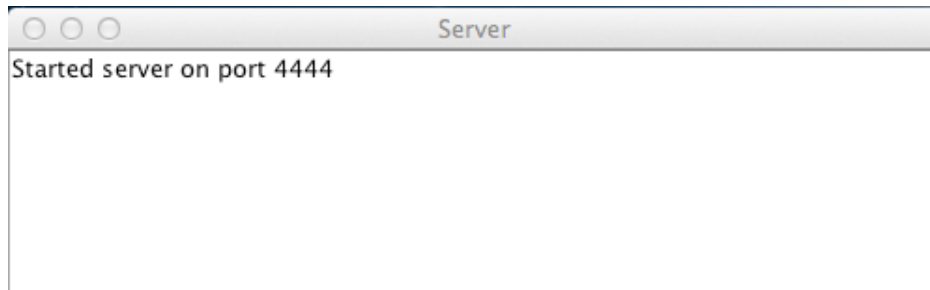


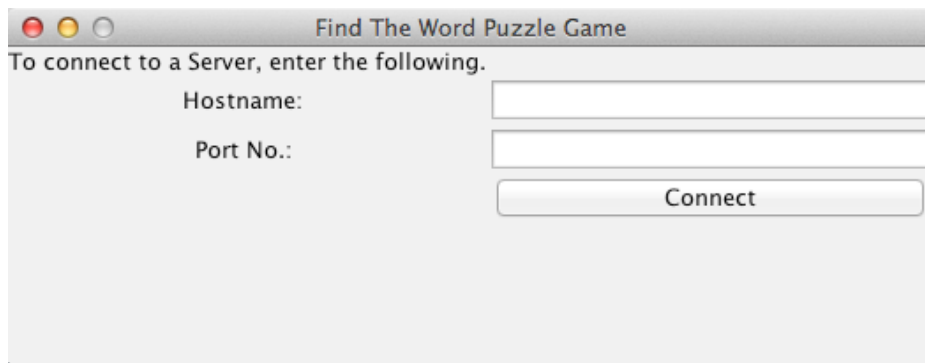
CSCI213 - Assignment 3

Author – Garcia Anthony John Abril

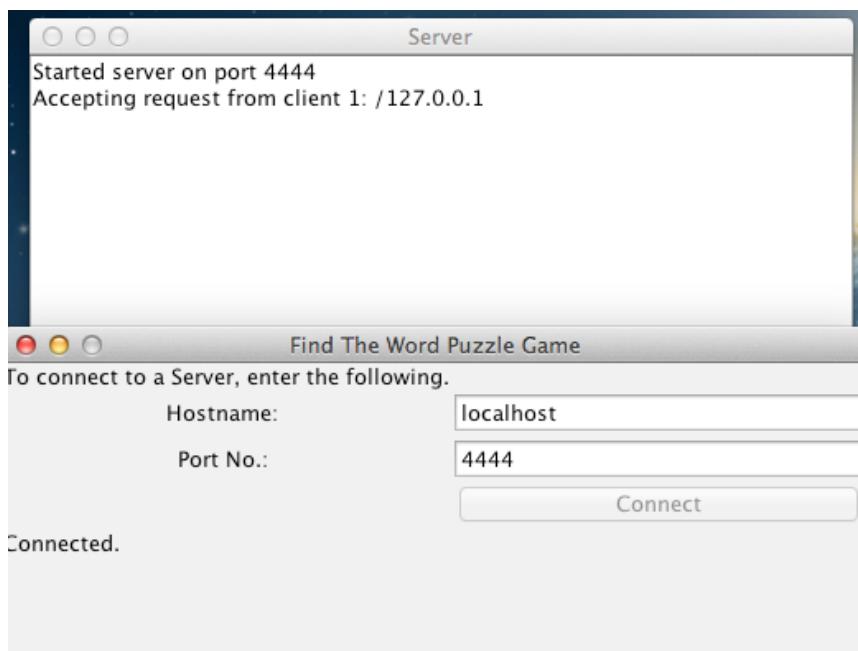
Registration no – 4321819



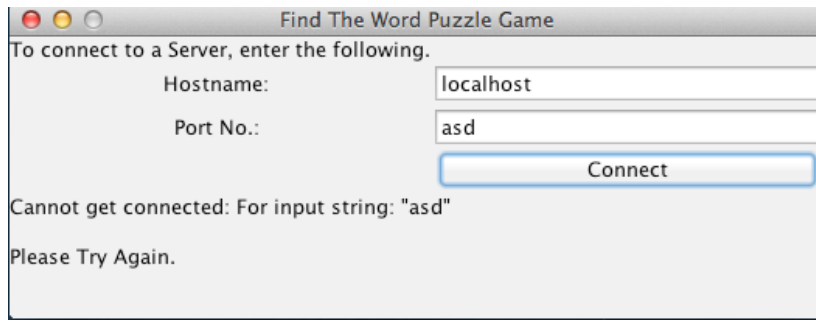
This is the Server.java app. With port 4444 opened for connection. A JTextArea is used.



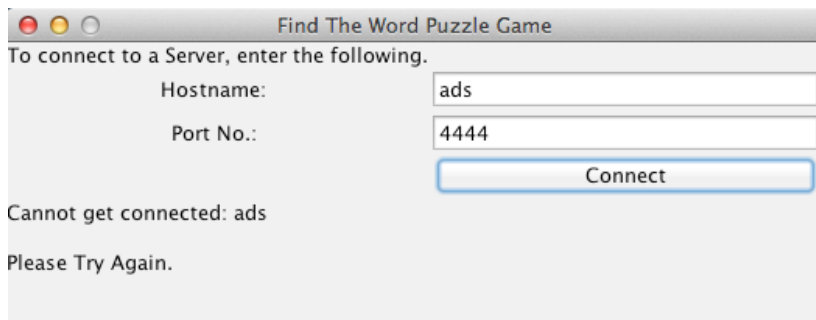
This is the Client.java app. This is the frame where client's can enter hostname and port number to connect to the server. This is the ConnectGUIFrame.



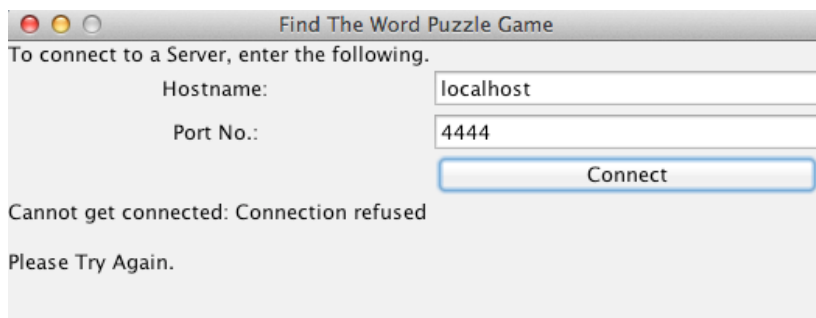
The server detects when a client is connected and states the client number and the client's IP address. A text are shows the status of the connection



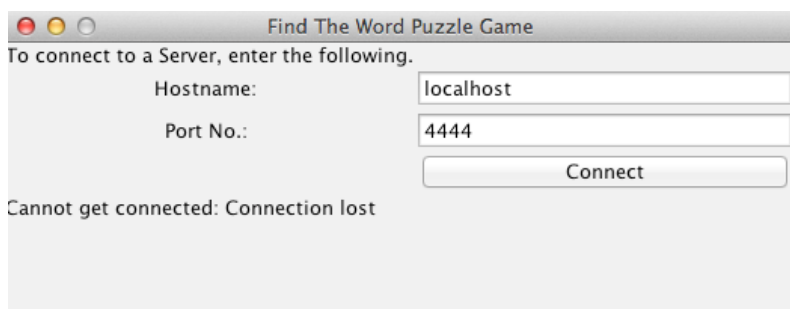
When string is entered in the port number, this error is shown.



When an invalid host name is entered, it shows this error message.



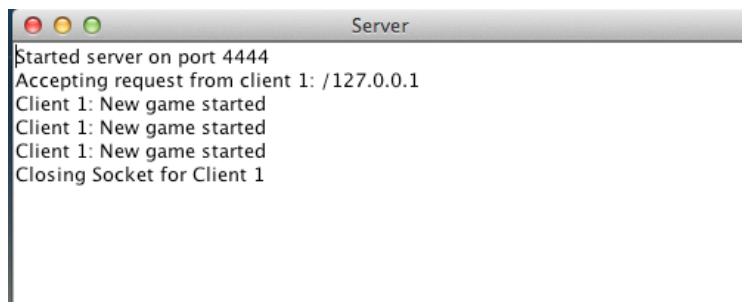
When server is not running this message is shown.



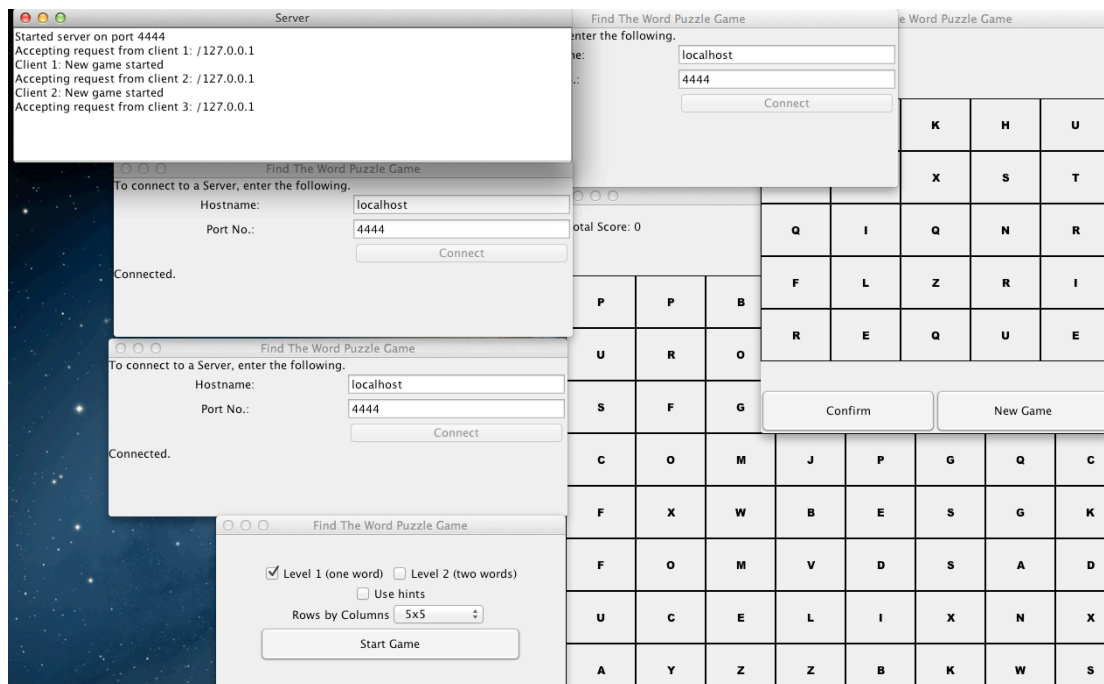
When server closes or terminates when client is playing the game, the log in frame appears and shows this error.



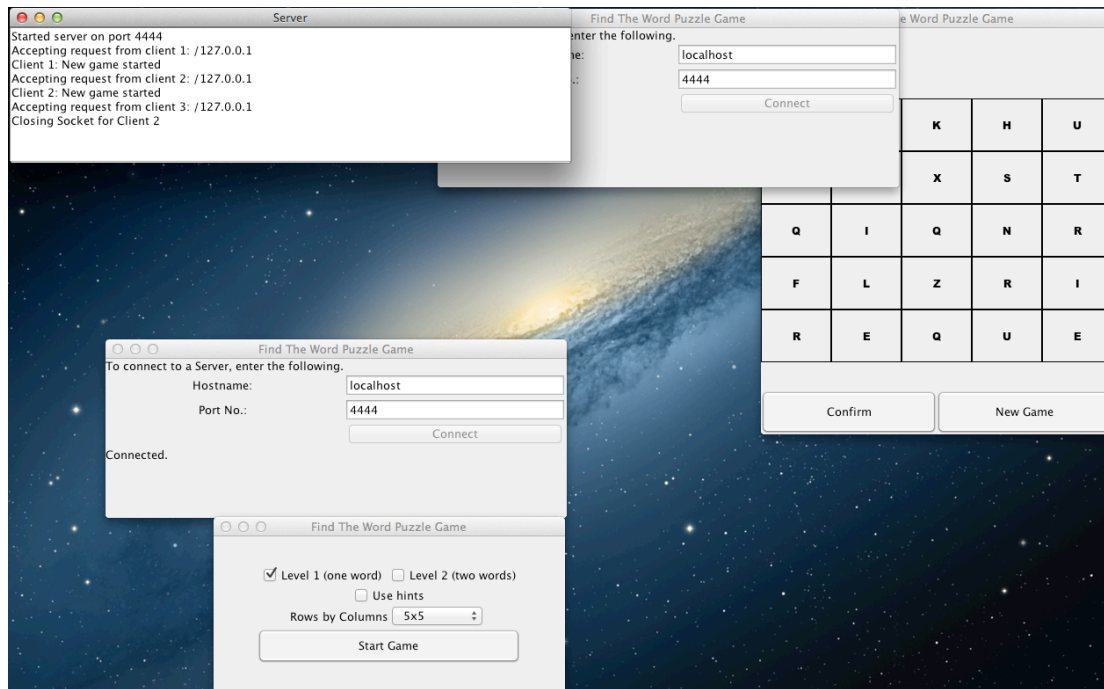
Whenever a client starts a new game, the server is update that the client started a new game.



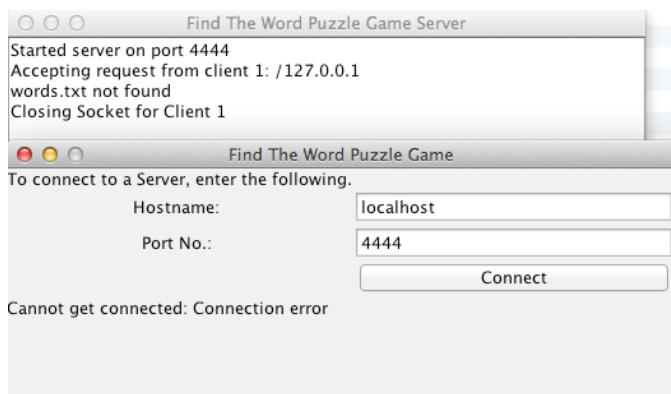
After client closes his application, the socket created by the server for the client is closed.



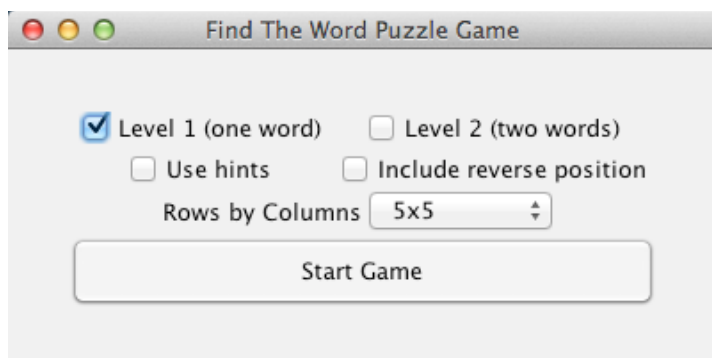
Here is an exmple of multiple client application running (multi-threaded server).



After two of the applications are closed, server shows the closing of sockets for the two clients.



If words.txt is deleted or corrupted, server closes connection with client and client is disconnected



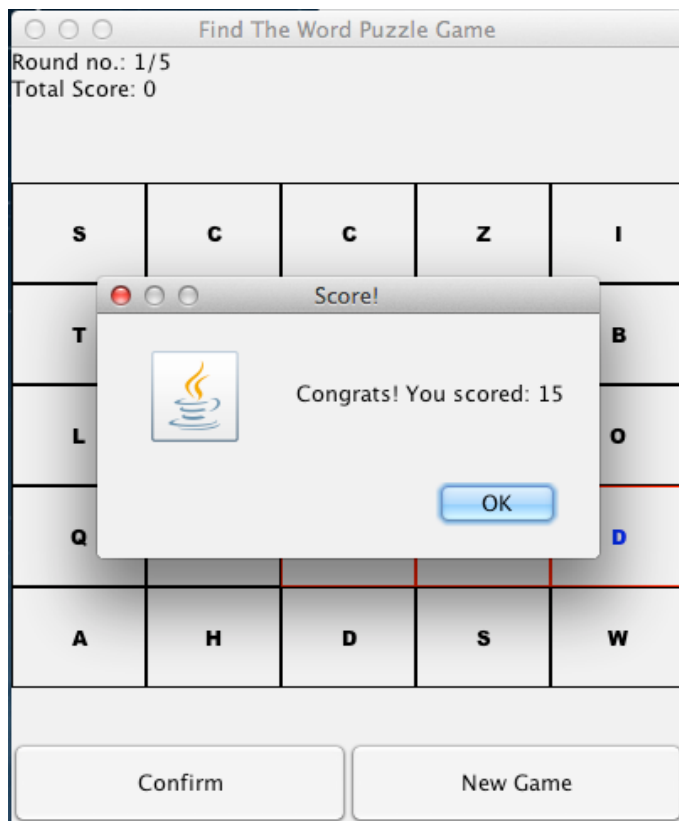
This is the SetDifficultyFrame where client can choose the level of difficulty of the game.



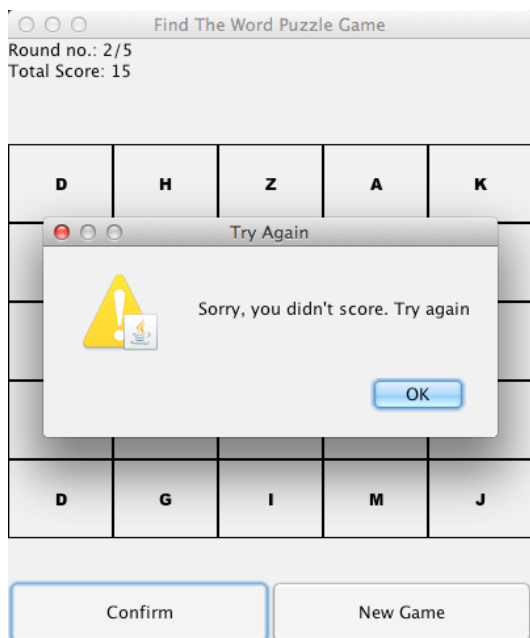
This is GuessAWordGUIFrame where the user plays the game and look for the hidden word.



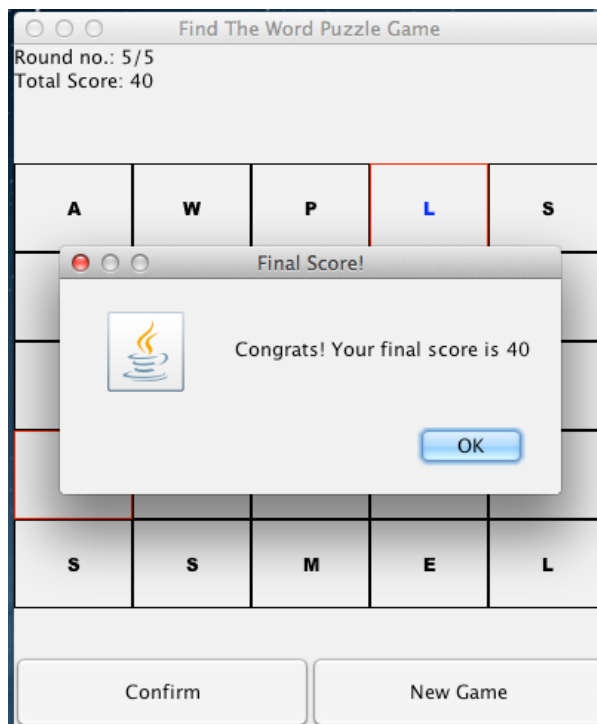
Upon finding the word, user can click on the letter of the word.



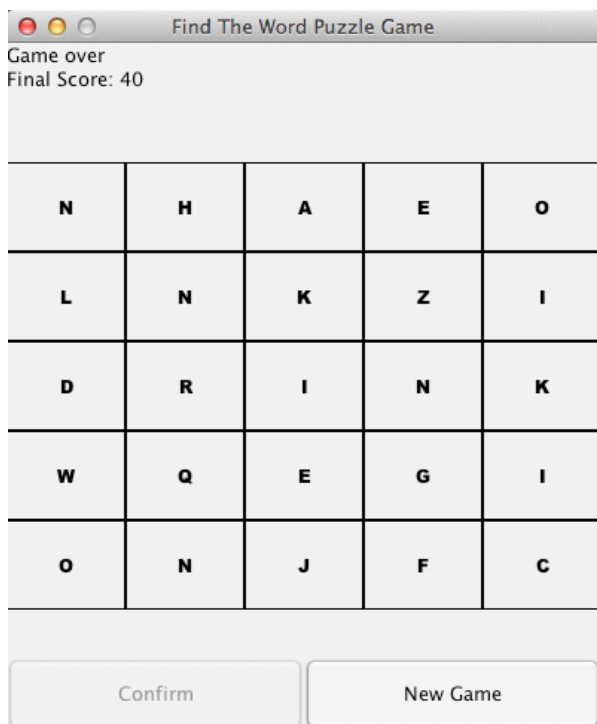
After clicking confirm and having the right word, a message dialogue appear to show client score. The formula of the score is Board size * Number of letter * Number of words. If hints are used, the the score is reduced by Number of letter * Number of words



If client enters the wrong word, this error is shown.



After 5 rounds the final score is shown.



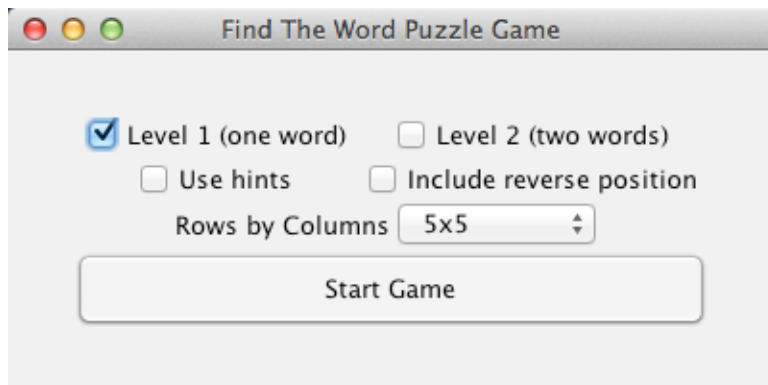
Confirm button is disabled and game over is shown. This forces user to start new game after 5 rounds.

Project Explorer Console Server.java Client.java words.txt

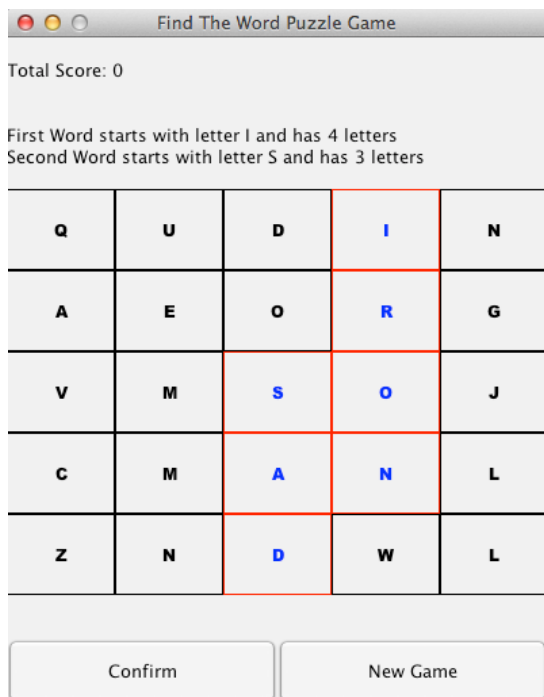
```
look;joke;help;three;jump;rest;eat;hire;tell;money;server;clap;super;high;cool;hot;
```

A sample of words.txt

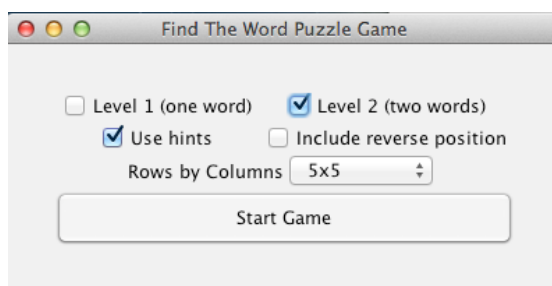
Additional Features



1) Two words for level 2. Words are checked that they do not overlap.



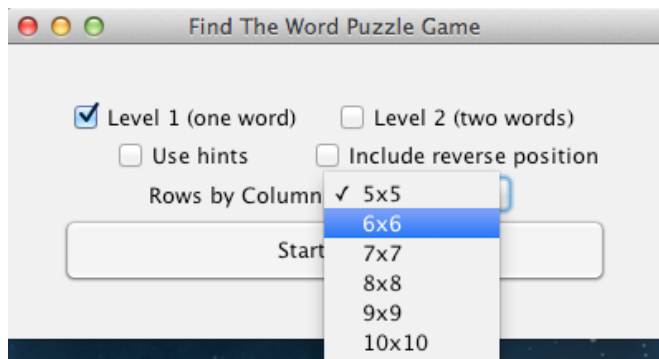
2) The use of hints. Shows first letter of the word or words and the length.



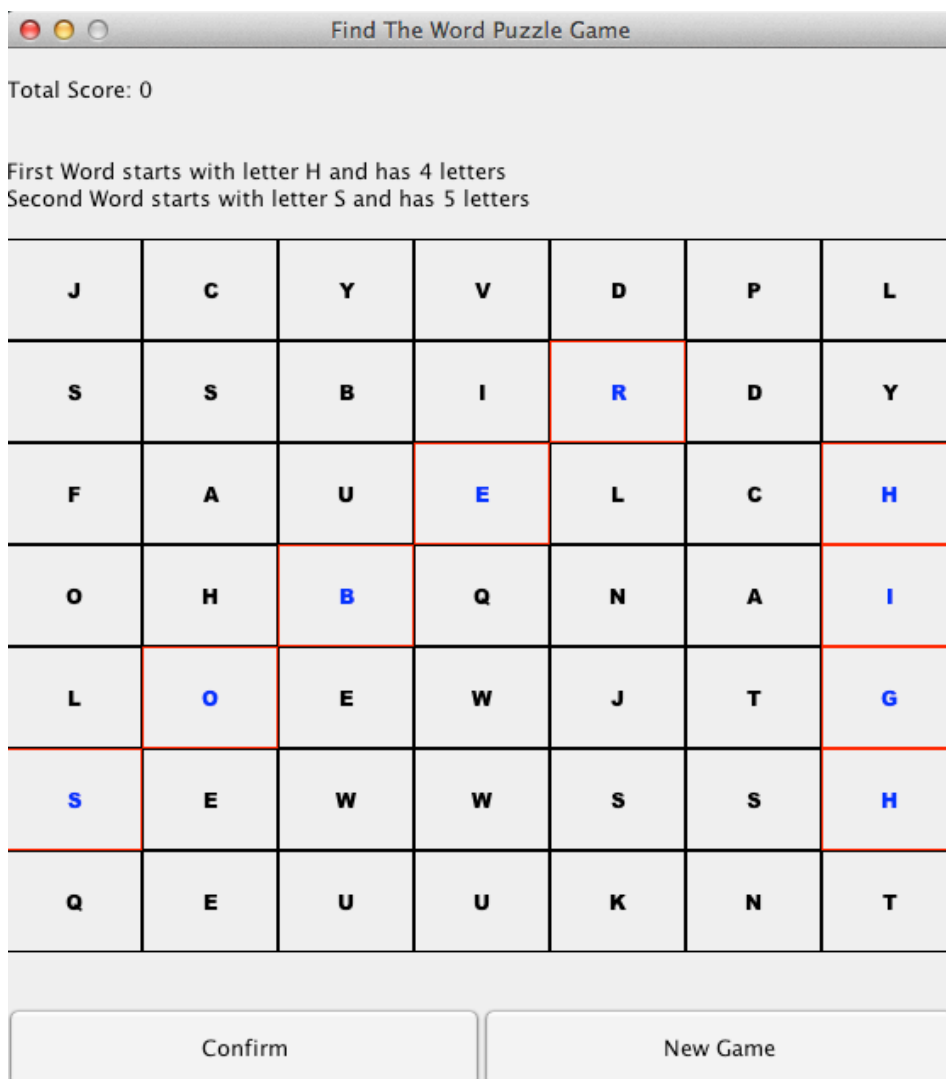
First Word starts with letter H and has 3 letters
Second Word starts with letter C and has 3 letters

Hint example for two words

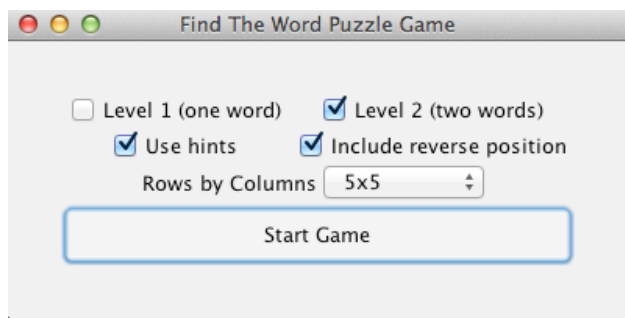
3) Different puzzle size. 5x5 to 10x10.



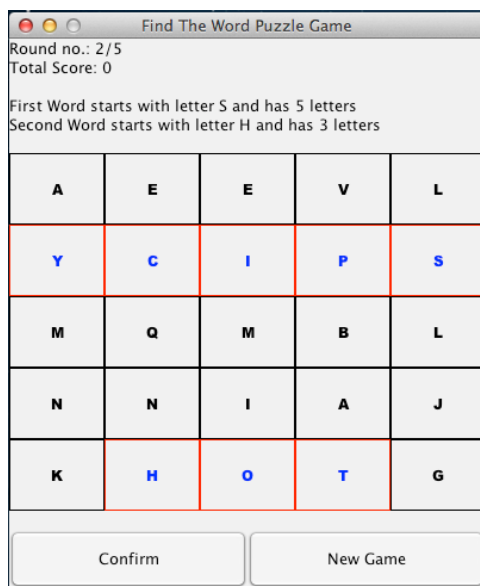
This is a sample of level 2, 7 x7 puzzle with hints.



4) Words in reverse order.



Playing with reverse position will give this result



A puzzle with possibility of having a word in reverse order (SPICY).

5) Overlapping letters are allowed

