

Set up for the typefast Game

Group #8

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Fundamental Steps

User can run this code on any Java IDE, eg: Eclipse, Netbeans, BlueJ

There are some criteria user must follow to execute this code :

User must have JVM, Java virtual machine as JVM provides run time environment and executes the code.

It does not matter user is having MacOS, windows or any other as long as user has JVM because JVM is platform independent.

TypeFastServer

- User need to change the file path as file path is a declared path where server will get the random word from the word list.

```
private static final String WORDS_FILE_PATH = "C:\\Users\\proud\\OneDrive\\Desktop\\DS, Group#8 .zip\\TypeFast\\src";
```

- Depending on the number of players, user can change the group size to increase the players.

```
private static final int GROUP SIZE = 1;
```

TypeFastServer

- Words per game can also be changed if user wish to play more.

```
private static final int WORDS_PER_GAME = 5;
```

- Timer can also be set , we set it to 15 sec in our code

```
private static final int INITIAL_TIME_LIMIT = 15;
```

Packages required for TypeFast Server

- Java.io
- Java.net
- Java.nio.file
- Java.util

TypeFastClient

- Here user must change the Server address, changing the server address will allow multiple user to play on a network.

```
private static final String SERVER_ADDRESS = "localhost";
```

- In place of 'localhost' , users must type the IPv4 address of the host.

Packages for TypeFastClient

- Java.io
 - Java.net
 - Java.awt
 - Java.swing
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- Hint : user can directly import the code into Java IDE and run once setup it completed . Thank you