BattleShip

entwickelt oder präsentiert

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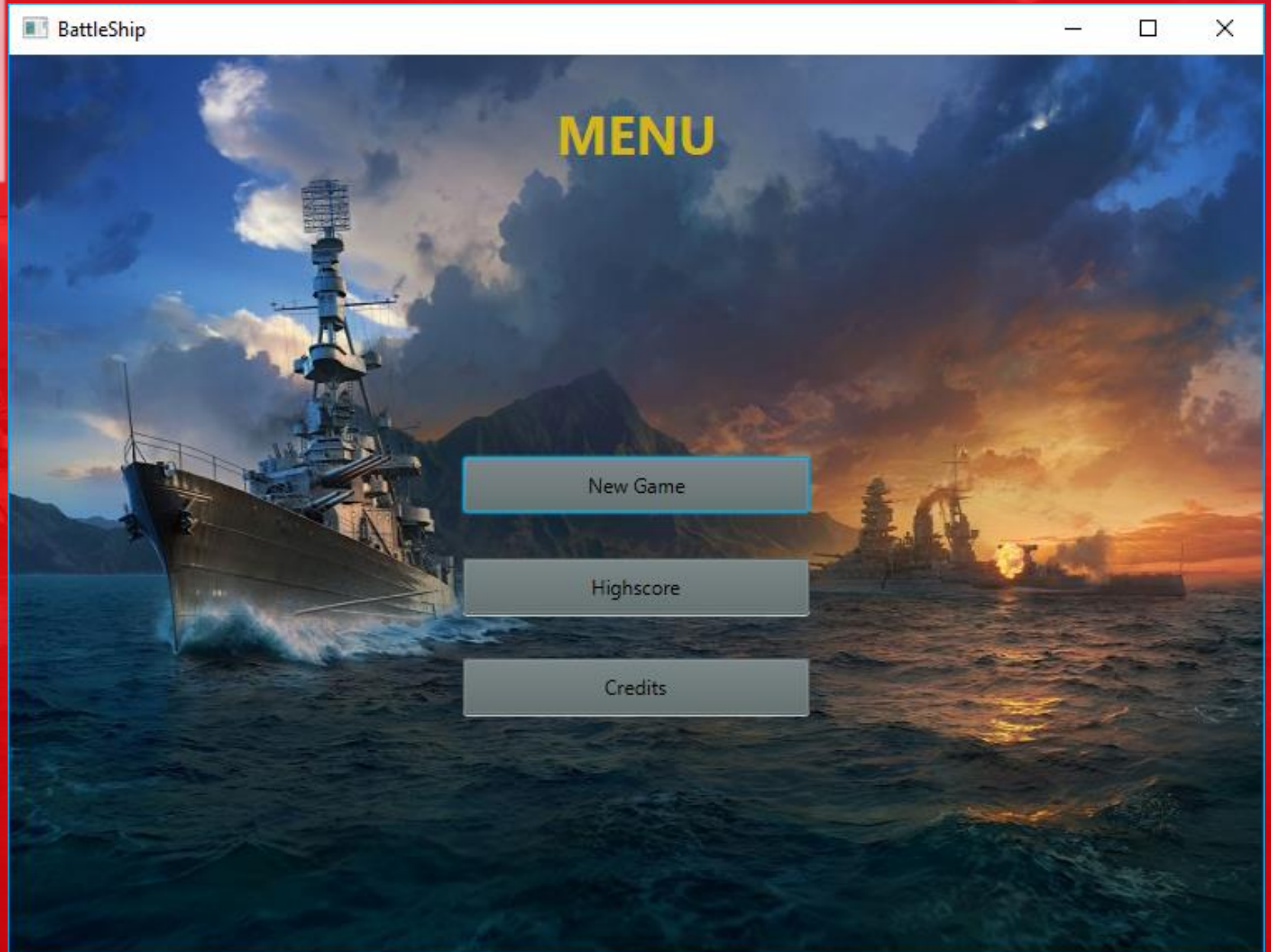Thurid Reichel

Inhalt

- Splash
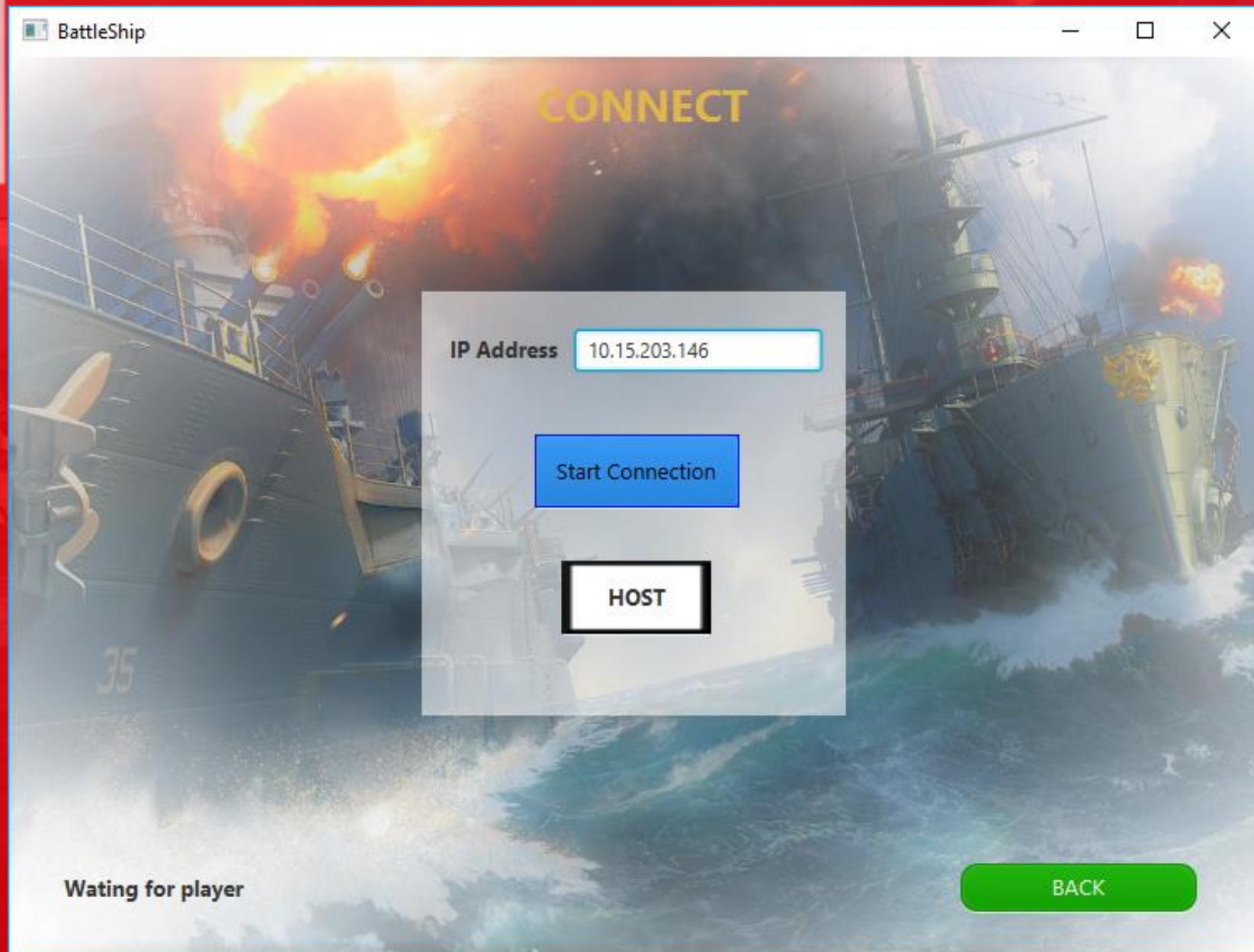- Menu
- Connect
- Edit
- Play
- Highscore
- Replay
- Credits

Splash

Menu

Connect

BattleShip

CONNECT

IP Address 10.15.203.146

Start Connection

HOST

Wating for player

BACK

TCP Code Snippets

```scala
object TCP {
  def apply(con:String):TCP = {
    con match {
      case "host" => {
        val sock = new ServerSocket(6666).accept()
        TCP(sock,1)
      }
      case con:String => {
        val sock: Socket = new Socket(con,6666)
        TCP(sock,2)
      }
    }
  }
}
```

```scala
def read():String = {
  is.readLine()
}
```

```scala
def write(msg:String):Unit = {
  os.println(msg)
  os.flush()
  println("send: "++msg)
}
```

```scala
val is: BufferedReader = new BufferedReader(new InputStreamReader(sock.getInputStream))
val os: PrintStream = new PrintStream(sock.getOutputStream())
```

Inhalt

- Splash
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Inhalt

- Splash

- Menu

- Connect -> Programmvorführung

- ~~Edit~~

- ~~Play~~

- ~~Highscore~~

- ~~Replay~~

- ~~Credits~~