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Tic Tac Toe - Client Server game in Java

Method to run the program:

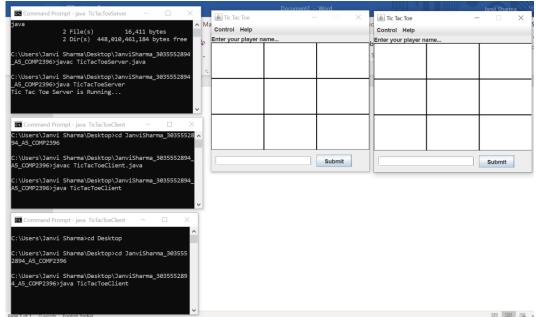
- (1) Open file to find two classes:
 - a. TicTacToeClient
 - b. TicTacToeServer

```
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(2) Compile and run the server class i.e. TicTacToeServer first on the terminal

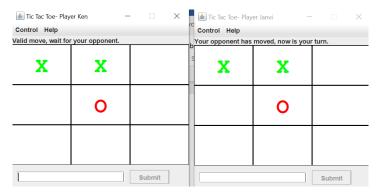
C:\Users\Janvi Sharma\Desktop\JanviSharma_3035552894_A5_COMP2396>javac TicTacToeServer.java
C:\Users\Janvi Sharma\Desktop\JanviSharma_3035552894_A5_COMP2396>java TicTacToeServer
Tic Tac Toe Server is Running...

(3) Compile and run the client class on two different terminals.



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(4) Two frames containing the playing grid will pop up. Submit your name to start the program.



(5) The terminal running the server class (TicTacToeServer) will show the following output when run:

```
C:\Users\Janvi Sharma\Desktop\JanviSharma_3035552894_A5_COMP2396>java TicTacToeServer
Tic Tac Toe Server is Running...
Start button clicked!
Times: 1
Start button clicked!
Times: 2
```

(6) The terminal running the client side (TicTacToeClient) will show something like this:

```
C:\Users\Janvi Sharma\Desktop\JanviSharma_3035552894_A5_COMP2396>java TicTacToeClient
WELCOME O
Mouse count: 1
Mouse count: 2
Mouse count: 3

C:\Users\Janvi Sharma\Desktop\JanviSharma_3035552894_A5_COMP2396>

C:\Users\Janvi Sharma\Desktop\JanviSharma_3035552894_A5_COMP2396>

C:\Users\Janvi Sharma\Desktop\JanviSharma_3035552894_A5_COMP2396>java TicTacToeClient
WELCOME X
Mouse count: 1
Mouse count: 2
Mouse count: 3

C:\Users\Janvi Sharma\Desktop\JanviSharma_3035552894_A5_COMP2396>
```