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CS460

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12/1/2016

To make this this project work the user needs to run the jturtle-0.1.1.jar file. This is need to run the server class. After this file is ran, run the server.jar file or run the Server.class file in an IDE. After the server is up and running go ahead and launch the client. This can be done either through the jar file or through the Client.class in an IDE. To make the turtle move the North button will make the turtle go forward. The South button will make the turtle go backwards. East will rotate the turtle 45 degrees east each time the button is pushed. West will rotate the turtle 45 degrees west each time the button is pressed. The default movement length is set to 50 pixels. The user can change this by typing in a different integer number and then pressing the Movement length button. The turtle is set to default of have the pen already down to draw on the whiteboard. This can be changed by clicking the toggle button to lift the pen up. When this button is pushed it will change text to say put the pen down.