**On game main screen,**

When clicked on play game :

Code to be executed onclick :

{

MyThread t = new MyThread();

t.start();

t.join();

//load enter player name screen

}

**We will add new thread class in other classes:**

class MyThread extends Thread

{

public void run ()

{

Rest connection to server

get request to …./start server

}

}

**On screen where player enters name :**

Inside Submit button’s act method

act (){

onclick(){

MyThread2 t2 = new MyThread2();

T2.start();

T2.join();

//load game world

}

}

**Inside World screen**

String getName(){

Return playername;

}

**Thread class**

Class Mythread2 extends thread

{

Run(){

String name = getplayername();

//get request at ../joingame/name

//response is either true or false , if true load game, else prompt user to enter other name

//get request at …/startgame

}

}

**Inside game world**

Act() {

MyThread3 t3 = new MyThread3();

T3.start();

//Always call thread for checking server status and managing the user session

}

**Inside cup actor class**

Act(){

//Load the number sent from thread class

Onclick(){

Check if the number behind it matches the target number

Or can use new thread class for that

}

}

**Inside thread class**

Class Mythread3 extends thread

{

//receive array list from sever

//set game numbers and target number

//check the status of server round

//if server in round then let user’s play

//if server waiting then display waiting on user screen

//if server game over then display game over

//keep sending user status as get request /user @json data

//keep receiving other player status and display on screen

}