

Submission Worksheet

Submission Data

Course: IT114-450-M2025

Assignment: IT114 Milestone 2 - Go Fish

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Status: Submitted | **Worksheet Progress:** 100%

Potential Grade: 10.00/10.00 (100.00%)

Received Grade: 0.00/10.00 (0.00%)

Started: 8/3/2025 10:12:20 PM

Updated: 8/4/2025 10:49:24 PM

Grading Link: <https://learn.ethereallab.app/assignment/v3/IT114-450-M2025/it114-milestone-2-go-fish/grading/ctr26>

View Link: <https://learn.ethereallab.app/assignment/v3/IT114-450-M2025/it114-milestone-2-go-fish/view/ctr26>

Instructions

1. Refer to Milestone2 of [Go Fish](#)
 1. Complete the features
 2. Ensure all code snippets include your ucid, date, and a brief description of what the code does
 3. Switch to the `Milestone2` branch
 1. `git checkout Milestone2`
 2. `git pull origin Milestone2`
 4. Fill out the below worksheet as you test/demo with 3+ clients in the same session
 5. Once finished, click "Submit and Export"
 6. Locally add the generated PDF to a folder of your choosing inside your repository folder and move it to Github
 1. `git add .`
 2. ``git commit -m "adding PDF"`
 3. `git push origin Milestone2`
 4. On Github merge the pull request from `Milestone2` to `main`
 7. Upload the same PDF to Canvas
 8. Sync Local
 1. `git checkout main`
 2. `git pull origin main`
- Complete each section and task sequentially.
 - Review the details and validation criteria for each task.
 - Ensure subtasks are completed before the parent task.

Section #1: (1 pt.) Payloads

Progress: 100%

≡ Task #1 (1 pt.) - Show Payload classes and subclasses

Progress: 100%

Details:

- Reqs from the document
 - Provided Payload for applicable items that only need client id, message, and type
 - FishPayload for sending target client id and card type (i.e. A, K, Q, J, 10, etc)
 - CardsPayload for receiving fished/drawn cards as an array
 - PointsPayload for syncing points of players
 - Each payload will be presented by debug output (i.e. properly override the `toString()` method like the lesson examples)

Part 1:

Progress: 100%

Details:

- Show the code related to your payloads (`Payload`, `FishPayload`, `CardsPayload`, `PointsPayload`, and any new ones added)
- Each payload should have an overridden `toString()` method showing its internal data

```
1 package Project.Common;
2
3 public class Payload extends Payload {
4
5     private CardType cardType;
6     private long targetID;
7
8     public FishPayload(long targetID, CardType cardType) {
9
10         super.Payload(payloadType.FISH);
11         this.targetID = targetID;
12         this.cardType = cardType;
13     }
14
15     public CardType getCardType() {
16
17         return cardType;
18     }
19
20     public long getTargetID() {
21
22         return targetID;
23     }
24
25     public String toString() {
26
27         return super.toString() + "targetID: " + targetID + " cardType: " + cardType.getCardType();
28     }
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30 }
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1
```

PointsPayload



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Part 2:

Progress: 100%

Details:

- Briefly explain the purpose of each payload shown in the screenshots and their properties

Your Response:

The fish payload serves the purpose of transferring the game data of requesting cards from another player. It contains a target client id and a card type. The cards payload serves the purpose of giving player their cards at the start of the game and upon draws, as well as delivering requested cards. The points payload



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Section #2: (4 pts.) Lifecycle Events

Progress: 100%

Task #1 (0.57 pts.) - GameRoom Client Add/Remove

Progress: 100%

Part 1:

Progress: 100%

Details:

- Show the `onClientAdded()` code
- Show the `onClientRemoved()` code

```
private void onClientAdded(ServerThread sp) {
    synchronized (clients) {
        clients.add(sp);
        syncCurrentPhase(sp);
        syncReadyStatus(sp);
        syncTurnStatus(sp);
    }
}

private void onClientRemoved(ServerThread sp) {
    synchronized (clients) {
        clients.remove(sp);
        syncCurrentPhase(sp);
        syncReadyStatus(sp);
        syncTurnStatus(sp);
    }
}
```

Commands



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≡, Part 2:

Progress: 100%

Details:

- Briefly note the actions that happen in `onClientAdded()` (app data should at least be synchronized to the joining user)
 - Briefly note the actions that happen in `onClientRemoved()` (at least should handle logic for an empty session)

Your Response:

When a client is added to a room, syncing commands are called to ensure that all clients are updated to the current room's state. When a client leaves, the code checks to see if the room is now empty. If so, the room state is reset before ending the session completely.



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☰ Task #2 (0.57 pts.) - GameRoom Session Start

Progress: 100%

Details:

- Reqs from document
 - GameRoom refreshes/populates the Deck
 - GameRoom shuffles the Deck
 - GameRoom sets turn order
 - GameRoom draws 7 cards for each Player
 - This will be stored in the GameRooms Player reference
 - This will be synced privately to each Client (they will only receive their own hands)
 - The hand count of each Player will be synced to each Client
 - Trigger Round Start

Part 1:

Progress: 100%

Details:

- Show the snippet of `onSessionStart()`

```
protected void dealCards() {
    loggerutil.INSTANCE.info("GameRoom: " + turnOrder.size());
    turnOrder.forEach(player -> {
        for (int i = 0; i < 7; i++) {
            player.addCard(deck.draw());
        }
        player.sendCurrentHand();
    });
    loggerutil.INSTANCE.info("GameRoom: Turn Order: " + turnOrder);
}
```

onSessionStart code



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Part 2:

Progress: 100%

Details:

- Briefly explain the logic that occurs here (i.e., setting up initial session state for your project) and next lifecycle trigger

Your Response:

The room is set up with the phase and turn order. Then, a new deck is created. Next, the dealCards function is called which adds 7 cards to the hands of each server side user. Finally, the server side information is sent to the client side in order to sync the hands.



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Task #3 (0.57 pts.) - GameRoom Round Start

Progress: 100%

Details:

- Reqs from Document
 - Reset/set any necessary round state
 - Trigger Start Turn (if session end condition not met)

Part 1:

Progress: 100%

Details:

- Show the snippet of `onRoundStart()`

```
/** {@inheritDoc} */
@Override
protected void onRoundStart() {
    loggerutil.INSTANCE.info(message:"onRoundStart() start");
    resetRoundTimer();
    resetTurnStatus();
    round++;
    relay(sender:null, string.format(format:"Round %d has started", round));
    // startRoundTimer(); Round timers aren't needed for turns
    // if you do decide to use it, ensure it's reasonable and based on the number of
    // players
    loggerutil.INSTANCE.info(message:"onRoundStart() end");
}
```

```
    ...
    onTurnStart();
} <- #121-132 protected void onRoundStart()
```

onRoundStart code



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Part 2:

Progress: 100%

Details:

- Briefly explain the logic that occurs here (i.e., setting up the round for your project)

Your Response:

The round states are reset to their starting position. Players are notified that the new round is starting, then it triggers the start of the next player's turn.



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Task #4 (0.57 pts.) - GameRoom Turn Start

Progress: 100%

Details:

- Reqs from Document
 - Pick next Player (Initially random, then round-robin)
 - Reset turn related status to allow player to do actions
 - GameRoom Turn timer begins

Part 1:

Progress: 100%

Details:

- Show the snippet of `onTurnStart()`

```
/** (@inheritDoc) */
@Override
protected void onTurnStart() {
    loggerUtil.INSTANCE.info(message:"onTurnStart() start");
    resetTurnTimer();
    try {
        ServerThread currentPlayer = getNextPlayer();
        relay(sender=null, string.format(format:"It's %s's turn", currentPlayer.getDisplayName()));
        loggerUtil.INSTANCE.info("Client Id: " + currentPlayer.getUser().toString());
    } catch (MissingCurrentPlayerException | PlayerNotFoundException e) {
        e.printStackTrace();
    }
    startTurnTimer();
    loggerUtil.INSTANCE.info(message:"onTurnStart() end");
} <- #136-149 protected void onTurnStart()
```



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≡ Part 2:

Progress: 100%

Details:

- Briefly explain the logic that occurs here (i.e., setting up the turn for your project)

Your Response:

The code resets the turn timer to its base state. Then, the turn order is used to decide whos turn it is, this is printed to the console. Finally, the turn timer is started.



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≡ Task #5 (0.57 pts.) - GameRoom Turn End

Progress: 100%

Details:

- Reqs from Document
 - Condition 1:** Turn ends when the Turn timer expires
 - Condition 2:** Turn ends when a player finishes their turn
 - If not the last player, trigger turn start logic
 - If the last player, trigger round end logic
 - If end condition is met, trigger session end

≡ Part 1:

Progress: 100%

Details:

- Show the snippet of `onTurnEnd()`

```
protected void onTurnEnd() { You, last week * Adding files from GameRoom
    LoggerUtil.INSTANCE.info(message:"onTurnEnd() start");
    resetTurnTimer(); // reset timer if turn ended without the time expiring
    try {
        // optionally can use checkAllTookTurn();
        if (isLastPlayer()) {
            // if the current player is the last player in the turn order, end the round
            onRoundEnd();
        } else {
            onTurnStart();
        }
    } catch (MissingCurrentPlayerException | PlayerNotFoundException e) {
        e.printStackTrace();
    }
    LoggerUtil.INSTANCE.info(message:"onTurnEnd() end");
}
```

#155-171 protected void onTurnEnd()



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Part 2:

Progress: 100%

Details:

- Briefly explain the logic that occurs here (i.e., setting up the turn for your project)

Your Response:

The code resets the timer in case it was stopped before hitting 0. Then, the code will trigger the round end function if this player was the last in the turn order, otherwise calling the next turn start.



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Task #6 (0.57 pts.) - GameRoom Round End

Progress: 100%

Details:

- Reqs from Document
 - Condition 1:** Round ends when all players finish their turn
 - Trigger round start logic (if session end condition not met)

Part 1:

Progress: 100%

Details:

- Show the snippet of `onRoundEnd()`

```
// Note: logic between Round Start and Round End is typically handled via timers
// and user interaction
/** {@inheritDoc} */
@Override
protected void onRoundEnd() {
    LoggerUtil.INSTANCE.info(message:"onRoundEnd() start");
    resetRoundTimer(); // reset timer if round ended without the time expiring

    LoggerUtil.INSTANCE.info(message:"onRoundEnd() end");
    if (round >= 3) {
        onSessionEnd();
    } else {
        onRoundStart();
    }
}
```

onRoundEnd code



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Part 2:

Progress: 100%

Details:

- Briefly explain the logic that occurs here (i.e., cleanup, end checks, and next lifecycle events)

Your Response:

The round timer is reset. The code check if the round count is higher than 3, if so, it ends the session, otherwise continuing to the next round.



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Task #7 (0.57 pts.) - GameRoom Session End

Progress: 100%

Details:

- Reqs from Document
 - Condition 1:** Session ends when Deck is empty
 - Condition 2:** Session ends when X points are reached
 - Send the final scoreboard to all clients sorted by highest points to lowest (include a game over message)
 - Reset the player data for each client server-side and client-side (do not disconnect them or move them to the lobby)
 - A new ready check will be required to start a new session

Part 1:

Progress: 100%

Details:

- Show the snippet of `onSessionEnd()`

```
/** {@inheritDoc} */
@Override
protected void onSessionEnd() {
    LoggerUtil.INSTANCE.info(message:"onSessionEnd() start");
    turnOrder.clear();
    currentTurnClientId = Constants.DEFAULT_CLIENT_ID;
    resetReadyStatus();
    resetTurnstatus();
    changePhase(Phase.READY);
    LoggerUtil.INSTANCE.info(message:"onSessionEnd() end");
} <- #191-199 protected void onSessionEnd()
// end lifecycle methods
```

onSessionEnd code



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☒ Part 2:

Progress: 100%

Details:

- Briefly explain the logic that occurs here (i.e., cleanup/reset, next lifecycle events)

Your Response:

The code resets all of the states that were changed throughout the game in order to be set up for the next game to start. The phase is changed to ready in order to read the ready status of the clients in the room.



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Section #3: (4 pts.) Gameroom User Action And State

Progress: 100%

☰ Task #1 (1.33 pts.) - Client Hand and GameBoard Deck

Progress: 100%

Details:

- Reqs from document
 - GameRoom will contain the deck (this is not shared with clients)
 - Player class will hold the cards in hand
 - Keep this in sync between the respective Server-side Player and their Client
 - Server will have all the hand information of each Player
 - Server will not send other Client's hands to other Clients
 - Client will have only their hand

☒ Part 1:

Progress: 100%

Details:

- Show the Client-side hand reference code
- Show the Server-side hand reference of a player code
- Show the Server-side deck reference code
- Show a Client-side example output from the terminal of the hand
- Show a Server-side example output from the terminal of the hand

```
private void showHand() throws IOException
{
    StringBuilder sb = new StringBuilder();
    LoggerUtil.INSTANCE.info("ClientId: " + myUser.toString());
    for (CardType card : myUser.getHand()) {
        sb.append(card.getCardType()).append(System.lineSeparator());
        LoggerUtil.INSTANCE.info(card.getCardType());
    }
    LoggerUtil.INSTANCE.info(TextFX.colorize("Your current hand:" + System.lineSeparator() + sb, Color.GREEN));
}
```

Client-side hand reference

```
protected void dealCards()
{
    You, 56 minutes ago • Uncommitted changes
    LoggerUtil.INSTANCE.info("GameRoom: " + turnOrder.size());
    turnOrder.forEach(player -> {
        for (int i = 0; i < 7; i++)
        {
            player.addCard(deck.draw());
        }
        player.sendCurrentHand();
    });
} ; <- #110-116 TurnOrder.forEach
} ; <- #108-117 protected void dealCards()
```

Server-side hand reference

```
protected void dealCards()
{
    You, 56 minutes ago • Uncommitted changes
    LoggerUtil.INSTANCE.info("GameRoom: " + turnOrder.size());
    turnOrder.forEach(player -> {
        for (int i = 0; i < 7; i++)
        {
            player.addCard(deck.draw());
        }
        player.sendCurrentHand();
    });
} <- #110-116 turnOrder.forEach
} <- #108-117 protected void dealCards()
```

Server-side deck reference

Client-side output

08/04/2025 19:08:04 [Project.Server.ServerThread] (INFO):

```
> Thread[1]: Sending to client: Payload[CARDS] Client Id [0] Message: [null]Payload[CARDS] Client Id [0] Message: [null] {Cards = 6 2 4 3 3 Q 5}
```

08/04/2025 19:08:04 [Project.Server.GameRoom] (INFO)



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≡ Part 2:

Progress: 100%

Details:

- Briefly explain how these are synchronized/handled

Your Response:

The deck is strictly handled from the server and the client never has access to it. The server side user's hand does not inherently sync with the client side user's hand, therefore I had to manually send a cards payload everytime the user's hand is updated. This payload is sent from the server to the user, since the server is where the updates occur.



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≡ Task #2 (1.33 pts.) - Target Logic

Progress: 100%

Details:

- Reqs from document
 - Command: `/target <clientname> <card>`
 - Only the current Player can do this
 - Check target against client local player list
 - If exists, send the target's client id and the chosen card to the server-side
 - If not, print a message stating such; no payload should be sent in this case
 - Check requested card against current Player's hand (they can't ask for cards they don't have)
 - The GameRoom verifies the action
 - Check target exists (Send an appropriate message to the Player if this fails)
 - Check the desired card against current Player's hand (Send an appropriate message to the Player if this fails)
 - If target holds any "matching" cards
 - Remove all "matching" cards from target's hand
 - Add all "matching" cards to Player's hand
 - If target doesn't have any "matching" cards
 - Draw a card from the deck

- Check for possible session end condition (see below)
- Add card to Player's hand
- Check for pairs/sets
 - Remove them from the Player's hand and award points
 - Sync the points value of the Player to all Clients
- Any hand changes are synced to the respective Players (Player and Target)
- The new hand size of each affected Player will be synced to all Clients
- End the turn

Part 1:

Progress: 100%

Details:

- Show the code snippets of the following, and clearly caption each screenshot
- Show the Client processing of this command (process client command)
- Show the ServerThread processing of this command (process method)
- Show the GameRoom handling of this command (handle method)
- Show the sending/syncing of the results of this command to users (send/sync method)
- Show the ServerThread receiving this data (send method)
- Show the Client receiving this data (process method)

```

236 } else if (text.startsWith(Command.TARGET.command))
237 {
238     text = text.replace(Command.TARGET.command, replacement:"").trim();
239     sendTarget(text);
240     wasCommand = true;
241 } <- #237-241 else if (text.startsWith(Command.TARGET.command))

```

Client Processing: Input processing

```

236 } else if (text.startsWith(Command.TARGET.command))
237 {
238     text = text.replace(Command.TARGET.command, replacement:"").trim();
239     sendTarget(text);
240     wasCommand = true;
241 } <- #237-241 else if (text.startsWith(Command.TARGET.command))

```

Client Processing: Send payload

```

case FISH:
    try {
        FishPayload fp = (FishPayload) incoming;
        ((GameRoom) currentRoom).handleSendFish(this, fp.getTargetId(), fp.getCardType());
    }
}

```

```
        } catch (Exception e) {
            sendMessage(Constants.DEFAULT_CLIENT_ID, message:"You must be in a GameRoom to do a turn");
        }
    break;
```

ServerThread Processing: Send to server

GameRoom Processing: Handle payload 1/2

```
407  
408     currentUser.setTookTurn(cookTurn:true);  
409     // [000] handle example test possibly or other turn included in execution from client  
410     sendTurnStatus(currentUser, currentUser.didTakeTurn());  
411     // finished processing the turn  
412     onTurnEnd();  
413 } catch (NotInPlayersTurnException e) {  
414     currentUser.sendMessage(Constants.DEFAULT_CLIENT_ID, message:"It's not your turn");  
415     LoggerUtil.INSTANCE.severe(message:"handleTurnAction exception", e);  
416 } catch (NotReadyException e) {  
417     // The check method already informs the currentUser  
418     LoggerUtil.INSTANCE.severe(message:"handleTurnAction exception", e);  
419 } catch (PlayerNotFoundException e) {  
420     currentUser.sendMessage(Constants.DEFAULT_CLIENT_ID, message:"You must be in a GameRoom to do the ready check");  
421     LoggerUtil.INSTANCE.severe(message:"handleTurnAction exception", e);  
422 } catch (PhaseMisMatchException e) {  
423     currentUser.sendMessage(Constants.DEFAULT_CLIENT_ID,  
424         message:"You can only take a turn during the IN PROGRESS phase");  
425     LoggerUtil.INSTANCE.severe(message:"handleTurnAction exception", e);  
426 } catch (Exception e) {  
427     LoggerUtil.INSTANCE.severe(message:"handleTurnAction exception", e);  
428 }  
429 }
```

GameRoom Processing: Handle payload 2/2

```
389     for (ServerThread targetUser : turnOrder)
390     {
391         if (targetUser.getClientId() == targetId)
392         {
393             if (targetUser.getHand().contains(targetCard))
394             {
395                 targetUser.removeCard(targetCard);
396                 targetUser.sendCurrentHand();
397                 currentUser.addCard(targetCard);
398             } <- #394-398 if (targetUser.getHand().contains(targetCard))
399             else
400             {
401                 currentUser.addCard(deck.draw());
402             }
403             currentUser.checkForPair();
404             currentUser.sendCurrentHand();
405         } <- #392-405 if (targetUser.getClientId() == targetId)
406     } <- #390-406 for (ServerThread targetUser : turnOrder)
```

Sending/Syncing: Sending results to serverthread

```
191     protected boolean sendCurrentHand()
192     {
193         CardsPayload cp = new CardsPayload(getHand());
194         cp.setPayloadType(PayloadType.CARDS);
195         return sendToClient(cp);
196     } <- #192-196 protected boolean sendCurrentHand()
```

ServerThread Sync: Receiving results and sending payload to client

```
501 case PayloadType.CARDS:  
502     processCardsSync(payload);  
503     break;
```

Client Sync: Processing payload

```
512 private void processCardsSync(Payload payload)  
513 {  
514     CardsPayload cp = (CardsPayload) payload;  
515     myUser.syncCards(cp.getCards());  
516     try  
517     {  
518         showHand();  
519     }  
520     catch (Exception e)  
521     {  
522     }  
523 } <- #513-524 private void processCardsSync(Pay  
525
```

Client Sync: Syncing hand



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Part 2:

Progress: 100%

Details:

- Briefly explain/list in order the whole flow of this command being handled from the client-side to the server-side and back

Your Response:

It starts with the clients input, which is processed into a command. When this command is detected as being the target command, a fish payload is created with the input data and sent off to the server thread. When the server thread picks up this payload, it uses the stored data to trigger the handling function in the game room. All of the logic for the target is then done through the server. Once the logic has been completed and the hands have been changed, the game room calls for the server thread to start syncing its data with the client. The server thread then packages its data into a cards payload and sends it off to the client. The client processes this cards payload and updates its hand.



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Task #3 (1.33 pts.) - Game Cycle Demo

Progress: 100%

Details:

- Show examples from the terminal of a full session demonstrating each command and progress output
 - This includes target outcomes, scores, and scoreboards, etc
 - Ensure at least 3 Clients and the Server are shown
 - Clearly caption screenshots

Joining room

Clients ready

Game start

Failed Targeting

Successful Targeting

/hand command

```
        public void get(String id) {  
            if (id == null) {  
                throw new IllegalArgumentException("id can't be null");  
            }  
            return clients.get(id);  
        }  
  
        public void put(String id, Client client) {  
            if (client == null) {  
                throw new IllegalArgumentException("client can't be null");  
            }  
            clients.put(id, client);  
        }  
  
        public void remove(String id) {  
            if (id == null) {  
                throw new IllegalArgumentException("id can't be null");  
            }  
            clients.remove(id);  
        }  
  
        public void update(String id, Client client) {  
            if (client == null) {  
                throw new IllegalArgumentException("client can't be null");  
            }  
            clients.put(id, client);  
        }  
  
        public void list() {  
            for (Client client : clients.values()) {  
                System.out.println(client);  
            }  
        }  
  
        public void list(String id) {  
            Client client = clients.get(id);  
            if (client != null) {  
                System.out.println(client);  
            }  
        }  
  
        public void list(String name) {  
            for (Client client : clients.values()) {  
                if (client.getName().equals(name)) {  
                    System.out.println(client);  
                }  
            }  
        }  
  
        public void list(String id, String name) {  
            Client client = clients.get(id);  
            if (client != null && client.getNameequals(name)) {  
                System.out.println(client);  
            }  
        }  
  
        public void list(String id, String name, String address) {  
            Client client = clients.get(id);  
            if (client != null && client.getNameequals(name) && client.getAddressequals(address)) {  
                System.out.println(client);  
            }  
        }  
    }  
}
```

Game end



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Section #4: (1 pt.) Misc

Progress: 100%

≡ Task #1 (0.33 pts.) - Github Details

Progress: 100%

Part 1:

Progress: 100%

Details-

From the **Commits** tab of the Pull Request screenshot the commit history

Open ColinRafferty7 · words-to-morse · 3 commits · info · raw · clone · history · 12 ·

CollinRafferty7 commented now
Protocol endpoint forwarded

CollinRafferty7 edited 8 comments & files · 8 ·

Added new required payload and function just added existing functions · 8 ·

Fixing all today transistions and streaks for update · 8 ·

changing every year · 8 ·

Owner · ...

Commit history



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Part 2:

Progress: 100%

Details:

Include the link to the Pull Request (should end in `/pull/#`)

URL #1

<https://github.com/ColinRafferty7/ctr26-IT114-450>



tht

<https://github.com/ColinRafferty7>



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Task #2 (0.33 pts.) - WakaTime - Activity

Progress: 100%

Details:

- Visit the WakaTime.com Dashboard
- Click `Projects` and find your repository
- Capture the overall time at the top that includes the repository name
- Capture the individual time at the bottom that includes the file time
- Note: The duration isn't relevant for the grade and the visual graphs aren't necessary

Projects • ctr26-IT114-450

10 hrs 4 mins over the Last 7 Days in ctr26-IT114-450 under all branches. ⚡



A screenshot of a terminal window showing a list of Java files in a directory. The files listed include various classes such as Player, Game, GamePanel, InputManager, and several Network and Thread-related classes like NetworkManager, NetworkThread, and NetworkClient. The terminal interface includes a 'Filters' dropdown at the top left and a 'Dimensions' dropdown at the top right.

Wakatime bottom

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≡ Task #3 (0.33 pts.) - Reflection

Progress: 100%

≡, Task #1 (0.33 pts.) - What did you learn?

Progress: 100%

Details:

Briefly answer the question (at least a few decent sentences)

Your Response:

This lesson made me understand the process of communicating through client and server a lot better. After working on the first few problems, I felt like I had a much better grasp of how to get my data to the other party efficiently. It also made me better at using classes and function throughout all of my code rather than solely relying on one class to do most of the work.

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≡, Task #2 (0.33 pts.) - What was the easiest part of the assignment?

Progress: 100%

Details:

Briefly answer the question (at least a few decent sentences)

Your Response:

The easiest part of this assignment for me was making the functionality for the game. I work in game development, so it is a process that I enjoy a lot and did not

mind doing for this assignment. It was really fun seeing how the lessons from this semester are used to make a fully working game.



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=> Task #3 (0.33 pts.) - What was the hardest part of the assignment?

Progress: 100%

Details:

Briefly answer the question (at least a few decent sentences)

Your Response:

The hardest part of this assignment was relearning many of the interactions between the classes. I had a large gap in between working on assignment that led me to forgetting much of the set up for this milestone.



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