Readme for project program

*Installation*

To start using this program you should download project from the link ([www.test.org](http://www.test.org)).

To run the *project program* you should open Project222.jar file. File directory is (Project222\dist)

*Run*

When you open program you will see the start menu. Before using the program you should register. To register you should click the register button. Logins and passwords will be saved in the root folder.

*Using*

After authorization a new window will open. There you can see a list of programmes:

* First is an information about your pc
* Second is a game called “Bulls and Cows”

The player is given a 4-digit secret number. The digits are all different. Then the player tries to guess the number. If the matching digits are in their right positions, they are "bulls", if in different positions, they are "cows". Example:

* Secret number: 4271
* Player’s try: 1234
* Answer: 1 bull and 2 cows. (The bull is "2", the cows are "4" and "1".)
* Third is a “KeyReader”

When you open this program you will see one button (“Run”). If you click this button, the program will start. It will be reading all the key symbols if the amount of key symbols does not exceed 100 or until you press F12. After the program is closed, you can check the root folder to see the readed symbols. Log file’s name is “save”.

* Fourth is a “String’s reversing”

User enters the string and the computer reverses it.