User Guide

# Run the JAR package:

First, make sure that JDK has been installed and the environment variables have been configured in Linux system. Then switch to the path where JAR package is stored in the Linux system terminal. Enter ‘java -jar LsGHRepos.jar’ to run the program.

After the program runs successfully, an Exeception.log file will be generated in the running directory to record the exception log. The command line window will print "Please enter a username on GitHub:".

Enter the username. Please note that according to the GitHub official website, the username may only contain alphanumeric characters or single hyphens. If user enters an illegal username, the command line window will print "Username is illegal. Please enter again:".

Enter a legal username. If the username exists, it will return the number of public repositories of the username. And it will return the names of the repositories in alphabetical order. Note that if there are many repositories, the query takes time, please be patient.

Enter a legal username. If the username does not exist, it will print "Username does not exist! Please check your username.". And the detailed exception will be recorded in Exeception.log.

Enter a legal username. If there is no network connection, it will print "Please check your network connection.". And the detailed exception will be recorded in Exeception.log.

Enter a legal username. If the connection times out, it will print "Connection time out.". And the detailed exception will be recorded in Exeception.log.

After step 3 or 4 or 5 is completed, you will be prompted with "Do you want to query another username? y: Yes or any key: No". Enter y and you will be prompted again "Please enter a username on GitHub: ". You can continue Query another username. Enter any key to exit the program and finish running.

# Compile and run the source code:

Create a project in eclipse. Import the LsGHRepos.java file into the project. Import the JAR package in lib as external jars and put the configuration file log4j.properties in the root directory of the src directory. Then you can compile and run the program.