



# **COMP 110/401**

## **APPENDIX: INSTALLING AND USING OBJECT EDITOR**

**Instructor: Prasun Dewan (FB 150, [dewan@unc.edu](mailto:dewan@unc.edu))**



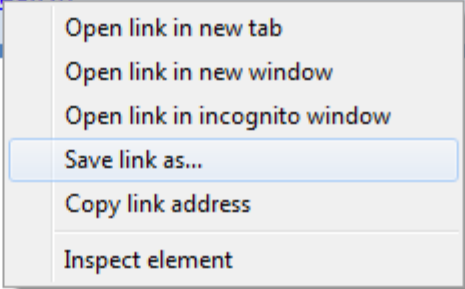
# DOWNLOADING OBJECTEDITOR FROM COURSE PAGE

ObjectEditor Version 19 (used last year)	<a href="#">oeall19</a>
ObjectEditor Version 20	<a href="#">oeall20</a>

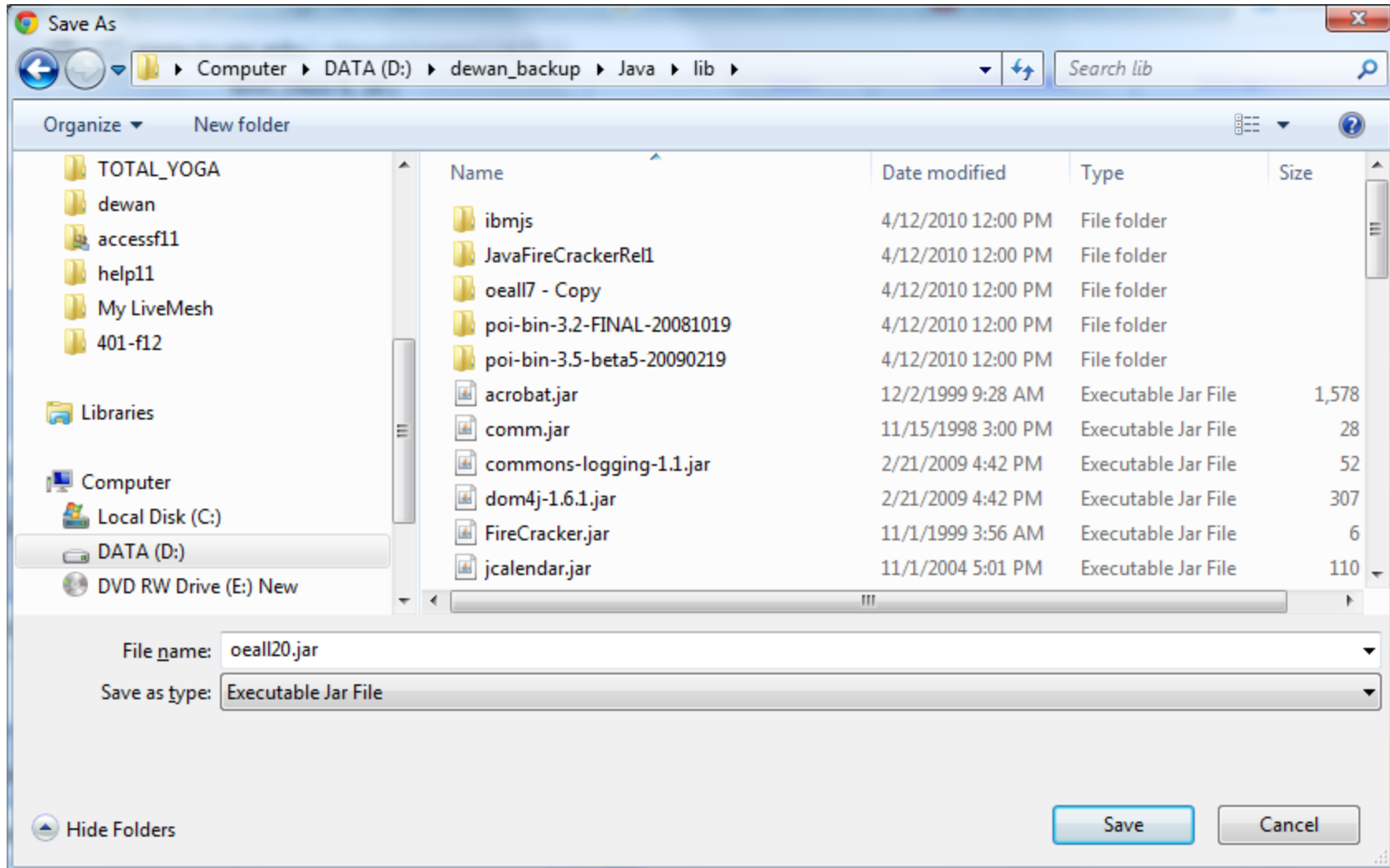
**Final Grades**

**Exams**

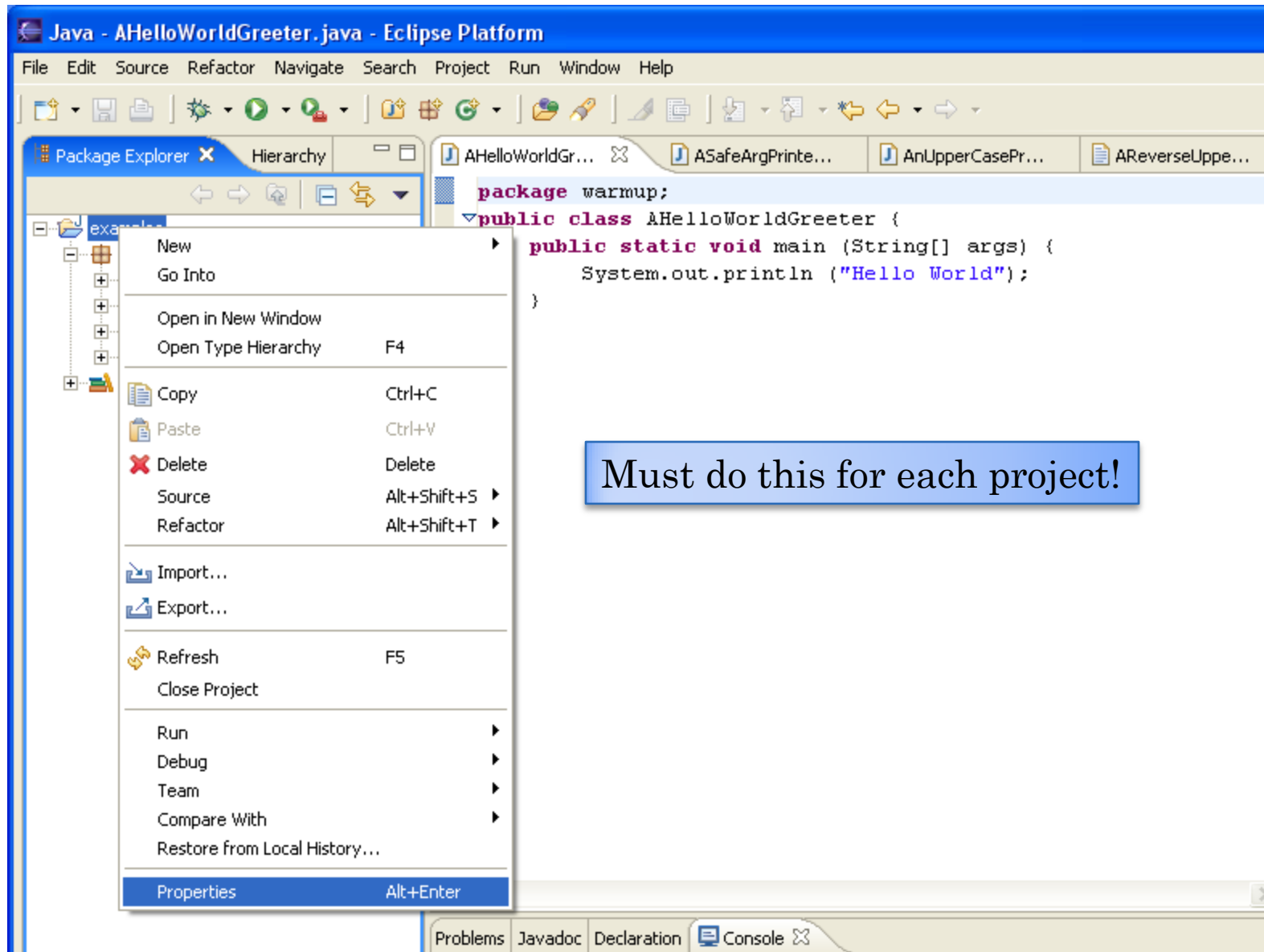
<a href="#">Exam 1</a>
------------------------



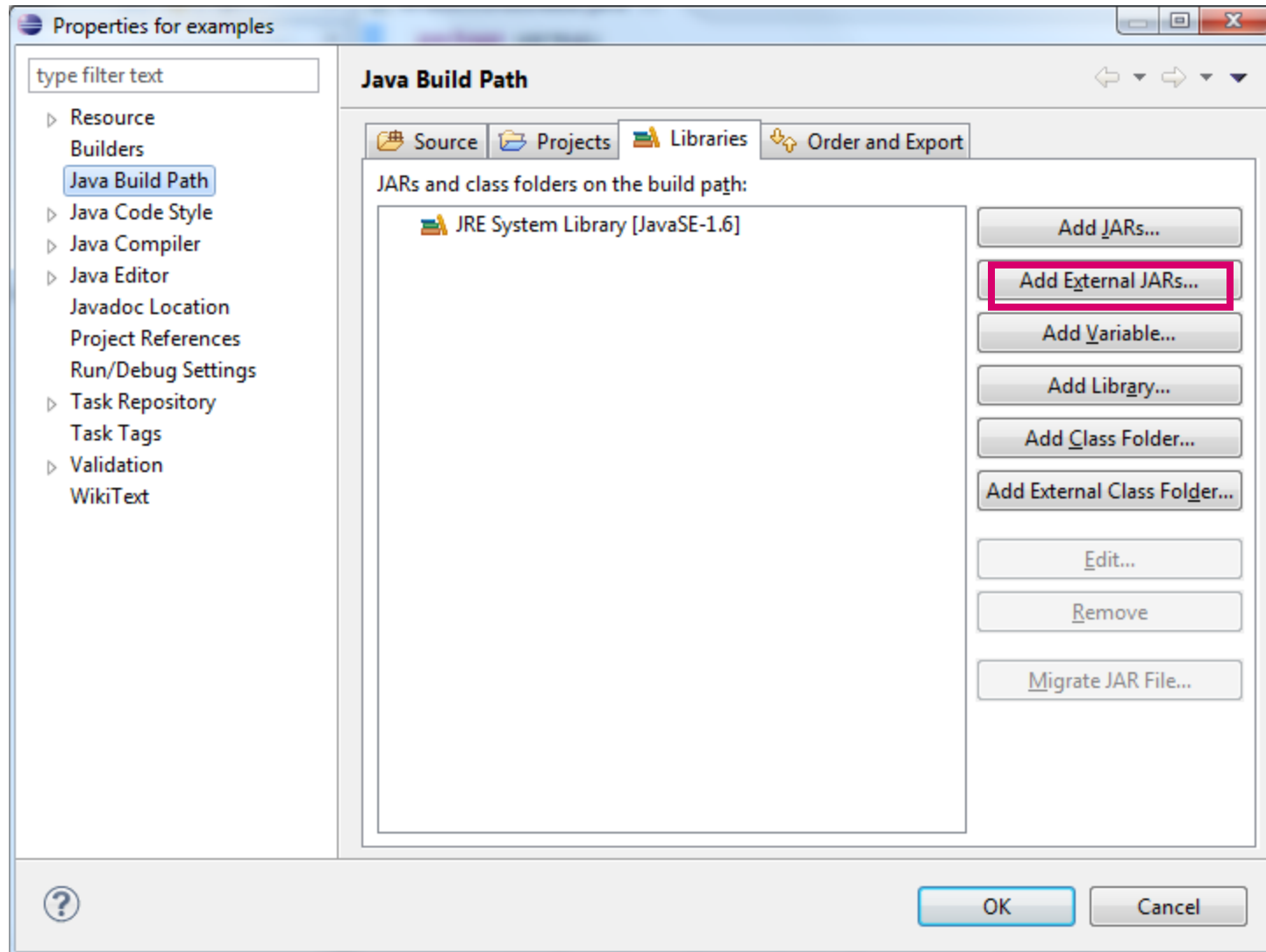
# SAVING THE JAR



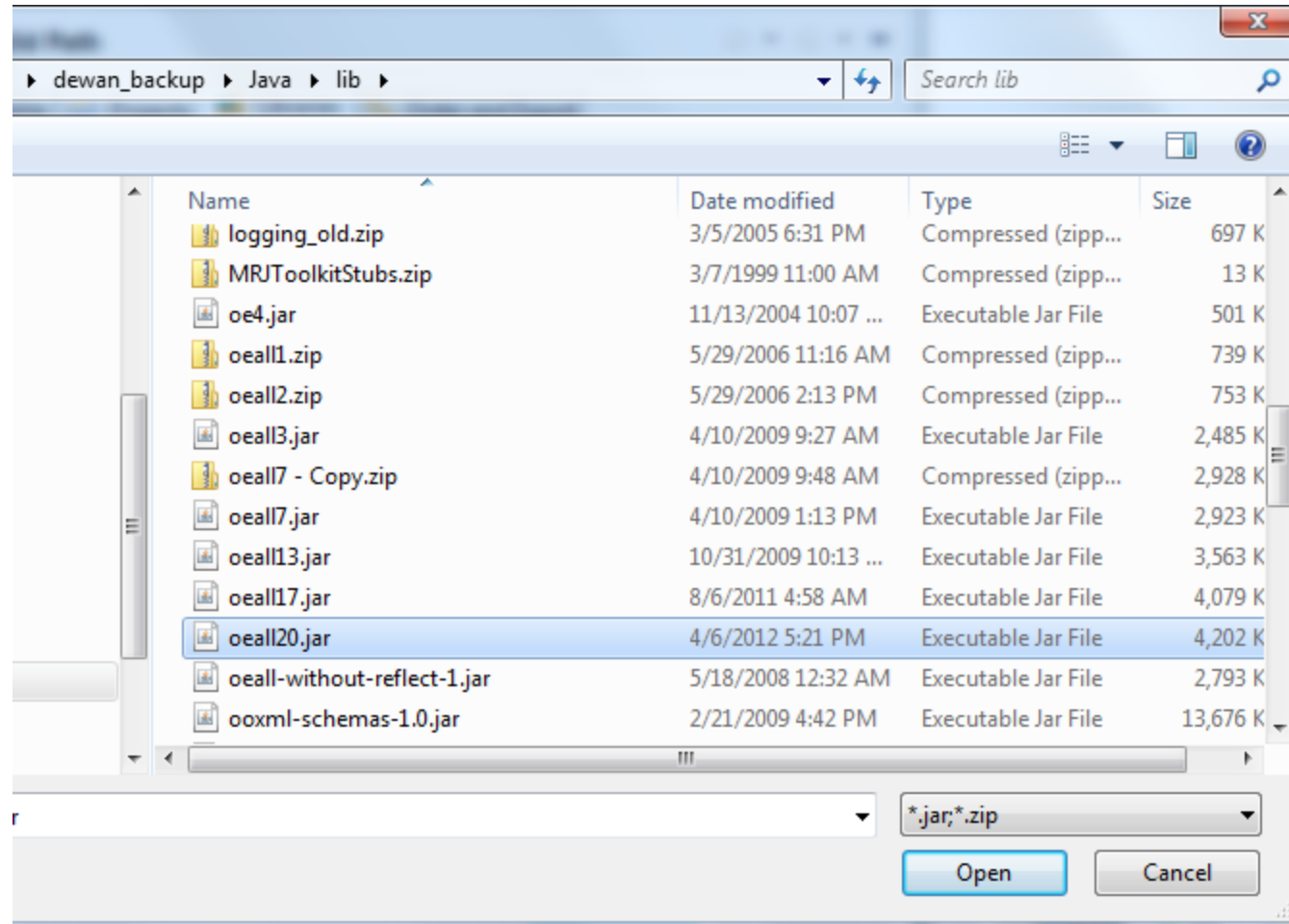
# ASSOCIATING PROJECT WITH LIBRARY



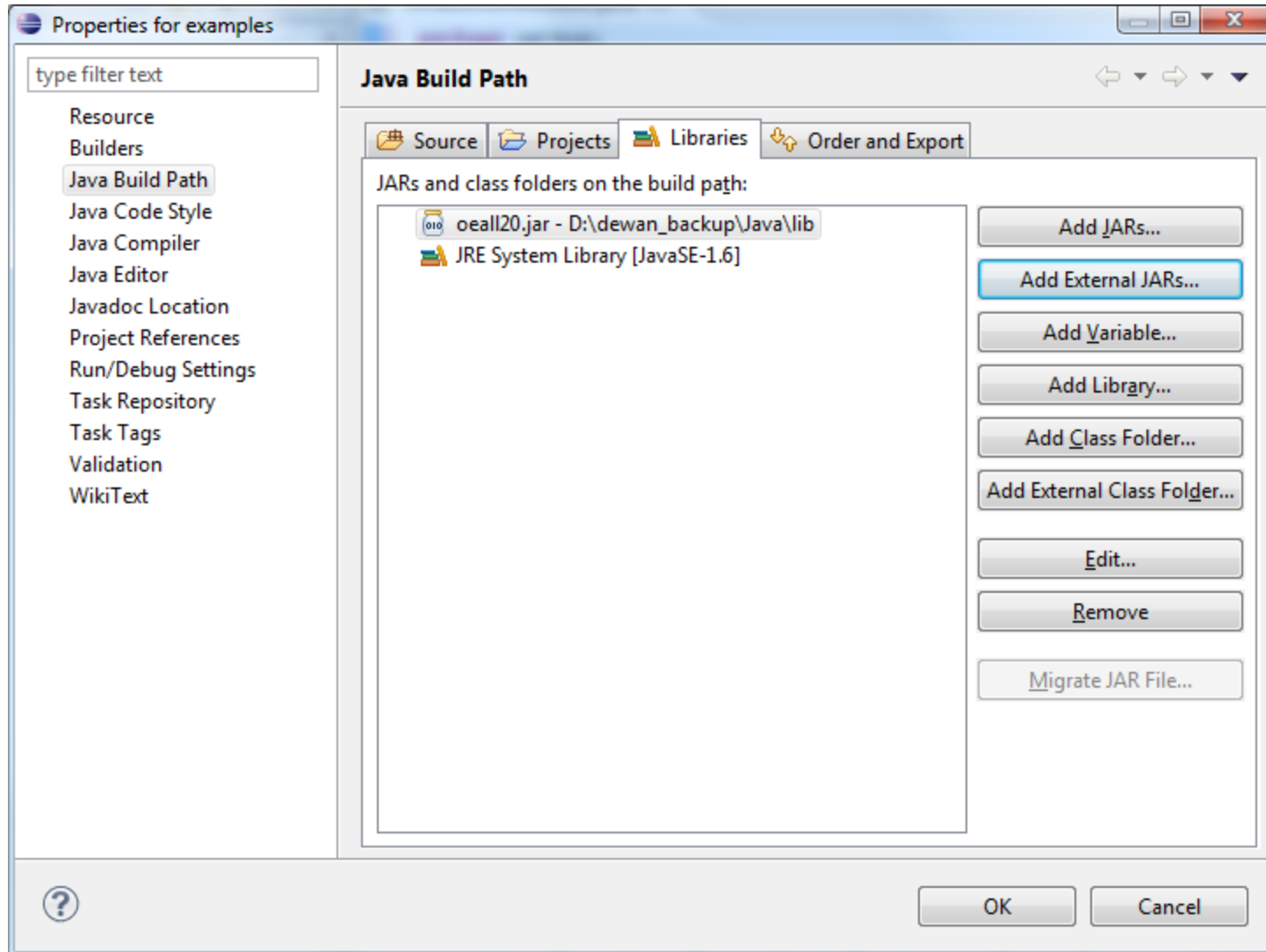
# BUILD PATH



# INSTALLING OBJECTEDITOR SOFTWARE



# INSTALLING OBJECTEDITOR SOFTWARE



# TESTING OBJECTEDITOR SOFTWARE

