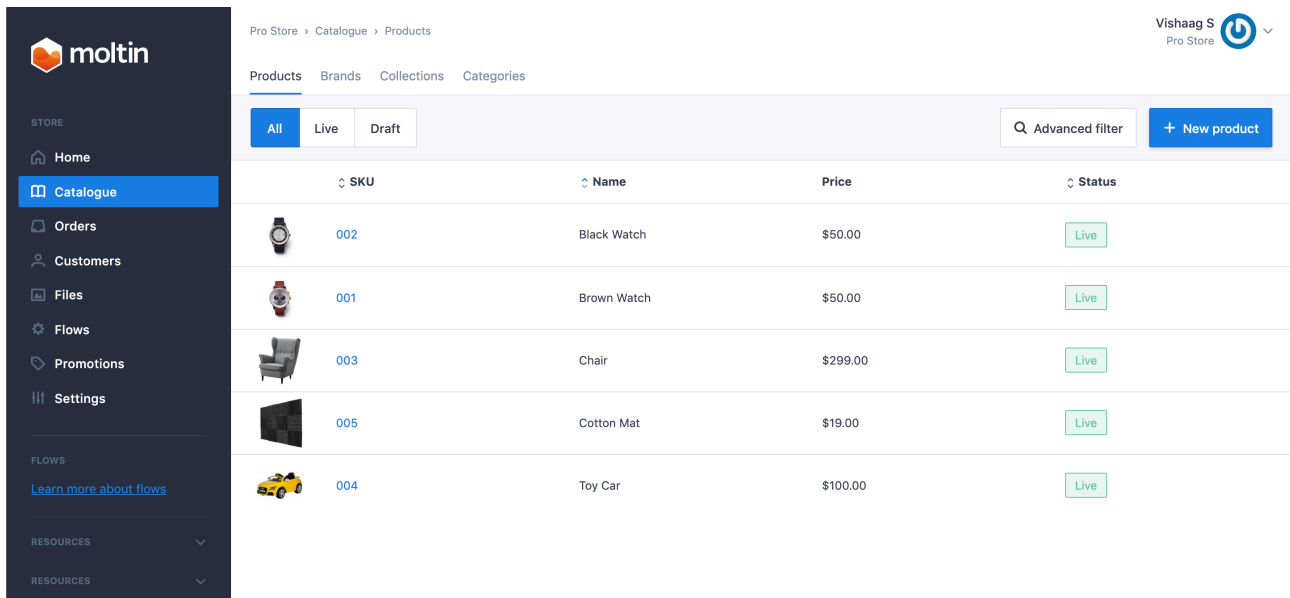


How to Setup Intelliship on your System

Setup Motlin

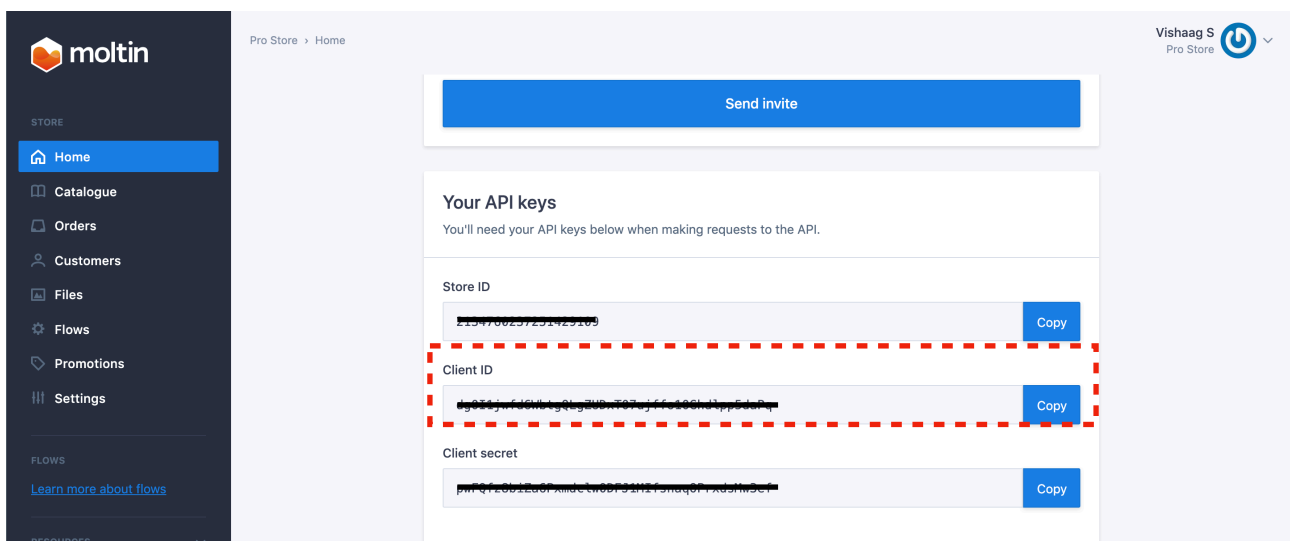
1. Create and setup Motlin account (<https://www.moltin.com/>)
2. In the Catalogue section in your dashboard, add the following items. Make sure the SKU's and the Name's are same. You can add any image you want.



The screenshot shows the Motlin dashboard with the 'Catalogue' section selected. The table lists the following products:

SKU	Name	Price	Status
002	Black Watch	\$50.00	Live
001	Brown Watch	\$50.00	Live
003	Chair	\$299.00	Live
005	Cotton Mat	\$19.00	Live
004	Toy Car	\$100.00	Live

3. From your dashboard home, copy your Motlin Client ID and save it.



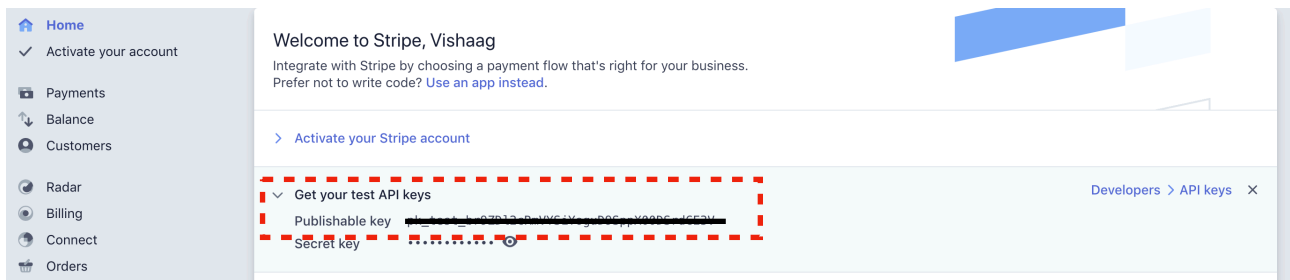
The screenshot shows the 'Your API keys' section of the Motlin dashboard. A red dashed box highlights the 'Client ID' field, which is the value needed for the setup. The 'Client ID' is a long alphanumeric string.

Setup Project Front-end

1. Download the project from the repository.
2. Create a new file named '.env' inside the root folder and paste the following text inside:

```
MOLTIN_CLIENT_ID=  
STRIPE_PUBLISHABLE_KEY=
```

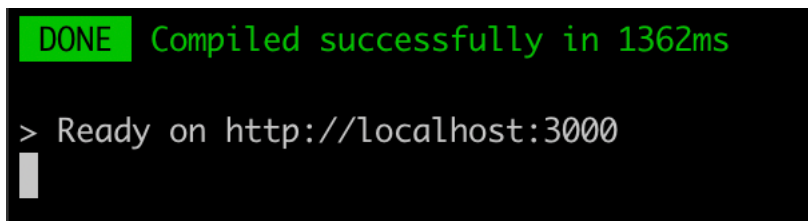
3. Paste the molten client ID you copied earlier in the first line.
4. Create an account in Stripe (<https://stripe.com>) and login to the dashboard.



5. Copy the 'publishable key' and paste it in the second line in the .env file.
6. Run the following commands in the terminal in the root folder of the project

```
npm install
npm run dev
```

7. The project can now be accessed in the web browser.



Project Backend

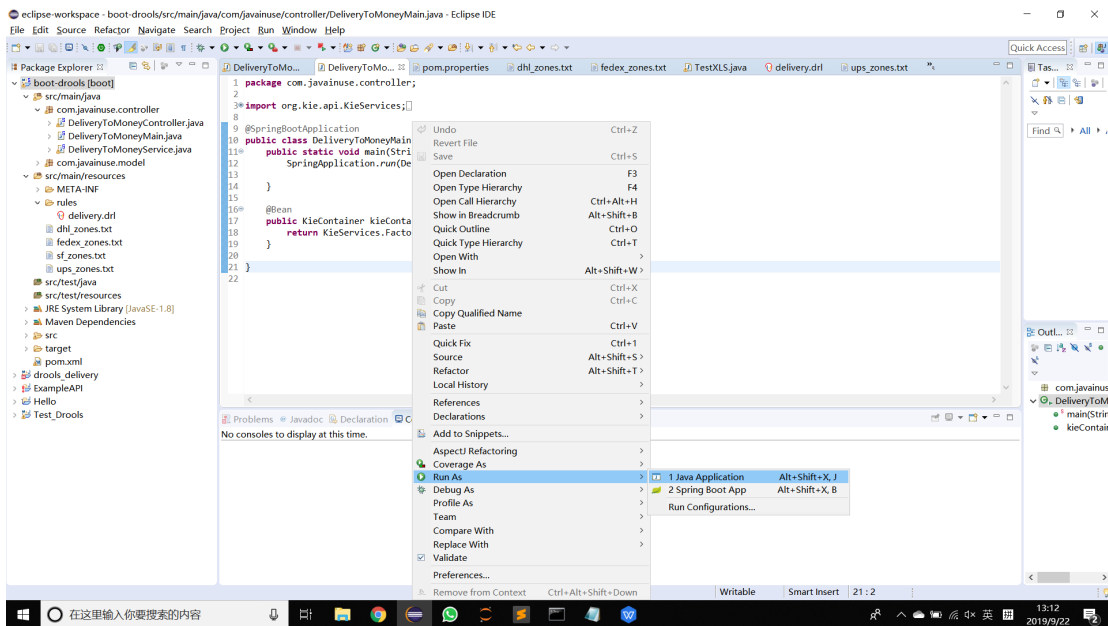
The project backend is built with node.js and currently hosted live in the following link :

<https://glitch.com/~intelliship-server>

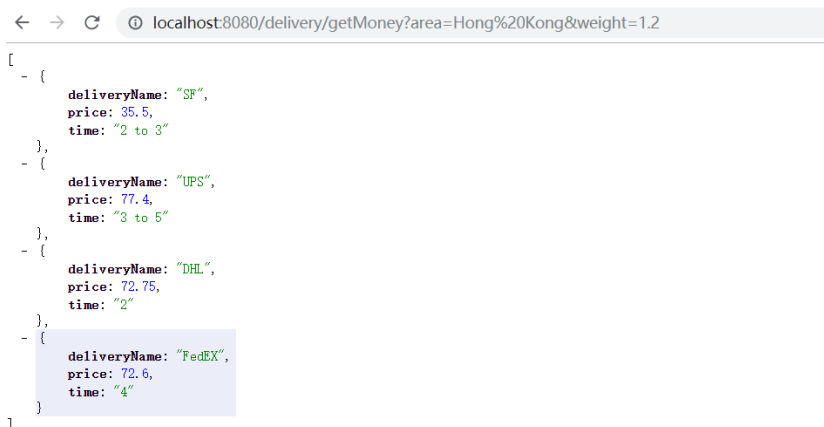
The frontend is configured to send requests to this server. Hence there is no need for setting up the backend system in your localhost.

Setup Rules Engine

1. Download reasoning_system.rar file from the repository
2. Unzip the file
3. Import to Eclipse or IDEA (Java IDE's)
4. Run maven install



The result:



6. In the front-end repository, open pages/cart.js
7. In line 165 - Make sure the rules engine URL is the same as the URL you have hosted.

```
var rulesEngineURL = 'http://localhost:8080/delivery/getMoney?'
```

8. The full project is now setup and you can use it from your browser.

