**Cesar Santiago**

**Advanced Computer Programming**

**Project 3**

**User’s Manual**

**Setup and Compilation**

1. Download and unzip the submission from eLearning.
2. The submission includes:
   1. Horserace directory
      1. Client.java
      2. ClientApp.java
      3. ClientDriver.java
      4. PlayField.java
      5. Server.java
   2. UsersManual.docx (this file)
   3. UML\_diagram.png
3. Environment: This program was acceptance tested on Windows.

**Running the program**

The submission comes with three batch files that should compile and run the existing program. To do this first, run the Compile.bat file. After that, run the Server.bat to start the server. Then run two or more Client.bat to start multiple clients. The user will have some input options through a UI. These inputs come in the form of a text field and a submit button on the client. In the text fields input a name, then click submit which causes the client to wait for other clients to join the game. Once two clients join a game, a field of buttons will appear which will allow the user to input a play to the game, only the client whose turn it is will be allowed to play the turn.

**Output**

The output will be in the form of images drawn on the buttons of the UI as an X or an O according to the player number assigned. Another output involves responses from the server to the user’s console.