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**Advanced Computer Programming**

**Project 5**

**User’s Manual**

**Setup and Compilation**

1. Download and unzip the submission from eLearning.
2. The submission includes:
   1. Project5 directory
      1. Client.java
      2. ClientApp.java
      3. Database.java
      4. DatabaseIntefrace.java
      5. MusicServer.java
      6. NetworkLink.java
      7. Server.java
   2. UsersManual.docx (this file)
   3. UML\_diagram.png
   4. Client.bat
   5. MusicServer.bat
   6. database.properties
   7. derby.jar
3. Environment: This program was acceptance tested on Windows.

**Running the program**

The submission comes with two batch files that should compile and run the existing program. To do this first, run the MusicServer.bat file. This will create the instance of the server and use the port to allow clients to connect. Then run one or more Client.bat to start the client application. Multiple clients can use the application simultaneously. The user will have some input options through a UI. These inputs come in the form of an instrument type choice box, instrument brand choice box, a maximum cost text field, a location choice box, and a submit request button on the client. The user has the choice of changing the boxes to find the information desired or leave the defaults for a complete look at the database.

**Output**

The output consists of an information view on the client-side that will display the results of asking for the information that was submitted by the user. Other outputs include calls to the command prompt that indicate more data that has to be related for debug putposes.