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**Advanced Computer Progamming**

**Project 4**

**User’s Manual**

**Setup and Compilation**

1. Download and unzip the submission from eLearning on a Linux box in the multiplatform lab.
2. The submission includes:

* Clients.java
* GameClient.java
* GameServer.java
* GameService.java
* TicTacToe.java
* runMac.bat
* User’sManual (this file)
* UML

1. **Environment:** This program has been tested on eclipse on mac
2. **Compiling:** Import this program to the command line and execute ./runMac.bat

**Running the program:** On linux: the server and clients run when you compile with “./runMac.bat”.

Note: Since I programmed on Mac, I started the server and clients manually with “Java GameServer” and “Java GameClient”. But I modified the bat file to fit linux, so it should do this automatically.

**Issues:**

2 threads execute, but they do not completely alternate. First thread goes first 1 time, second threads goes 2 times and then first thread goes 6 times.

**User input:** no user input needed

**Output:** All output goes to console. Output will look similar to this:

Server:

Waiting for player to connect...

Player connected.

Hello you are player 1

Player 1 has chosen (0 , 0)

Player connected.

Hello you are player 2

Player 2 has chosen (2 , 0)

Player 2 has chosen (1 , 1)

Player 1 has chosen (0 , 1)

Player 1 has chosen (1 , 0)

Player 1 has chosen (2 , 2)

Player 1 has chosen (1 , 2)

Player 1 has chosen (2 , 1)

Client 1:

Hello

move 1 (0 , 0)

move 1 (0 , 1)

move 1 (1 , 0)

move 1 (2 , 2)

move 1 (1 , 2)

move 1 (2 , 1)

Client 2:

Hello

move 2 (2 , 0)

move 2 (1 , 1)