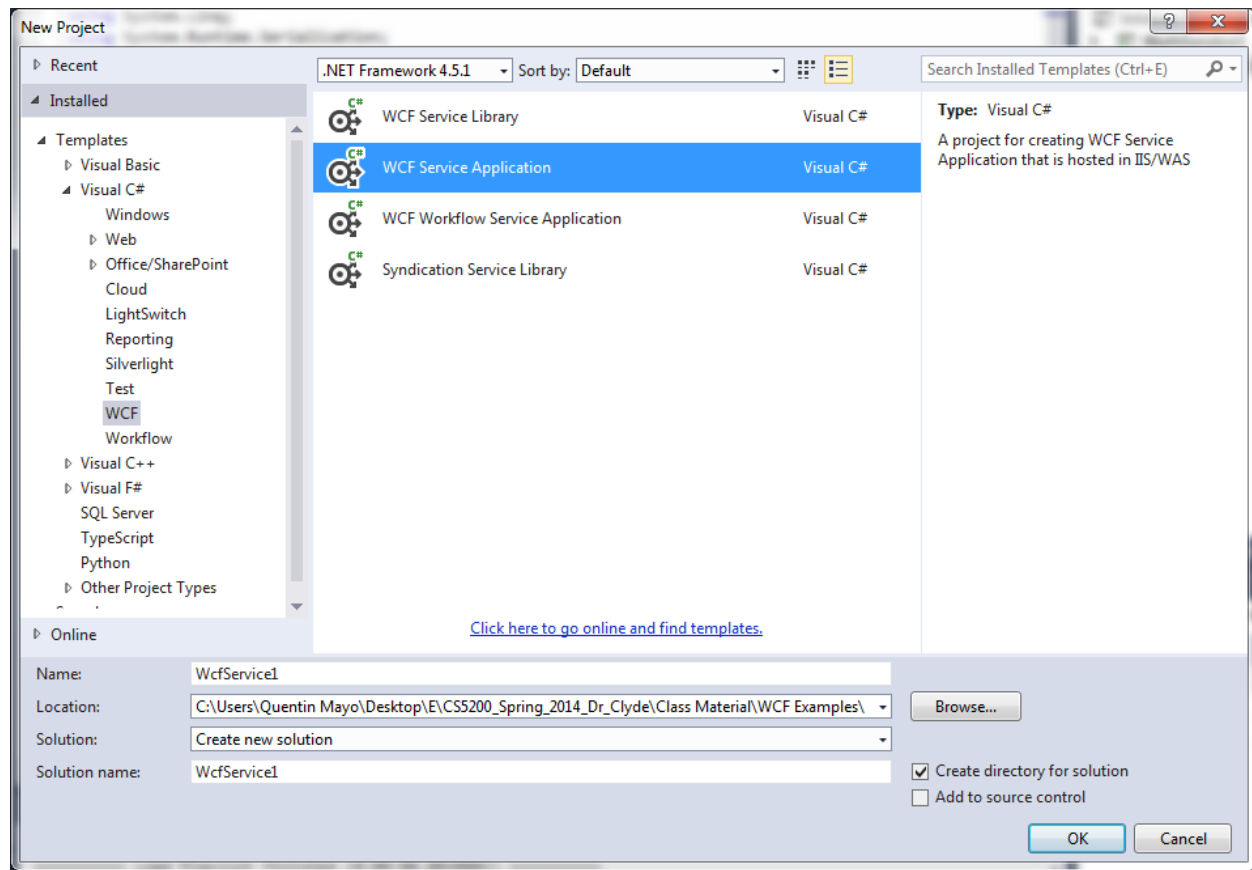
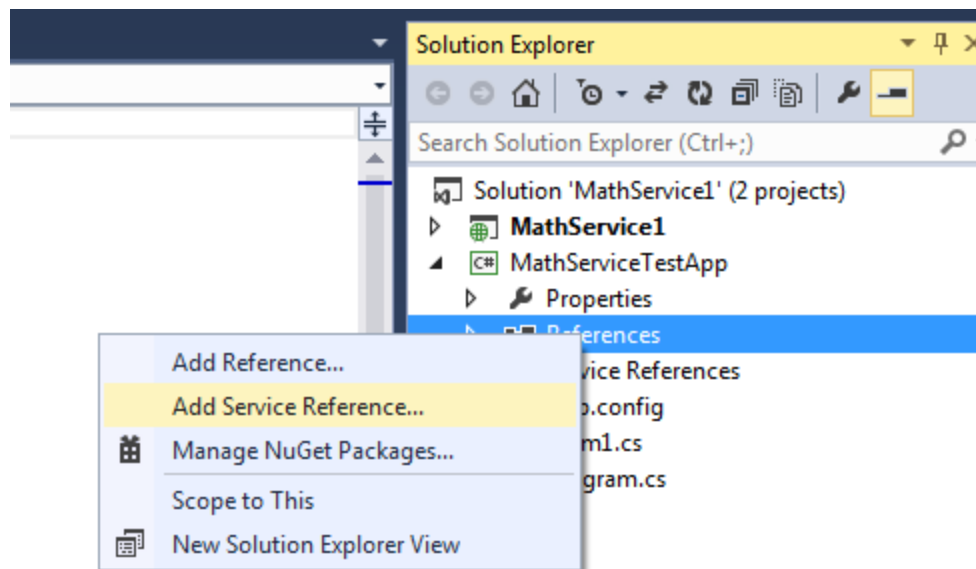


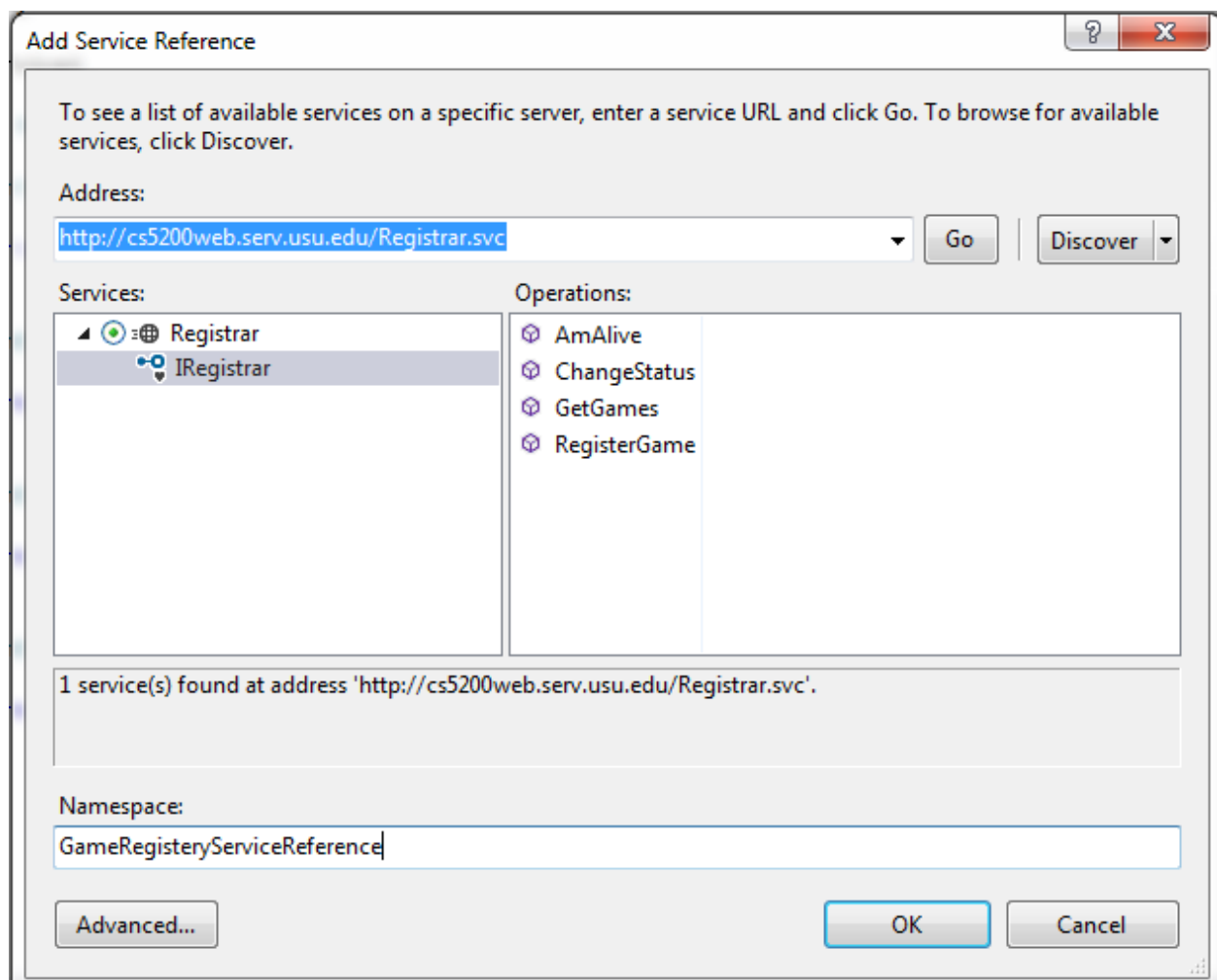
Create a WCF service: (There is no need to create a WCF services. What you have to do is acutally accessing the GameRegistry searvices that Dr. Clyde implemented, you can access these services by using Figure 2 and 3 and Figure 4 to start implementation)



This figure shows how you can add a service reference to your application.



This figure show how you can access the GameRegistry service.



This is the way that you can access the GameRegistry Services, through implementation, by declaring a client like this

```
RegistrarClient registrar = new RegistrarClient("ProdHttpBinding_IRegistrar");
```

The `RegistrarClient` is an automatically build class.

```
[TestClass]
public class RegistrarTester
{
    [TestMethod]
    public void Registrar_TestEverything()
    {
        RegistrarClient registrar = new RegistrarClient("ProdHttpBinding_IRegistrar");

        EndPoint ep0 = new EndPoint("129.143.23.10:2300");
        GameInfo g0 = registrar.RegisterGame("Test Game 0", ep0);
        Assert.IsNotNull(g0);
        Assert.AreEqual("Test Game 0", g0.Label);
        Assert.AreEqual(ep0.Address, g0.CommunicationEndPoint.Address);
        Assert.AreEqual(ep0.Port, g0.CommunicationEndPoint.Port);
        Assert.AreEqual(GameInfo.GameStatus.NOT_INITIALIZED, g0.Status);
    }
}
```