

Q1: Modify the sample program in tutorial 3

save the file when the function count() call is similar with the update OnlineUser.txt function, which is needed in assignment1.

Just call this function inside the server count() function

```
@Override
public void writeToFile(String username, String password, String fileName) throws RemoteException {
    try {
        BufferedWriter out = new BufferedWriter(new FileWriter(fileName, true)); // append
        out.write(username + "#" + password);
        out.newLine();
        out.close();
    } catch (IOException e) {
        System.out.println("Fail to write to file!");
        e.printStackTrace();
    }
}
```

Assignment 1

1. How to run?

1. Open the RMI under the server program folder

```
(base) phj@phjs-comp:~/Downloads/3358/Assignment/A1$ cd src
(base) phj@phjs-comp:~/Downloads/3358/Assignment/A1/src$ rmiregistry
```

2. Compile the Server.java and Client.java
3. Run the Server program with the -Djava.security.policy command

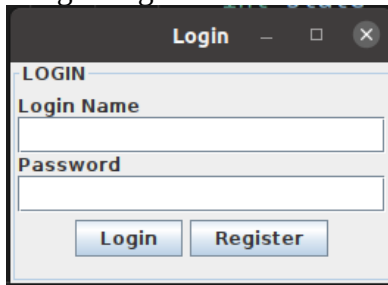
```
(base) phj@phjs-comp:~/Downloads/3358/Assignment/A1/src$ java -Djava.security.policy=../security.policy Server
```

4. Run the Client program

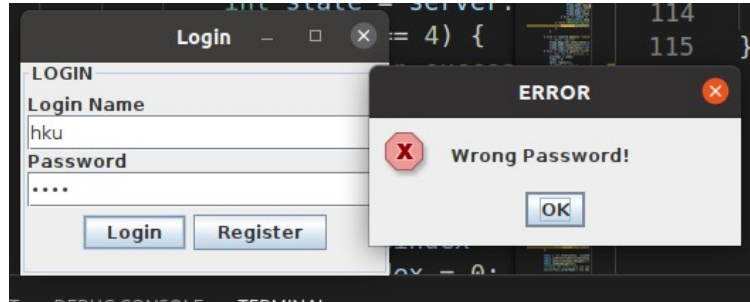
```
(base) phj@phjs-comp:~/Downloads/3358/Assignment/A1/src$ java Client 127.0.0.1
```

2. GUI appearance

1. Login Page



A window titled "Login" with a title bar containing standard OS window controls. Inside, there is a "LOGIN" label, a "Login Name" text box with "hku" entered, a "Password" text box with four dots, and two buttons labeled "Login" and "Register".

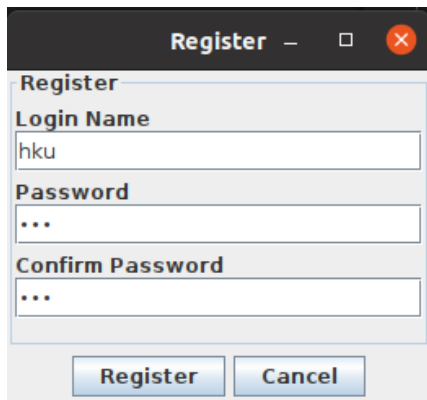


The "Login" window is shown with an "ERROR" dialog box overlaid. The dialog has a red 'X' icon and the text "Wrong Password!". It has an "OK" button.



A window titled "JPoker 24-Game" with a title bar and four buttons: "User Profile", "Play Game", "Leader Board", and "Logout". The "User Profile" button is selected. The main content area displays the username "hku", followed by "Number of wins: 10", "Number of games: 20", "Average time to win: 12.5s", and "Rank: #10". An "ERROR" dialog box is overlaid with the text "User Already Login!" and an "OK" button.

2. Register Page



A window titled "Register" with a title bar and standard OS window controls. It contains a "Register" label, a "Login Name" text box with "hku", a "Password" text box with four dots, a "Confirm Password" text box with four dots, and two buttons labeled "Register" and "Cancel".



The "JPoker 24-Game" window is shown with the "Register" button selected. The "Register" dialog box is overlaid, showing the "Login Name" as "hku", "Password" as four dots, and "Confirm Password" as four dots. Below the dialog is an "ERROR" dialog box with the text "Username already exists, choose another username!" and an "OK" button.

3. Game Page

The screenshot shows a web application titled "JPoker 24-Game". At the top, there is a navigation bar with four buttons: "User Profile", "Play Game", "Leader Board", and "Logout". The "User Profile" button is currently selected. Below the navigation bar, the user's name "hku" is displayed in a large, bold font. Underneath the name, three statistics are listed: "Number of wins: 10", "Number of games: 20", and "Average time to win: 12.5s". At the bottom of the profile section, the user's rank is shown in a large, bold font as "Rank: #10".

Navigation	Profile	Game	Leader Board	Logout
User Profile	Play Game	Leader Board	Logout	

hku

Number of wins: 10
Number of games: 20
Average time to win: 12.5s

Rank: #10

JPoker 24-Game				
User Profile		Play Game	Leader Board	Logout
Rank	Player	Games Won	Games Played	Average Time
1	Jackson	10	20	12.5s
2	phj	9	20	12.5s
3	Leolbee	8	20	12.5s
4	Jack	7	20	12.5s
5	Chio	6	20	12.5s
6	Zhoue	5	20	12.5s
7	James	4	20	12.5s
8	Black	3	20	12.5s
9	Withe	2	20	12.5s
10	Bee	1	20	12.5s