Notes on the “gz2” bitbucket project creation

Note: This document contains references to my bitbucket account, username. Do not copy and paste into a document you hand over to a teacher. These items are underlined.

1. Create a new project on Bitbucket. Call is **gz2**
   1. This creates an empry git repo for us.
   2. Git repo url: https://micheldanjou@bitbucket.org/micheldanjou/gz2.git
2. Import the new git repo into eclipse
   1. Follow the instructions on this web page: <https://isaacchanghau.github.io/2017/04/01/Configure-BitBucket-Git-Repository-in-Eclipse/>
   2. The only issue with the above link is that somehow the guy already has content in his git repo. We are starting with an empty git repo.
3. Create a new Java project in Eclipse
   1. **File -> New -> Project**
   2. In the “New project” dialog, select **Java -> Java Project** and click the **Next** button
   3. In the “New Java Project” dialog,
      1. Enter “game” as for the **Project name**.
      2. Uncheck the “**Use default location**” checkbox and click on **Browse.**  Select the path where the git repo from Bitbucket was installed. (for example: /home/michel/git/gz2)
      3. Click **Next**
      4. Click **Finish**
   4. In the “Open Associated perspective” dialog click “**Open perspective**”
4. Inject source files into the “game” project:
   1. Expand the “**game**” folder
   2. Right click on “**src**” and select “**Properties**”
   3. Make note of the “**Location**” path.
   4. Open a terminal window and copy the files from the “gz” bitbucket repo into the “Location” path. folder marked . Do this using the “cp” command. Just copy the packages located under **/gz/glassez/src/main/java**

On my machine the command is: **cp -r eu/ /home/michel/git/gz2/src**

Note: the -r option stands for “recursive” and instructs the OS to copy all the directory structure below **/home/michel/git/gz2/src**

* 1. Right click on **“game”** and select **“Refresh”**
     1. The source files that were copied manually should appear under the src folder.

1. Right click on “GameMgr” and select Run.
   1. The System.out.println(); gets printed inthe Console window.
   2. Our Eclipse project is now setup correctly for compiling *source code*.
2. Add junit support.
   1. Right click on any class and select “New” - > “Junit Test Case”.
   2. Click **Next** and use all the default values. Eclipse ask for permission to add Junit to the Build path. Say yes!
   3. Our Eclipse project is now setup correctly for compiling *test code*.
3. Insert test files into the “**game**” project.
   1. Start by creating a separate folder for the test files. It is good practice to separate them from the **src** folder. (more readable)
   2. Right click on “**game**” and select **New** -> **Source Folder**
   3. Enter “**test**” for the test folder and click **“Finish”**
   4. In a terminal window, go to **/glassez/src/test/java** and run this command **cp -r eu/ /home/michel/git/gz2/test/**
   5. In eclipse, right-click on the the “**test**” folder and select **Refresh**
      1. You should now be able to right click on any test class and select **“Run as Junit Test”**