

# Specification player

OGO 2.2 Groep 2

March 20, 2009

A playermodule handles the communication from a (human) player of the game to the controller- module and boardmodules. The playermodule is instantiated in a pascal unit named “player”, which is part of the client program. When the game is being played, two such units are at work, one for each client.

A playermodule has no functionality not specified in this document.

Each “player” unit has the following variables:

Status: a Boolean, initiated as FALSE.

Team: a Char, initiated as N.

Each “player” unit has the following public procedures:

## **0.1 procedures**

### **0.1.1 Click**

Arguments: Integers A, B, C, and D.

Returns: a Boolean.

This procedure returns Status as it is at its start. It uses StrToInt to turn A, B, C, and D into strings E, F, G, and H, respectively, and sends the string Team + “BM” + “ ” + E + “ ” + F + “ ” + G + “ ” + H over its socket connection, but only if Status = TRUE. Postcondition for this procedure is that Status = FALSE.

### **0.1.2 Connect**

Arguments: None.

Returns: a Boolean.

this procedure sends the string “PCJ” over its socket connection. Then this procedure has the unit start listening at the connection.

### **0.1.3 Init**

Arguments: An IP-Address I, and a Port Number P, and a Port Number Q.

Returns: a Boolean B.

This procedure creates and initialises a socket with port number Q, then tries to initiate a socket connection to the port with IP-Address I and Port Number P, returning TRUE for success, FALSE for Failure.

### **0.1.4 Refresh**

Arguments: None.

Returns: Nothing.

This procedure sends the string Team + “BR” over its socket connection.

### **0.1.5 Stop**

No arguments.

Does not return.

This procedure disconnects the socket, then calls viewer.finish, without arguments.

## **0.2 socketinput**

If and when the “player” unit gets input from the socket, it does the following:

### **0.2.1 Team**

If the socketinput is “CPT ” + A, where A is a Char, then Team becomes A. Note the space at the fourth place in the input string.

### **0.2.2 Status**

If the socketinput is “B” + A + “N”, Where A is Team, then Status becomes TRUE.

### **0.2.3 Stop**

If the socketinput is “B” + A + “S”, Where A is Team, then procedure Stop is started.

Other socket input is not accepted.