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BREAKING THE ENIGMA - Part.3

In this part of the project we have created 3 modules, each on of them is an app represents an entity in the decryption contest.

Each model contains the client side of an entity app.

In this project we have 3 different apps/entities - UBoat, Ally, Agent.

Regarding the server side in the start of each app, the user needs to enter his name and login.

We saved each user name that logged on, over the server session as an attribute, and enforced one time login for each user.

Moreover We handled our DB over the server context by uploading an userManager object on it.

We managed and a handled data stractures saving and collecting data, for each entity logged on to the contest,

Uboat, Agent, and Ally.

In addition to that we uploaded also a battlefieldManager object to the server context, handling and collecting information on the battlefield, the contest itself.

In this project we used Gson Library in order to convert and pass Json file between the server and the client.

We used OK HTTP in order to create and triggered requests from the server.

And built our server that will deployed via Tomcat.