Server

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Class Server

java.lang.Object

ver14.Server

All Implemented Interfaces:
    EnvManager

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public class Server extends Object implements EnvManager
Server - represents an instance of the chess server

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• Field Summary

Fields
Modifier and Type
Field
Description
static Font
SERVER_LOG_FONT
The constant SERVER_LOG_FONT.
static String
SERVER_WIN_TITLE
The constant SERVER_WIN_TITLE.

• Constructor Summary

Constructors
Constructor
Description
Server()
Constructor for ChessServer.

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
ArrayList<String>
createUsernameSuggestions (String username)
Create username suggestions array list.
void
criticalErr (MyError err)
Critical err.
DBResponse

dbRequest (DBRequest request)
Db request db response.
void
endOfGameSession (GameSession session)
End of game session.
void
gameSetup (Player player)
Game setup.
SyncedItems<GameInfo>
getJoinableGames (Player player)
Gets joinable games.
SyncedItems<GameInfo>
getResumableGames (Player player)
Gets resumable games.
void
handledErr (MyError err)
Handled err.
void
log (String msg)
Log.
static void
log (String msg, Exception ex, JFrame... win)
Log.
PlayerNet
login (AppSocket appSocket)
Login player net.
static void
main (String[] args)
The entry point of the application.
void
playerDisconnected (Player player, String message)
Player disconnected.
void
runServer()
Run the server - wait for clients to connect and handle them
void
syncedListUpdated (SyncedItems<?> list)
Synced list updated.

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

• Field Details

◆ SERVER_WIN_TITLE

public static final String SERVER_WIN_TITLE
The constant SERVER_WIN_TITLE.
See Also:

♦ **SERVER_LOG_FONT**

public static final Font SERVER_LOG_FONT
The constant SERVER_LOG_FONT.

• Constructor Details

♦ **Server**

public Server()
Constructor for ChessServer.

• Method Details

♦ **log**

public void log (String msg)
Log.
Parameters:
        msg - the msg

♦ **syncedListUpdated**

public void syncedListUpdated (SyncedItems<?> list)
Synced list updated.
Parameters:
        list - the list

♦ **log**

public static void log (String msg, Exception ex, JFrame... win)
Log.
Parameters:
        msg - the msg
        ex - the ex
        win - the win

♦ **main**

public static void main (String[] args)
The entry point of the application.
Parameters:
        args - the input arguments

♦ **runServer**

public void runServer()
Run the server - wait for clients to connect and handle them

◆ **login**

public <u>PlayerNet</u> login (<u>AppSock</u>et appSocket)
Login player net.
Parameters:
      `appSocket` - the app socket
Returns:
      the player net

◆ **endOfGameSession**

public void endOfGameSession (<u>GameSessio</u>n session)
End of game session.
Parameters:
      `session` - the session

◆ **gameSetup**

public void gameSetup (<u>Playe</u>r player)
Game setup.
Parameters:
      `player` - the player

◆ **getJoinableGames**

public <u>SyncedItems</u><<u>GameInfo</u>> getJoinableGames (<u>Playe</u>r player)
Gets joinable games.
Parameters:
      `player` - the player net
Returns:
      the joinable games

◆ **getResumableGames**

public <u>SyncedItems</u><<u>GameInfo</u>> getResumableGames (<u>Playe</u>r player)
Gets resumable games.
Parameters:
      `player` - the player
Returns:
      the resumable games

◆ **playerDisconnected**

public void playerDisconnected (<u>Playe</u>r player<u>, String</u> message)
Player disconnected.
Parameters:
      `player` - the player
      `message` - the message

◆ **createUsernameSuggestions**

public <u>ArrayList</u><<u>String</u>> createUsernameSuggestions (<u>String</u> username)
Create username suggestions array list.
Parameters:
      `username` - the username

Returns:

the array list

♦ **handledErr**

public void handledErr (MyError err)

Handled err.

Specified by:

handledErr in interface EnvManager

Parameters:

err - the err

♦ **criticalErr**

public void criticalErr (MyError err)

Critical err.

Specified by:

criticalErr in interface EnvManager

Parameters:

err - the error

♦ **dbRequest**

public DBResponse dbRequest (DBRequest request)

Db request db response.

Parameters:

request - the request

Returns:

the db response