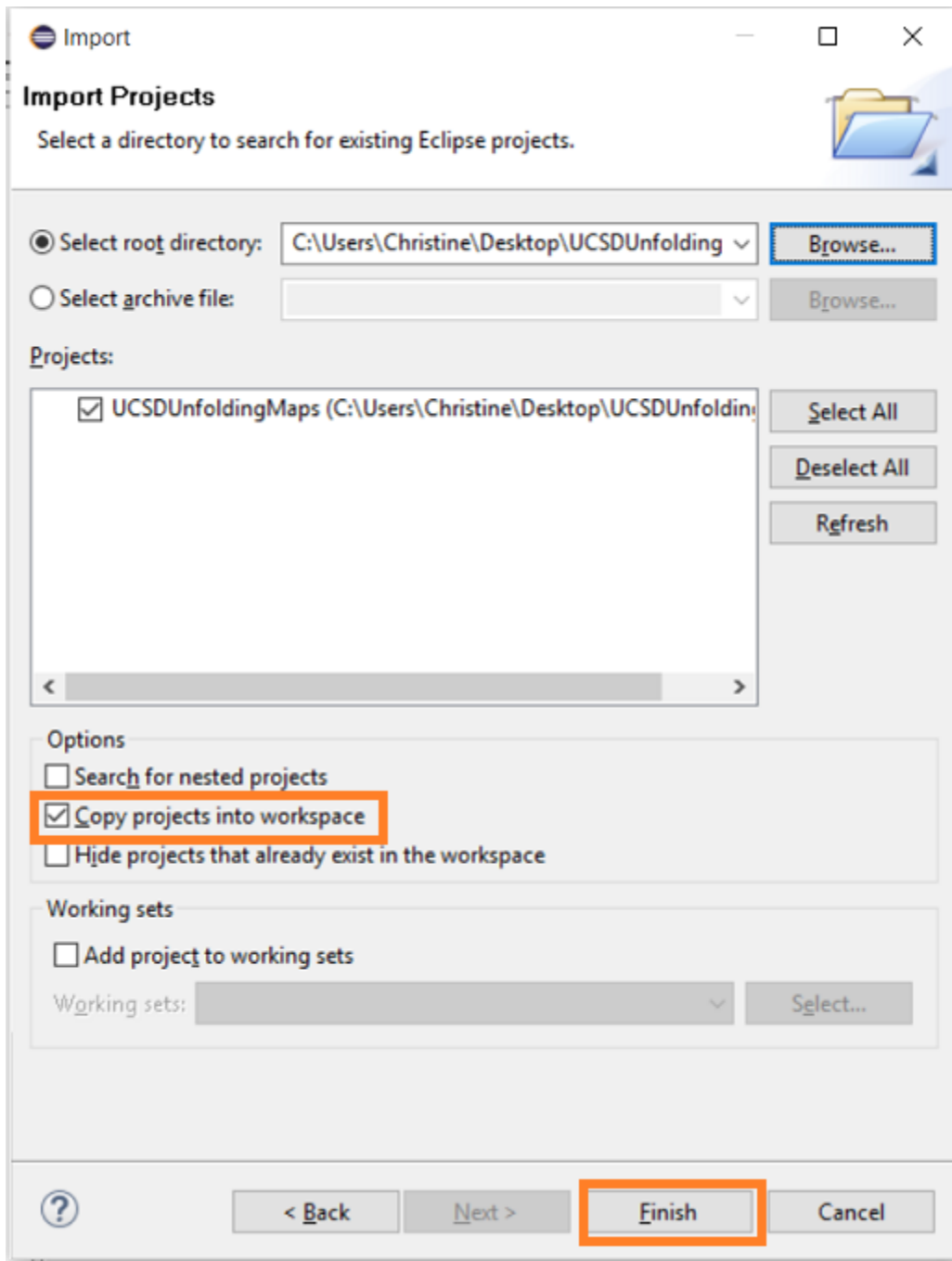
9. Now, you should see the project in your Eclipse workspace. In the Package Explorer you will see the UCSDUnfoldingMaps project. If you expand this project you will see several folders including src, data and some library folders. src is where all of your source (Java) code that we provide is located. This is also where all the code you will write will be placed. If you expand src you will see one "package" for each module where we ask you to do a programming assignment. A package is just a collection of files that are organized into their own space so they won't interfere with other files of the same name in other packages. One package you will see is called "demos", which has code that we will demo throughout the course in the videos. Another package is called "default package", which has a couple of programs you can try out on your own. The instructions for the programming assignment in this module give you more information about how to compile and run your code.

It's expected to see some warnings (the tiny yellow exclamation points next to the items in the Package Explorer) and generally you can ignore them for now, though sometimes they do give you hints about how to improve your

code. You can see what they are in the window at the bottom. However, you should not see any errors (which would be displayed in red).
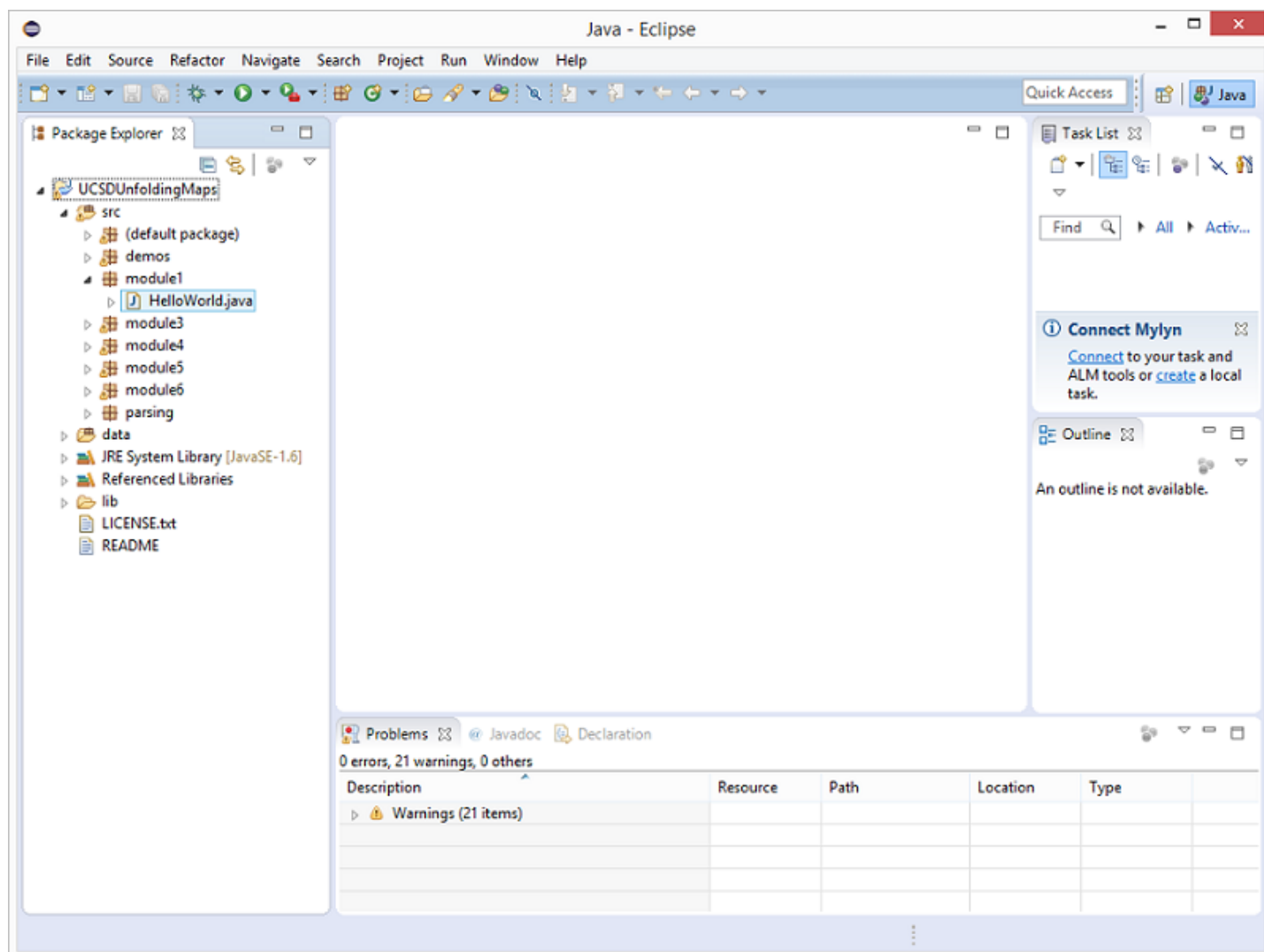
If you see any red X's or red squiggly lines in the Package Explorer, go back through the setup instructions for Java, Eclipse, and the Unfolding Maps starter code to make sure you followed each of the steps correctly. If you followed all of the instructions correctly but continue to have errors, then go to our page Support: Troubleshooting Common Issues where we provide solutions to many of the common issues our learners have encountered.

10. Finally, notice that when you imported this project into Eclipse you got a COPY of all of the starter code files you downloaded into your workspace. You will find the actual files Eclipse is using (including the source (src) and data files) in a directory in your workspace folder called UCSDUnfoldingMaps. Go find these files so you know where they are and what Eclipse is doing behind the scenes.

That's it! You're all set up and ready to go.