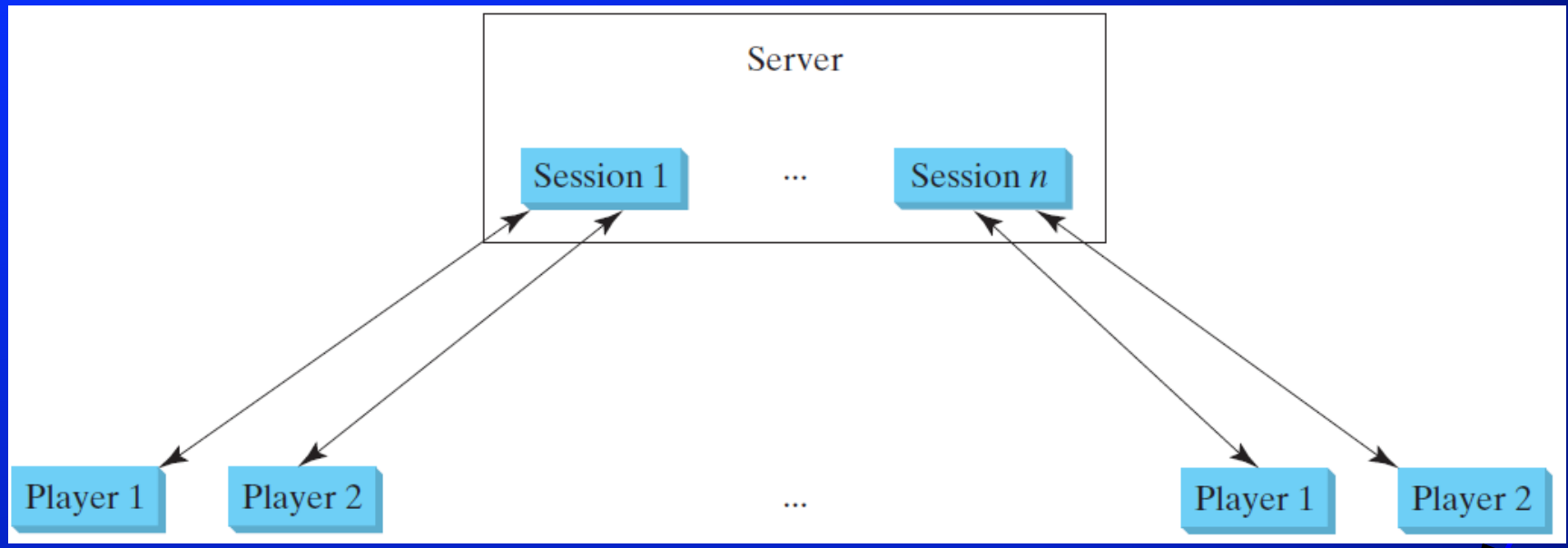
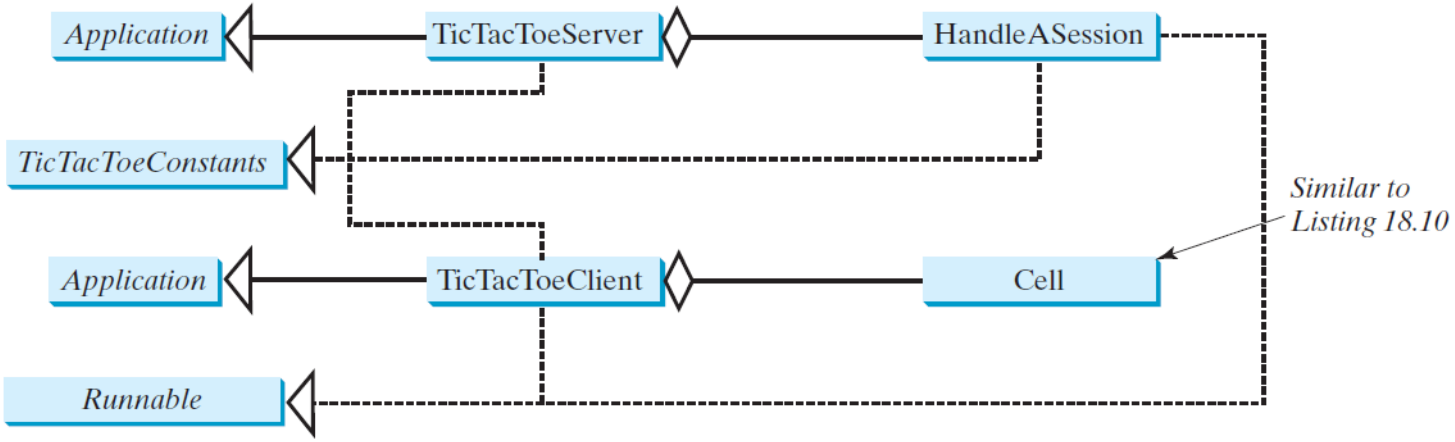
Case Study: Distributed TicTacToe Games



Distributed TicTacToe, cont.



TicTacToeServer

```
start(primaryStage: Stage):
  void
```

«interface»
TicTacToeConstants

```
+PLAYER1 = 1: int
+PLAYER2 = 2: int
+PLAYER1_WON = 1: int
+PLAYER2_WON = 2: int
+DRAW = 3: int
+CONTINUE = 4: int
```

HandleASession

```
-player1: Socket
-player2: Socket
-cell: char[][]
-continueToPlay: boolean
```

```
+run(): void
-isWon(): boolean
-isFull(): boolean
-sendMove(out:
  DataOutputStream, row: int,
  column: int): void
```

TicTacToeClient

```
-myTurn: boolean
-myToken: char
-otherToken: char
-cell: Cell[][]
-continueToPlay: boolean
-rowSelected: int
-columnSelected: int
-fromServer: DataInputStream
-toServer: DataOutputStream
-waiting: boolean
```

```
+run(): void
-connectToServer(): void
-receiveMove(): void
-sendMove(): void
-receiveInfoFromServer(): void
-waitForPlayerAction(): void
```

Distributed TicTacToe Game