

Group Members:-

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INSTRUCTIONS OF RED RIDING HOOD TCP SOCKET-BASED CLIENT/SERVER APPLICATION

NOTE: RUN THE PROJECT USING ECLIPSE IDE

Input :-

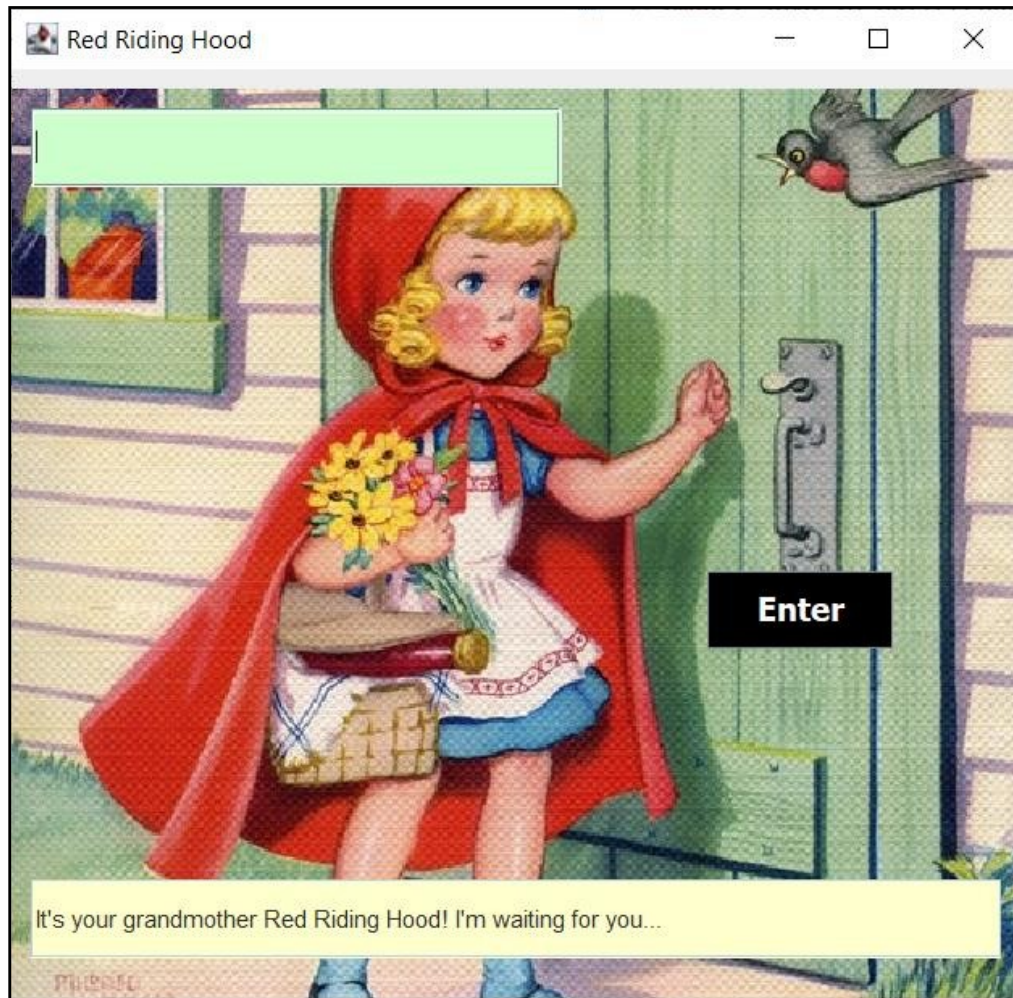
1. Tok tok
2. It's your grand daughter the Red Riding Hood!
3. Hello grandmother! I brought you some cake!
4. Grandmother dear, what big arms you have!
5. Grandmother dear, what big legs you have!
6. Grandmother dear, what big ears you have!
7. Grandmother dear, what big eyes you have!
8. Grandmother dear, what big teeth you have!
9. Ahhhhhhhhhhhh!!!

Output:-

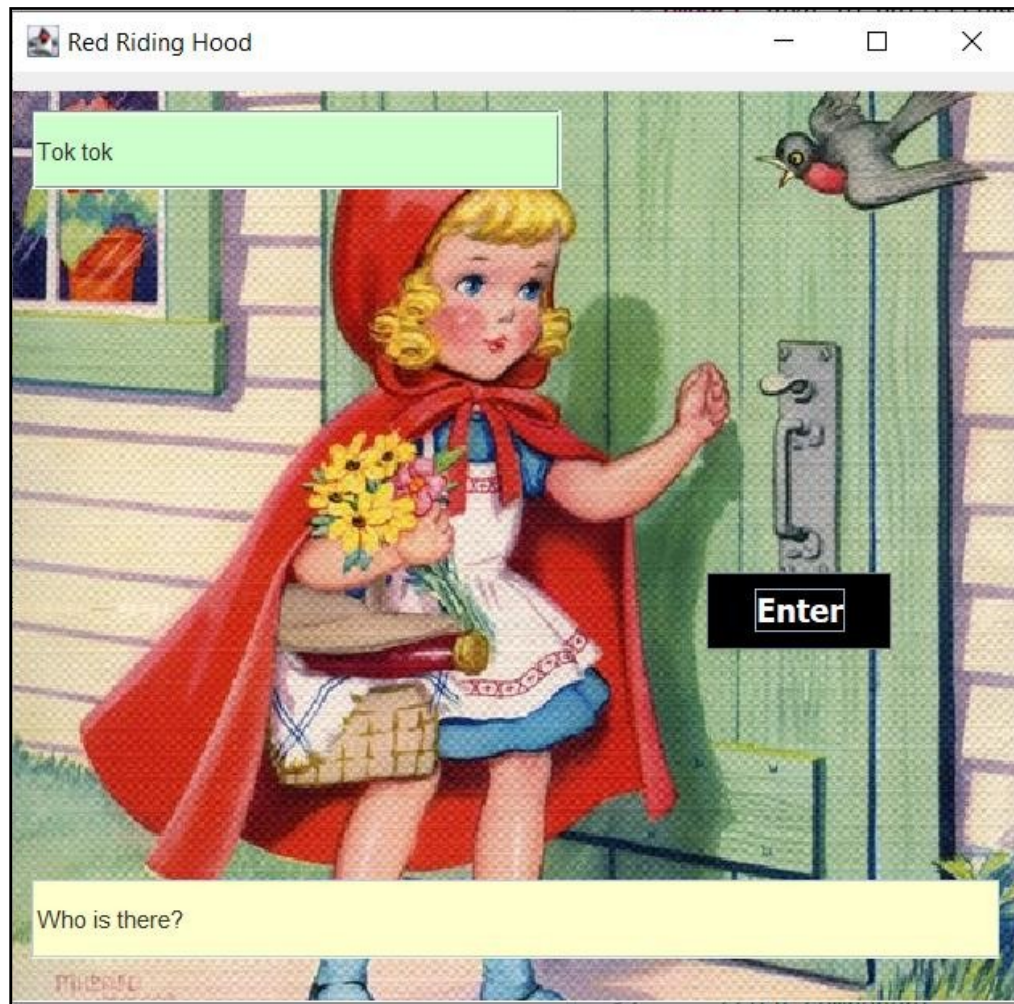
1. It's your grandmother Red Riding Hood! I'm waiting for you...
2. Who is there?
3. Hi dear Red Riding Hood! Pull the latch and come in! What do you have for me?
4. Put the cake on the counter and come close to me.
5. The better to embrace you, my child.
6. The better to run with, my child.
7. The better to hear with, my child.
8. The better to see with, my child.
9. The better to eat you with!
10. MUAHAHAHA YOU HAVE BEEN TRICKED! PLAY AGAIN? [Y/N]

Steps:-

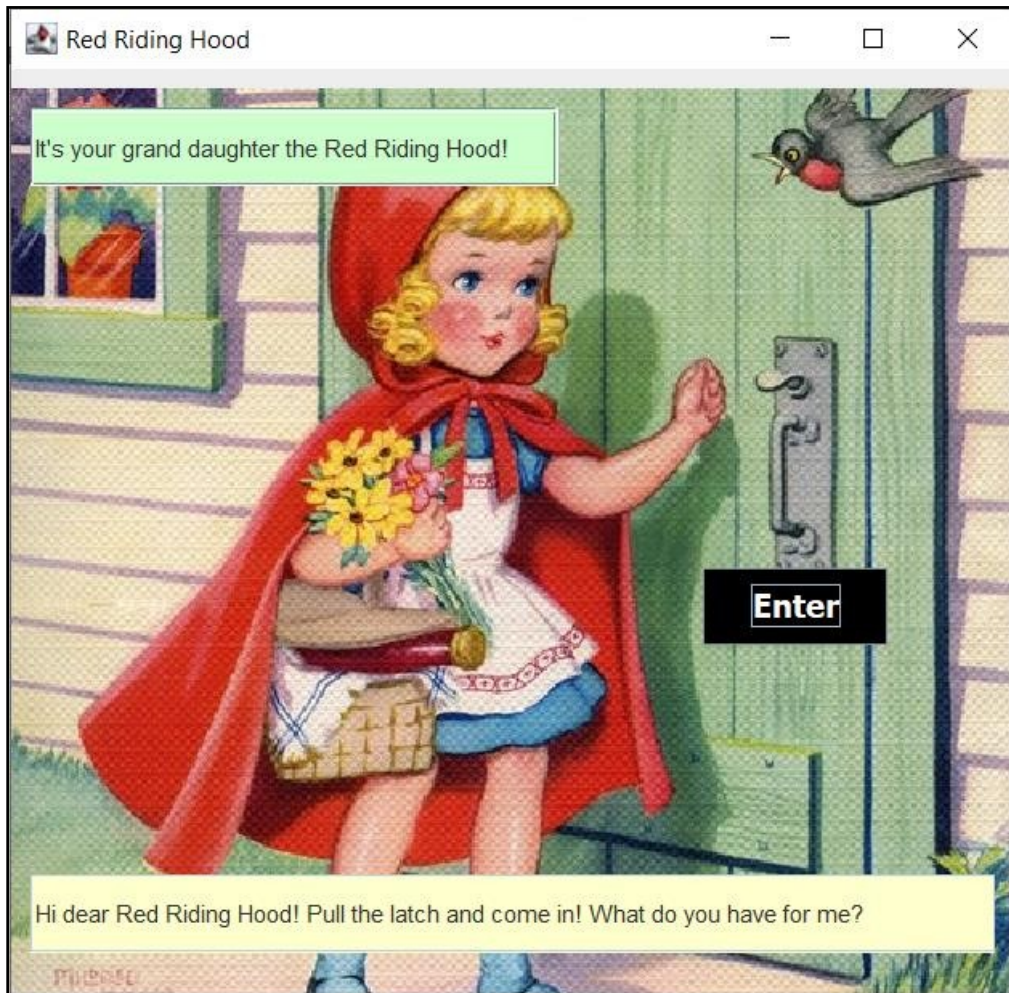
1. Run the TheWolfSever.java file.
2. Run the RedRidingHoodClient.java file.
3. The graphical user interface will appear as below. There will be an output shows as “**It's your grandmother Red Riding Hood! I'm waiting for you...**”.



4. Type “**Tok tok**” in the textfield and click “**Enter**” button. There will be a door knocking sound played. Output will be shown as “**Who is there?**”.



5. Type **“It's your grand daughter the Red Riding Hood!”** in the textfield and click **“Enter”** button. Output will be shown as **“Hi dear Red Riding Hood! Pull the latch and come in! What do you have for me?”**.



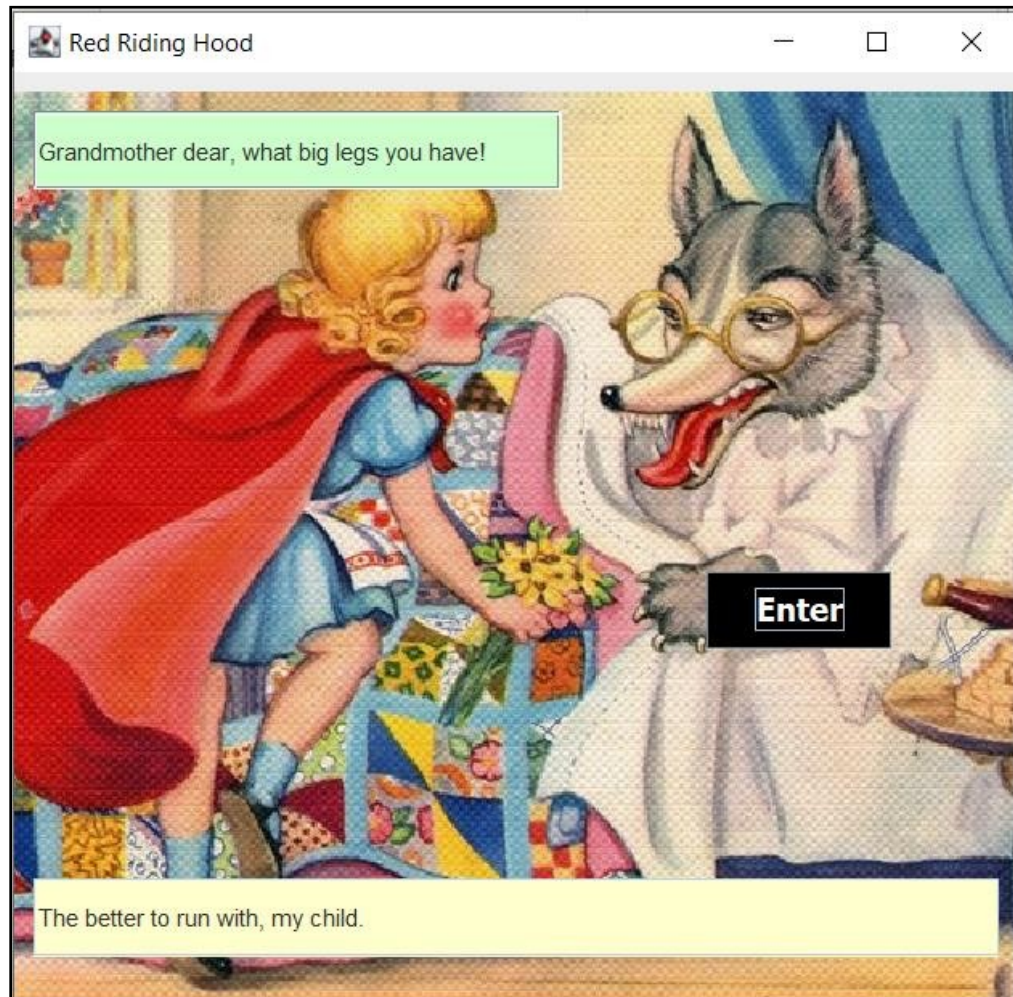
6. Type “**Hello grandmother! I brought you some cake!** ” in the textfield and click“**Enter**” button. There will be a door opening sound played. Output will be shown as “**Put the cake on the counter and come close to me.**”.



7. Type **“Grandmother dear, what big arms you have!”** in the textfield and click **“Enter”** button. Output will be shown as **“The better to embrace you, my child.”**.



8. Type **“Grandmother dear, what big legs you have!”** in the textfield and click **“Enter”** button. Output will be shown as **“The better to run with, my child.”**.



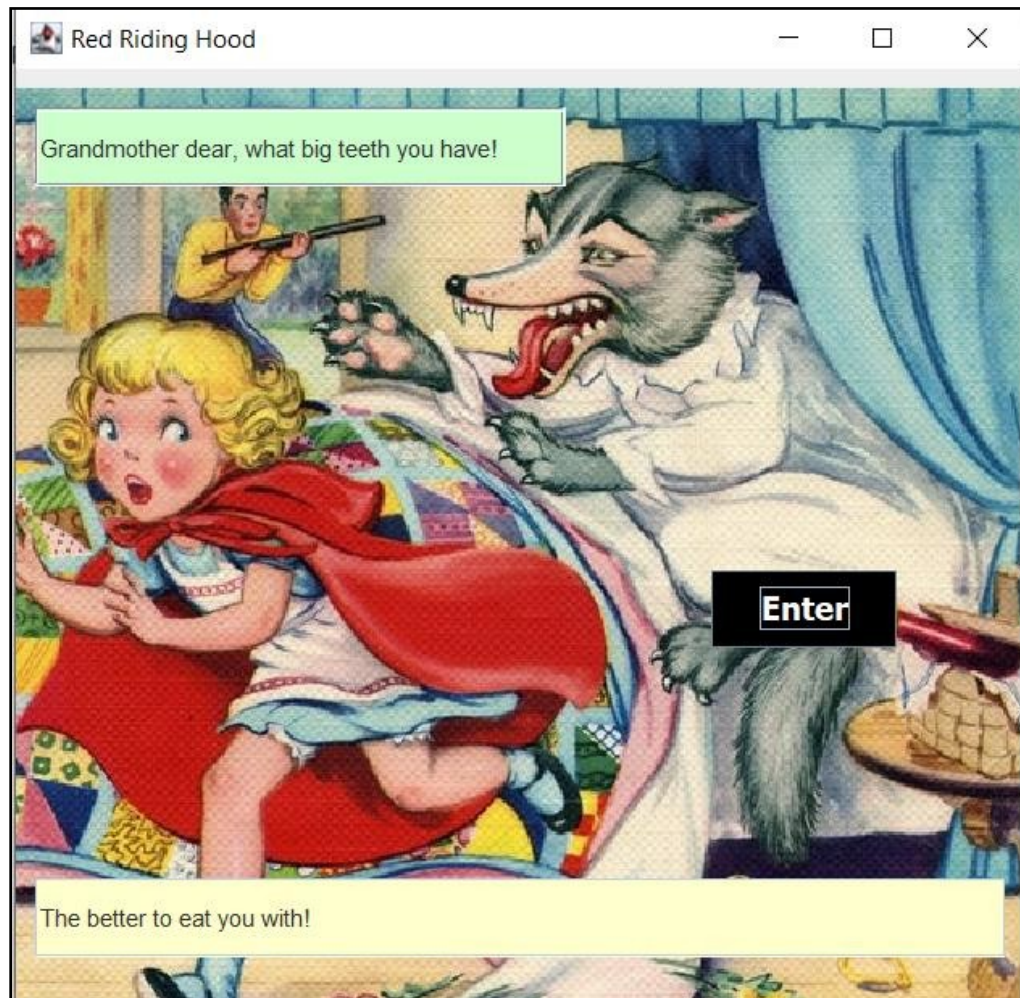
9. Type **“Grandmother dear, what big ears you have!”** in the textfield and click **“Enter”** button. Output will be shown as **“The better to hear with, my child.”**.



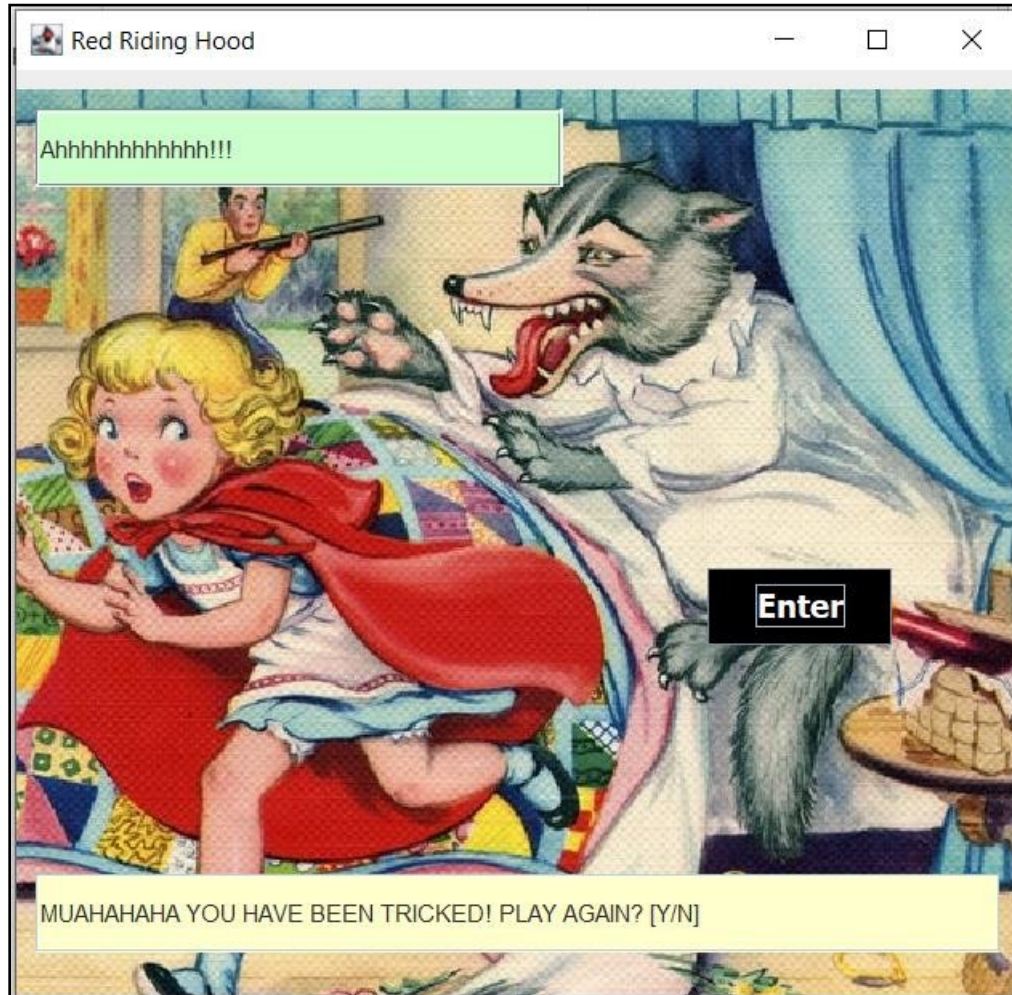
10. Type **“Grandmother dear, what big eyes you have!”** in the textfield and click **“Enter”** button. Output will be shown as **“The better to see with, my child.”**.



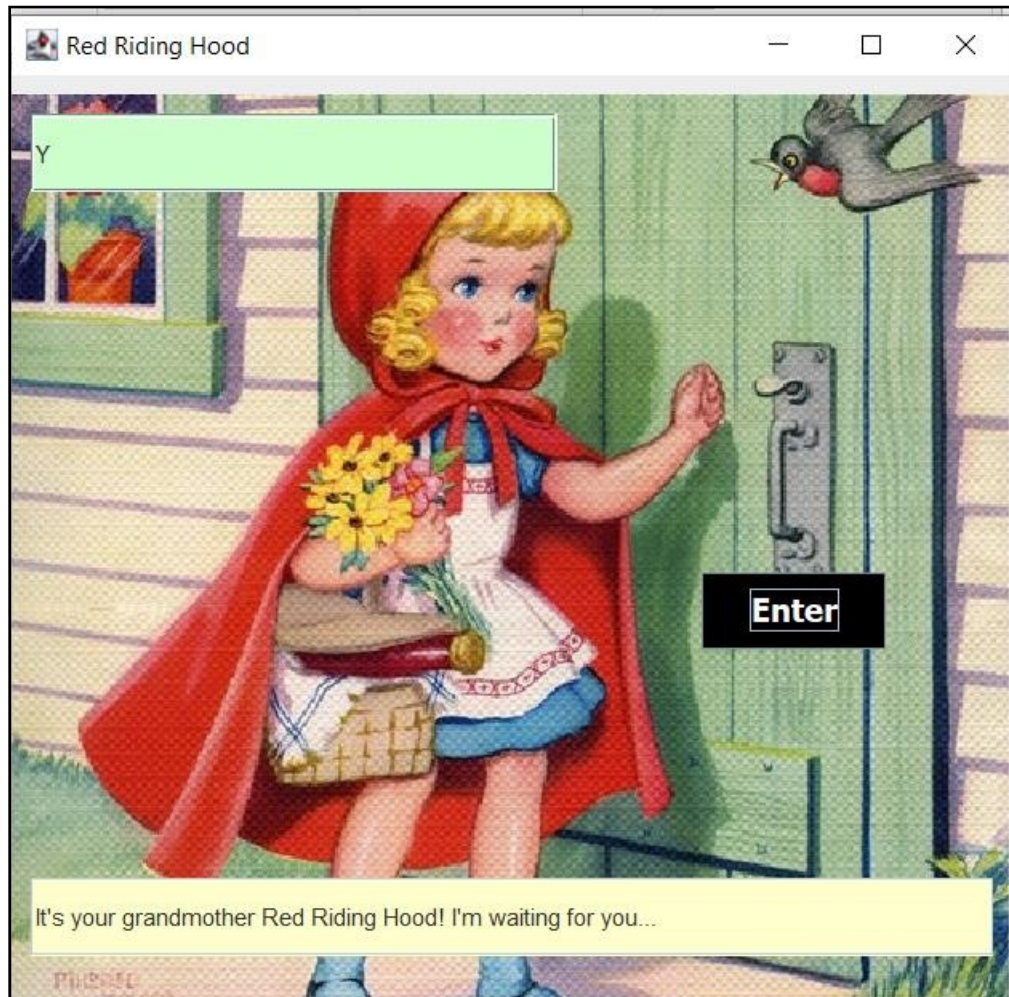
11. Type “**Grandmother dear, what big teeth you have!**” in the textfield and click “**Enter**” button. Output will be shown as “**The better to eat you with!**”.



11. Type “Ahhhhhhhhhhhhh!!!” in the textfield and click “Enter” button. There will be a screaming sound played. Output will be shown as “MUAHAHAHA YOU HAVE BEEN TRICKED! PLAY AGAIN? [Y/N]”.



12. Type “Y” in the textfield and click “**Enter**” button to play again. OR Type “N” in the textfield and click “**Enter**” button to exit the game.



13. If enter wrong input there will be an error message shown as below.

