TASK 1:

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TASK 2:

1. Summary of Function Types Used

This system uses the following function types:

- EI (External Input): Used to handle player actions like advancing turns.

- EO (External Output): Used to broadcast the current turn via WebSocket.

- EQ (External Inquiry): Used to check whether the player is allowed to act.

- ILF (Internal Logical File): Game session and player information are internally stored and accessed.

- EIF (External Interface File): No external interface files are used in this system.

2. Individual Function Analyses

- Function: advanceTurn

Description: Handles the transition of turn to the next eligible player.

- Function Type: EI (External Input)

- Complexity: Average

- ILFs Used: 2 → Included

- EIFs Used: 0 → Not Used

- Function Points: 4 (from EI complexity table)

Total FP for this function: 4 (ILF + EIF impact already included in type complexity)

- Function: validateTurn

Description: Ensures that only the current player can act, based on turn data.

- Function Type: EQ (External Inquiry)

- Complexity: Simple

- ILFs Used: 2 → Included

- EIFs Used: 0 → Not Used

- Function Points: 3 (from EQ complexity table)

Total FP for this function: 3

- Function: broadcastTurnUpdate

Description: Sends real-time updates to all players via WebSocket about the current turn.

- Function Type: EO (External Output)

- Complexity: Average

- ILFs Used: 2 → Included

- EIFs Used: 0 → Not Used

- Function Points: 5 (from EO complexity table)

Total FP for this function: 5

Summary:

Total Function Points for all analyzed functions: 12