

Fizz buzz Game

(Software document)

ONEiO

Introduction

This software consists of two parts, the back-end, and front-end, the description of each part is provided independently. In addition, there is a video in the attachment of this document that shows how the software works.

Also, the source of the project can be accessed on my GitHub at the following address:

[GitHub](#)

Back-end

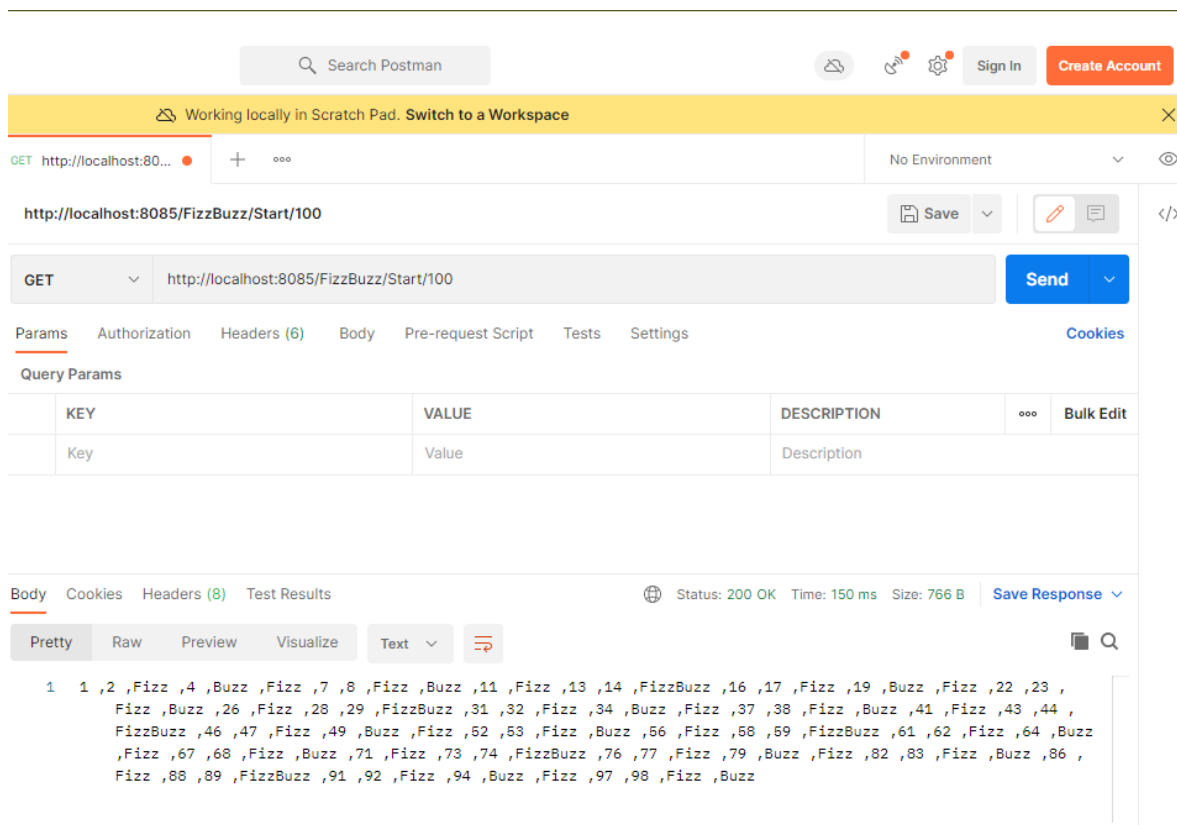
Technology	Version
Java	1.8
Spring Boot	2.7.5
Maven	3.3.9
Port	8085

To launch this project, [Spring Initializr](#) has been used, and all the initial settings such as the POM file have been done by this web software.

The backend of this project is written in the form of a REST API. To start the game, a GET request must be sent to the API with the following address along with a numeric interval.

<http://localhost:8085/FizzBuzz/Start/{Number}>

After sending this request, the API responds with a String object. In the picture below, you can see a sample request sent along with its response. To launch the API, just launch the attached JAR file in your operating system.



Front-end

Technology	Version
Java	1.8
Spring	4.0.0
JSF	2.2.4
Maven	3.3.9
Port	8080

Spring framework and JSF language are used in the front end of this program. To start, just place the attached WAR file in a web server such as Tomcat. After launching the program, the user enters the desired number, and then a Rest Request is sent to the API. Finally, the result of the game is displayed to the user in the result section.

Frontend address:

<http://localhost:8080/index.xhtml>

