----jGRASP exec: java -Xnoagent -Djava.compiler=NONE -Xdebug -Xrunjdwp:transport=dt\_socket,suspend=y,server=y ArslanianGiang282P3  
ÏÏ§Ï  
ÏÏ§Ï ----jGRASP: connected to debugger.  
ÏÏ§ÏCreating the tables.  
ÏÏ§ÏTables have been successfully created.  
ÏÏ§ÏOpened database successfully  
ÏÏ§Ï500.0,20.0  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§ÏPlayer 1 Gold (20.0, 20.0), $ 92, 2000 $ 1000  
ÏÏ§Ïfalse  
ÏÏ§ÏPlayer 4 City (500.0, 40.0), $ 70, 2050 $ 1000  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§ÏPlayer 4 City (500.0, 60.0), $ 79, 2108 $ 930  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§ÏPlayer 4 Gold (480.0, 80.0), $ 73, 2078 $ 851  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§ÏPlayer 2 Gold (460.0, 500.0), $ 79, 1957 $ 1000  
ÏÏ§Ïfalse  
ÏÏ§ÏPlayer 3 City (60.0, 480.0), $ 96, 2054 $ 1000  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§ÏPlayer 3 City (100.0, 460.0), $ 54, 2054 $ 904  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§ÏPlayer 2 City (400.0, 480.0), $ 77, 1955 $ 1079  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§ÏPlayer 2 City (380.0, 480.0), $ 89, 2024 $ 1002  
ÏÏ§Ïfalse  
ÏÏ§ÏPlayer 4 Gold (380.0, 80.0), $ 99, 1906 $ 924  
ÏÏ§Ïfalse  
ÏÏ§ÏPlayer 1 Map (20.0, 160.0) Treasure (80,200) 1797 $ 1092  
ÏÏ§Ïfalse  
ÏÏ§ÏPlayer 3 City (140.0, 420.0), $ 76, 2072 $ 850  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§ÏPlayer 3 Map (120.0, 400.0) Treasure (80,280) 2044 $ 774  
ÏÏ§Ï80.0,280.0  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§ÏPlayer 3 Gold (120.0, 360.0), $ 72, 1996 $ 774  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§ÏPlayer 2 Map (340.0, 480.0) Treasure (220,500) 1934 $ 913  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§ÏPlayer 1 Gold (80.0, 200.0), $ 92, 1680 $ 1092  
ÏÏ§Ïfalse  
ÏÏ§Ïfalse  
ÏÏ§Ïtrue  
ÏÏ§Ïjava.util.EmptyStackException: null  
ÏÏ§Ï  
ÏÏ©Ï ----jGRASP: operation complete.