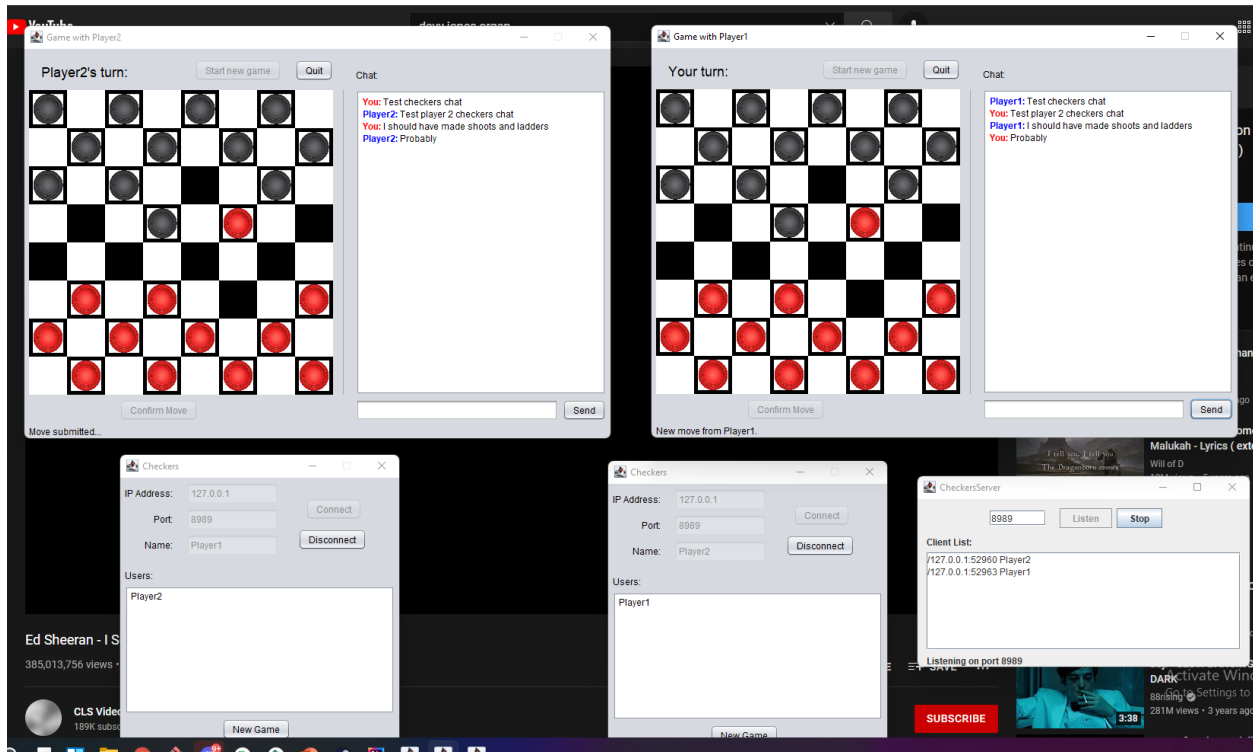


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PA2



CheckersServer creates a listen server on a selected port. When a new client attempts to connect the server creates a new thread to handle it. A key is created based on the joining clients. Create a string array to handle the tiles on the board. CheckersClient Connects to the designated port and address through user input in Client Gui. Cheeckers.java handles the initial state of the game board thought a multidimensional array of integers. The board values are inverted for each client, so the player side is always the side closest to the player. A player must commit their turn for the next round to start. ServerGUI allows the user to set the desired address and port to run the server on. ClientGUI creates a window prompting the user to enter an address and port number along with a username. Once two players have connected to the server, they can select each other from the list of displayed online players. A bug currently exists requiring the users to hit the start new game button when first joining a game in order to populate the board with pieces.