

# Setting up funjava for a project

- 1) In Eclipse, create a new java project.  
MAKE SURE THE PROJECT NAME HAS NO SPACES IN IT  
Also, the default options should be good
- 2) Click Next.
- 3) Click Libraries (on the top bar)
- 4) Click Add External Jars  
Add the funjava et al jars from your jar folder
- 5) Click Finish
- 6) Click the Run button (in the menu bar)  
it should fail
- 7) Click Run (menu button) → Run Configurations...
- 8) Select your java project in the side bar (should be MyProject)
- 9) Click Arguments
- 10) add “src\Shapes.java” (with the quotation marks) to the Program arguments section
- 11) Click Environment
- 12) Click New  
Name: PATH  
Value: C:\Program Files\Java\jdk.... \bin (This should be the location of javac on your computer)
- 13) Click OK
- 14) Click Run  
Life should be good...  
But if you get an error about “tester”, try commenting out the first line in the file, “import tester.\*”, by prepending it with “//”