



School of Computing

Bachelor of Science in Computing.

Programme Code: DT211/3

2012 – 2016

Networking Programming

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Assignment Number: 3

Assignment Title: Game Protocol

Date Due For Return: 27/3/2015

Build Instructions

Compiling the client and server:

To compile the Server, the command required is

```
javac -d ./bin ./src/java/GameServer.java
```

The client does not require compilation as it is written in Python, which is an interpreted language.

Alternative Unix users are capable of compiling the server using the script called *makeJavaServer.bash* located at *src/Bash*.

Run Instructions

Running the Server and Client:

To run the Server, the command required is

```
java -cp ./bin ip.dit.student.mahon.christopher.GameServer
```

The client can be ran using the command

```
python ./src/python/GameClient.py
```

The client and the server can be ran using the following bash files

```
runJavaServer.bash
```

```
runPythonClient.bash
```