Which line of code will you need to add to each source file to put each class in the right package?

I will need to write on line 1.

import mygame.shared.\*;

import mygame.client.\*;

import mygame.server.\*;

To adhere to the directory structure, you will need to create some subdirectories in the development directory and put source files in the correct subdirectories. What subdirectories must you create? Which subdirectory does each source file go in?

I must create subdirectories of mygame, server, shared and client. The Server class goes in subdirectory of mygame.server. The Utilities class goes in subdirectory of mygame.shared. The Client class goes in subdirectory of mygame.client.

Do you think you'll need to make any other changes to the source files to make them compile correctly? If so, what?

I should write these:

package mygame.shared;

package mygame.client;

package mygame.server;