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**Advanced Computer Programming**

**Project 4 – Multi-Threaded Network Tic-Tac-Toe**

**User’s Manual**

1. The Submission Includes:

- JavaFx Project runnable in Eclipse

- UsersManual.docx (this file)

- odonnellR\_UML.png

- Maven Project

**How to Run**

1. Import into eclipse. I am working on a Linux OS so I couldn’t write a batch file. You will first run the **Server.java** file by compiling and running it (there is a main located in it). Next, you will compile and run the **Player.java** and it should connect. Screenshots below showing what that all looks like.

**Side Note**

Spaces that say ***E*** on the TicTacToe board represent “empty” spots.

Also, the program should be multi-threaded. Try running Player.java multiple times with Server.java running.

No batch file. Developed on a Linux OS.

**User Input**

User input is required. The player will type something like “00” or “10” or “22” to mark a spot on the TicTacToe board. The first character is the column, the second is the row.

You will have to switch between terminals inside Eclipse as Server will run a terminal and so will the player.

**Output**

After inputting a move, the server will receive and automatically respond with a random move of it’s own.

The game ends when you win, the server wins, or a tie is present. The client main will collapse but the server should still be running and can multi-thread accept new clients during runtime.

**Problems**

If for whatever reason it doesn’t work. The program does compile and run on my end and the screenshots below show what that all looks like.

**Screenshots**









