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Advance Computer Programming

**Project 5 User’s Manual:**

1. Download and unzip the submission file
2. The submission file includes:

-Game.java class

-TicTac.java class

-TicServer.java class

-TicClient.java class

1. Environment: This program has been tested in the multiplatform lab and “should” run there, meaning that I have tested it out even after receiving help from Dr. Coffey, but still give certain error. I am certain my code should work, however, try with Netbeans – it is sure to establish a client server connection there
2. Running the program: be sure the sample images are in the same directory.

-open all the java file and build each of them. Run TicServer program first to start listening for clients. Then run TicClient twice to have two players connect to the server and afterwards, follow the instruction written on screen (if successfully connected) to play Tic Tac Toe.