# DMS Assignment 4

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Guessing Game

Technologies chosen – A RESTful was picked because it seemed to fit the project best as this was a smaller project and the simplest to implement with what the scope of the project was.

Where technologies used – The RESTful web service is used in between the client and server layer. The Game is hosted on the server and the Client is an interface, which is used to interact with the Game. The game and the interface interact together via messages passed to each other through RESTful messages.

User Instructions – Load both of the projects (DmsAss4Client, DmsAssignment4) into Netbeans. Start up your glassfish Server and deploy the DmsAssignment4. Start the client up and start playing the game.

The goal of the game is to successfully guess the randomly generated number. Type your guess into the area located to the left of the “Guess” button to submit your answer. When you guess the number the correct the game ends, you may choose at any time to start the game over by pressing “Start Game”.

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| **Class Descriptions** | |
| Class Name | Description |
| DmsAss4Client.java | The client which serves as an interface for the client to interact with the RESTful server which interacts with the Game object |
| ApplicationConfig.java | Handles the links within the Web Resources. |
| GuessingGame.Java | This class handles and stores all the game logic. It takes care of guessing and stores the information on the guessing game. |
| HomePage.java | The link on the server where all the rest services are handled. |