

Senior Design Fall 2019
Team 4
Client-Server Usage Guide

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This document details how to run our code. If one hasn't been provided, please request a link to the .zip archive of our project files.

Running Locally

The game can be run locally. In this case, please follow these steps:

1. In terminal (or console on Windows OS), compile the GameServer class within its folder (named Server Side). In MacOS, this command is **javac GameServer.java**
2. In terminal (or console on Windows OS), open a new terminal window. Compile the GameClient class within its folder (named Client Side). In MacOS, this command is **javac GameClient.java**
3. In the first terminal, run the command **java GameServer**
4. In the second terminal, run the command **java GameClient 127.0.0.1** (127.0.0.1 is the IP for localhost, in other words, the first terminal window)
5. The game is now running.

Running Live

The game can be run on a cloud server. We will detail how we set it up with Amazon AWS EC2.

1. We created an Amazon AWS EC2 account. After logging in, we created an EC2 instance of a Linux server that had Java built in.

Launch Instance

Connect

Actions

Filter by tags and attributes or search by keyword

	Name	Instance ID	Instance Type	Availability Zone	Instance State
		i-067c897e442cfd38a	t2.micro	us-east-1c	<div></div> running

2. We started the server, and SSH'd in through MacOS terminal using the command at the bottom of this image. Note that the .pem file must be in the directory where this command is run.

Connect To Your Instance ✕

I would like to connect with

- ☒ A standalone SSH client ⓘ
- ☐ EC2 Instance Connect (browser-based SSH connection) ⓘ
- ☐ A Java SSH Client directly from my browser (Java required) ⓘ

To access your instance:

1. Open an SSH client. (find out how to [connect using PuTTY](#))
2. Locate your private key file (SD19.pem). The wizard automatically detects the key you used to launch the instance.
3. Your key must not be publicly viewable for SSH to work. Use this command if needed:

```
chmod 400 SD19.pem
```

4. Connect to your instance using its Public DNS:

```
ec2-3-82-44-4.compute-1.amazonaws.com
```

Example:

```
ssh -i "SD19.pem" ec2-user@ec2-3-82-44-4.compute-1.amazonaws.com
```

3. We put our Server Side code onto the instance, and ran the command **javac GameServer.java**
4. Then we ran the command **java GameServer** which starts the server
5. Then locally on any of our machines, we changed directory into the Client Side folder, and ran **javac GameClient.java** and then **java GameClient <IP>**, where the <IP> is the public IPv4 of the instance. The image below shows where to find this information.

Public DNS (IPv4)	ec2-3-82-44-4.compute-1.amazonaws.com
IPv4 Public IP	3.82.44.4

GameServer performance is automatically measured. When a Player disconnects, their stats will be printed out in the terminal that the GameServer is running in. The image below shows this happening.

```
The server is up.  
Player 1 connected.  
Player 2 connected.  
End of stream reached.  
Player 2 stats:  
Time the dedicated thread was busy / Total time client was connected:  
123 / 15406  
Ratio: 0.00798390237569778  
Socket closed (Player 2).  
End of stream reached.  
Player 1 stats:  
Time the dedicated thread was busy / Total time client was connected:  
412 / 42092  
Ratio: 0.009788083246222561  
Socket closed (Player 1).
```

