
Documentation Testing Documentation

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Hello welcome to documentation bolalob! We are excited that you want to learn bolalob environment and how we build sites bolalob.

Get Started Tutorial teaches you how to :

- About bolalob
- Prerequisite bolalob environment
- How to run a project in localhost
- How to running multiple projects in one server localhost

Keyword

1.1 About Bolalob

Bolalob.com is a community media that thoroughly discusses all related to Futsal and Football. Starting from match and coverage to Futsal lifestyle. In addition to discussing Futsal with Futsal lovers community, Bolalob also provides some important information about Spanish League, English League, and Italian League. We always prioritize the best and most original Futsal content quality, for Bolalob loyal lovers.

Bolalob have several category that is:

1. Futsal
2. Football
3. Competition
4. Gallery
5. TV / Video

1.2 Prerequisite bolalob environment

Before you starting running the bolalob sites in your computer, you must check and install several application, to see that you have qualify hardware and software need for running the project on your operating system. The requirements for each type of operating system are detailed in the following sections:

1.2.1 Windows

- Install Git Version 2.17.1 up

- Install Java Development Kit (JDK) Version 7 up to 8
- Install PostgreSQL Database
- Install IDE Spring Tools Suite or others IDE
- Setup Thymeleaf Framework (Front-end)
- Setup Spring Framework (Backend)

1.2.2 Linux

- Install Git Version 2.17.1 up
- Install Java Development Kit (JDK) Version 7 up to 8
- Install PostgreSQL Database
- Install IDE Spring Tools Suite or others IDE
- Setup Thymeleaf Framework (Front-end)
- Setup Spring Framework (Backend)

1.2.3 MacOS

- Install Git Version 2.17.1 up
- Install Java Development Kit (JDK) Version 7 up to 8
- Install PostgreSQL Database
- Install IDE Spring Tools Suite or others IDE
- Setup Thymeleaf Framework (Front-end)
- Setup Spring Framework (Backend)

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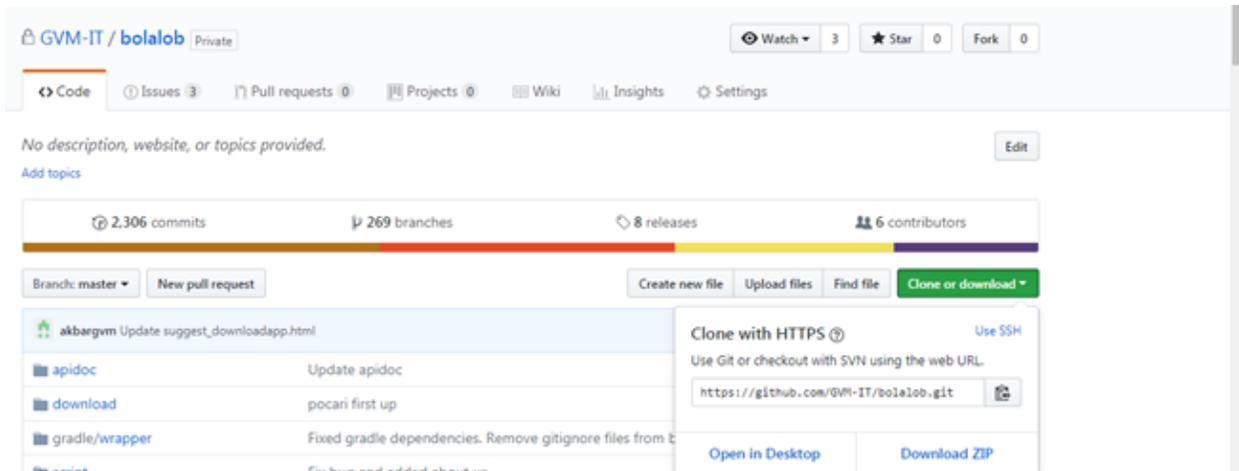
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1.3 How to running project in your localhost

If you have been installing several Prerequisite previously which is explained on the above, for running the project in the localhost, follow this step will be explained as such:

1. Firstly you should sign into your GitHub account, for clone or download the project bolalob which is in Github.



2. After success sign into your GitHub, clone the project you will running in localhost with way copy the link url from github.
3. After you copy link URL from Github, please open your git or command line.
4. Sign in to your command line or git, and typing the command line this for make a folder.

```
$ mkdir folder_name
```

5. And typing this command for navigate to your folder previously you create.

```
$ cd d:\folder_name
```

6. After you have make a folder for your project, Typing this command on your git. For download or clone the project to your computer.

```
$ git clone URL_link_from_github
```

7. And after success to clone you project to your computer, for remote the project localhost with project live in github you can type your command as such:

```
$ git remote add origin URL_link_from_github
```

8. After successfully clone the project you should setup and Input files `application.properties` in your project.
9. After you have been finding the file folder project and setup `application.properties`, next you can type the command line this for running the project in your server localhost.

```
$ gradle clean bootRun
```

10. If success, once you type command previously the gradle can be processed and appearing where your project run. Example the project run on `https://localhost:8000/` it is projected running on localhost with port 8000.
11. You can type the URL link in your browser.

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1.4 How to running multiple projects in one server localhost

On bolalob, we have several projects that are bolalob sites, bolalob TV and bolalob SI. If we want running the project together on localhost, first you should setup the file build.gradle for example:

1. Open file build.gradle bolalob-sites, edit file setup and change the number of server.port.

```
bootRun {
    jvmArgs = ["-XX:PermSize=256m", "-XX:MaxPermSize=512m", "-Xmx2048m", "-Dserver.port=8081"]
    addResources = true
}
```

2. Open file build.gradle bolalob-TV, edit file setup and change the number of server.port.

```
bootRun {
    jvmArgs = ["-XX:PermSize=256m", "-XX:MaxPermSize=512m", "-Xmx2048m", "-Dserver.port=8082"]
    addResources = true
}
```

3. Open file build.gradle bolalob-SI, edit file setup and change the number of server.port.

```
bootRun {
    jvmArgs = ["-XX:PermSize=256m", "-XX:MaxPermSize=512m", "-Xmx2048m", "-Dserver.port=8083"]
    addResources = true
}
```

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