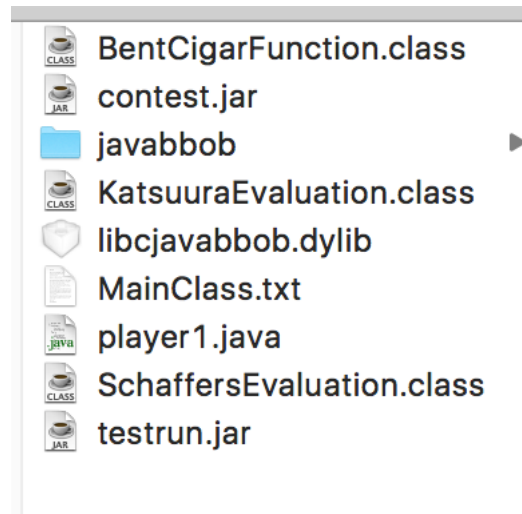# Practical assignment

tutorial

Step 1

- Download all provided files from canvas

Step 2

Change the player0.java file and the Main-Class.txt to your group name
- Example shown for group 1
- The Main-Class has no spaces after of below the text

Step 3 – using the terminal

- Compile your java file through the terminal
    - Go to the folder where all files are located and type:
    - javac -cp contest.jar player1.java
    - This will create a player1.class file
- Create a submission by typing:
    - jar cmf MainClass.txt submission.jar player1.class
- If you created additional java files, just add them after the player1.java file and include the compiled files after player1.class

Step 4

- Test your code on one of the functions by typing:
  - java -jar testrun.jar -submission=player1 -evaluation=BentCigarFunction -seed=1
- Summary:

```
Jacquelines-MacBook-Pro:2017 Jacqueline$ java javac -cp contest.jar player1.java
Error: Could not find or load main class javac
Jacquelines-MacBook-Pro:2017 Jacqueline$ javac -cp contest.jar player1.java
Jacquelines-MacBook-Pro:2017 Jacqueline$ jar cmf MainClass.txt submission.jar player1.class
Jacquelines-MacBook-Pro:2017 Jacqueline$ java -jar testrun.jar -submission=player1 -evaluation=BentCigarFunction -seed=1
```

- For online contest: upload your submission.jar with provided code
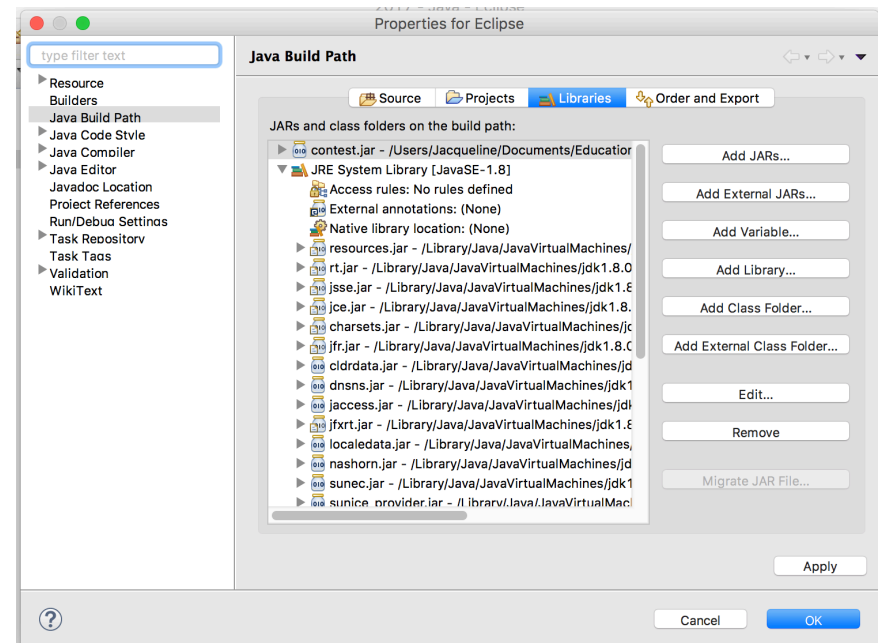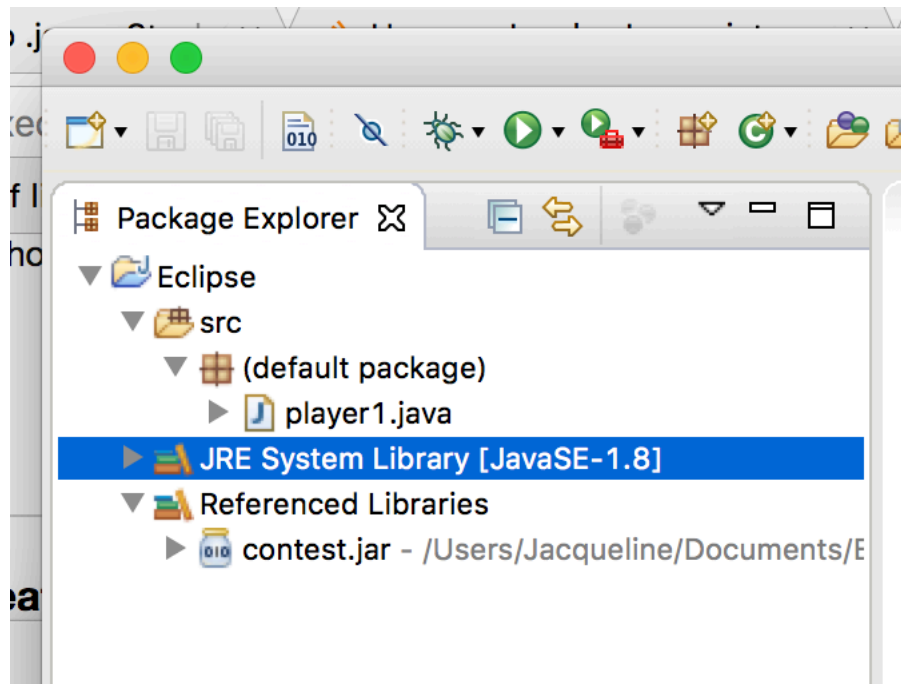
Step 3 – Using Eclipse

- You can also use Eclipse to create a submission.jar
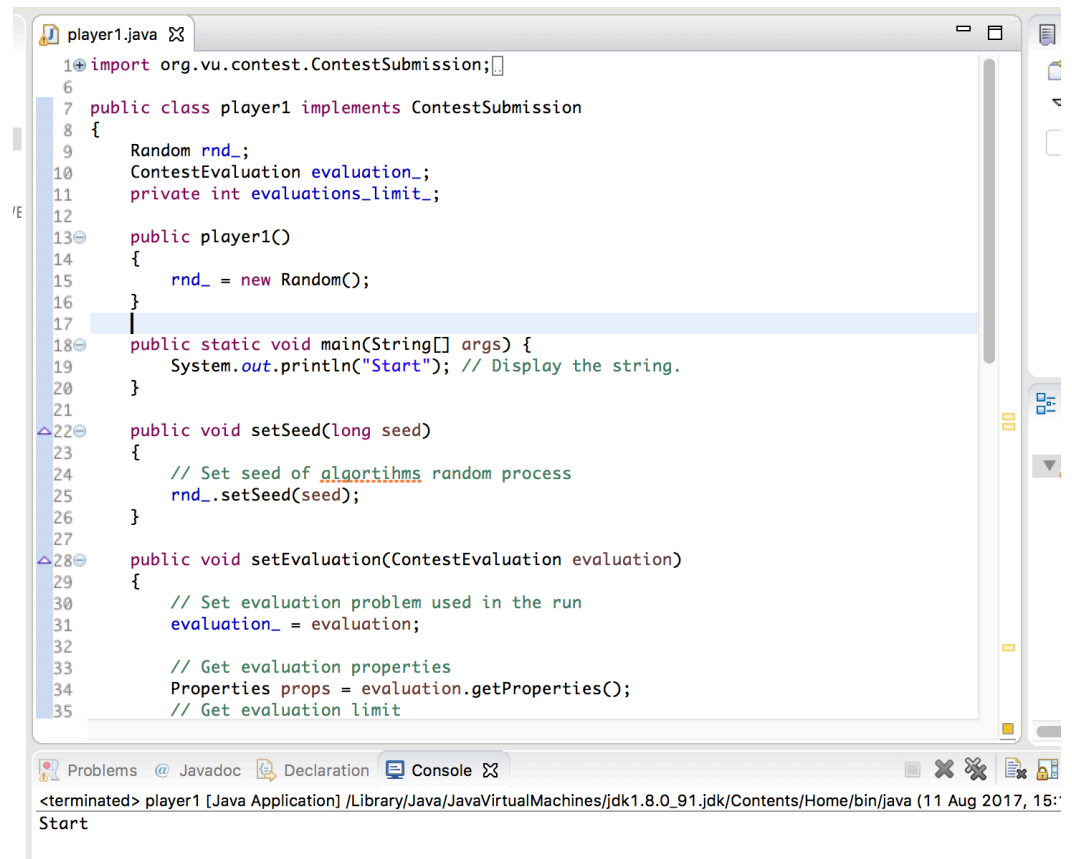- Create a new project
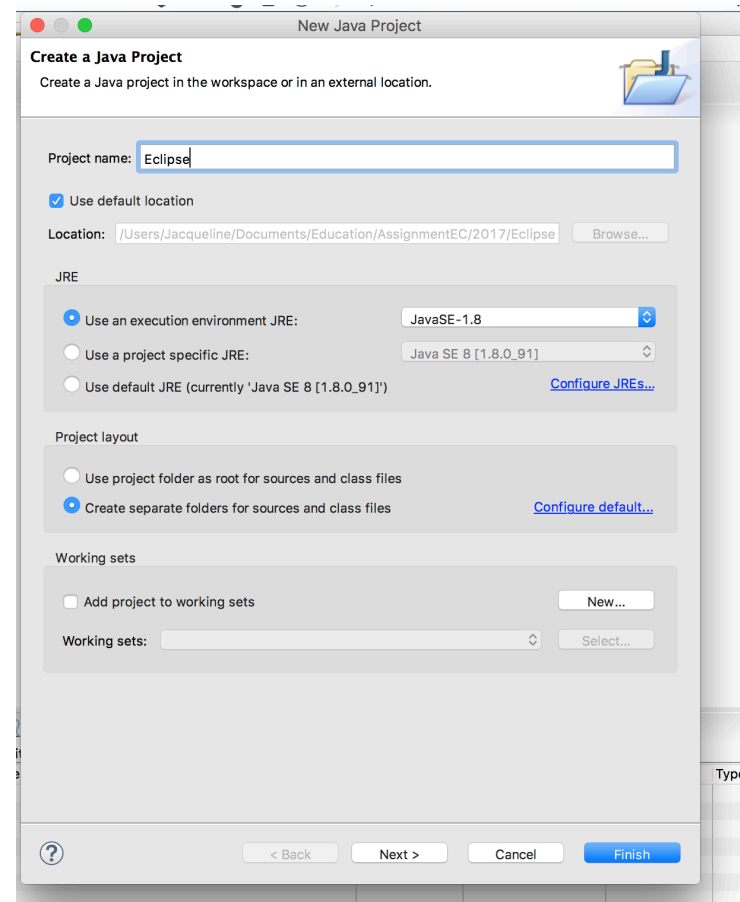
Step 3 – Using Eclipse

- Add player1.java to the code
- Add contest.jar to classpath

Step 3 – Using Eclipse

- Add a main function in the code
- Run it once

Step 3 – Using Eclipse

- Export an runnable jar and go to step 4