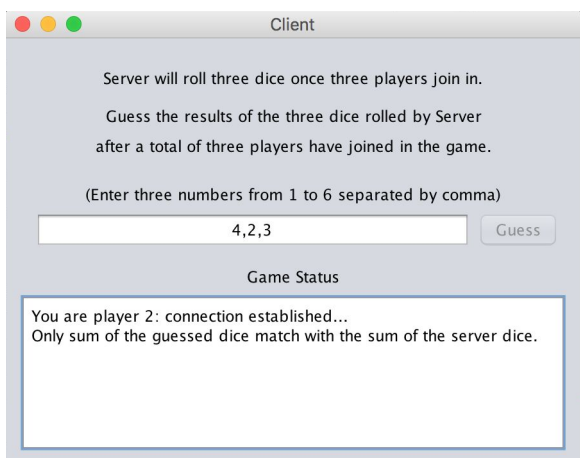
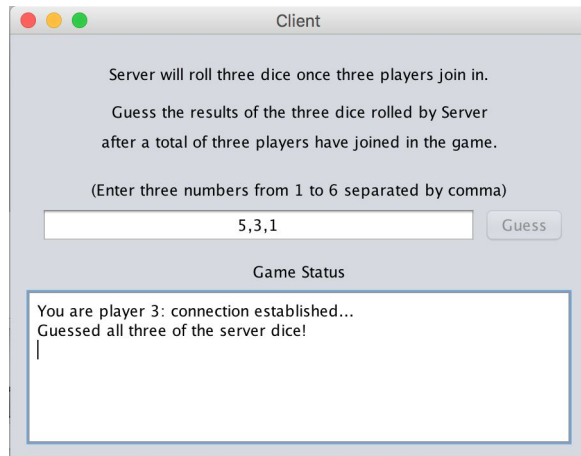
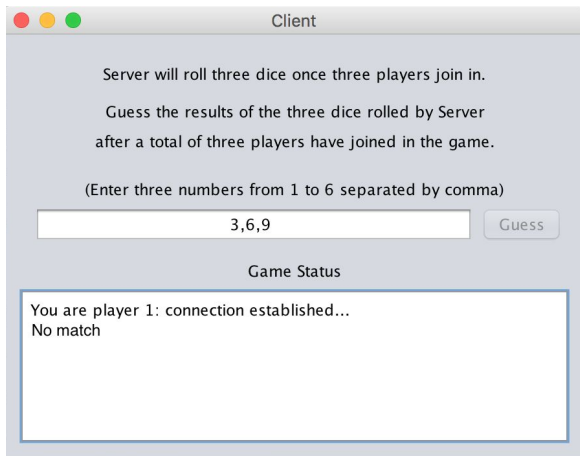


Project Description

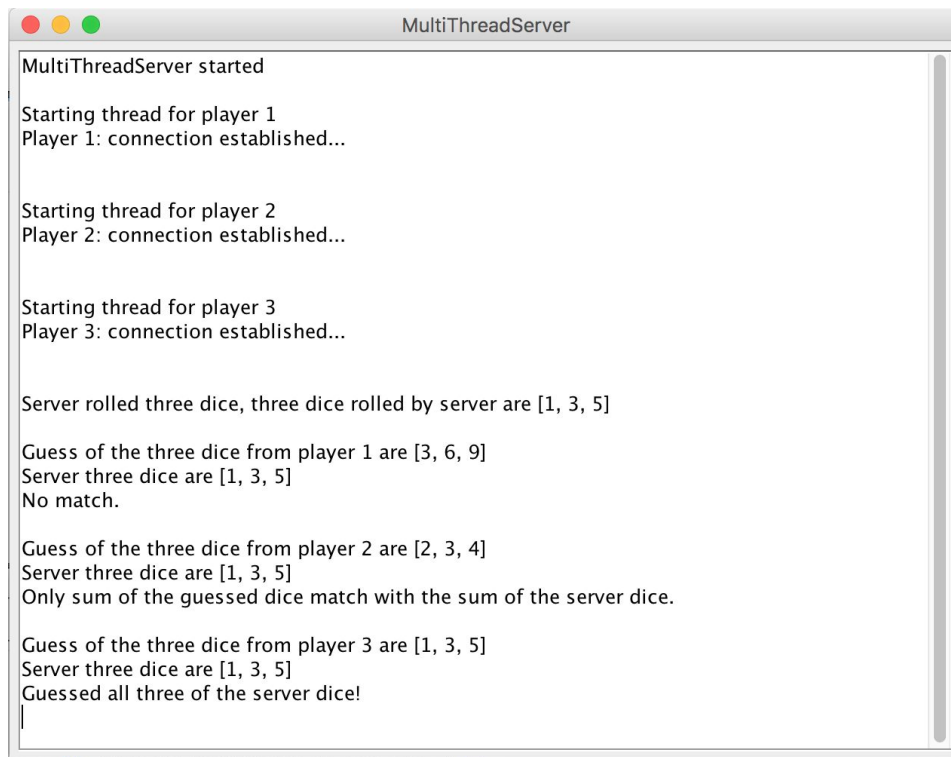
This is a network game where a maximum of three players on the client socket side are allowed to connect to the server socket to play the dice game. Once three players have connected to the server, the server will roll three dice (three randomly generated numbers).



Then each player will need to guess the three numbers rolled by the server by inputting three numbers as their guesses onto the input box in the GUI window at the client side.



Their guess will be pass to the server and the server will compare their guess results with the numbers it has rolled, then the server will pass back the comparison result to each player through the network.



In addition, the server will save the game result of each game onto the Players data table in the Players database stored on MYSQL database server through the use of JDBC (Java Database Connectivity).

Player	Dice1	Dice2	Dice3
Server	1	3	3
Client1	1	2	4
Client2	3	5	6
Client3	1	3	3
Server	2	4	6
Client1	3	5	8
Client2	2	4	6
Client3	3	4	5
Server	1	3	5
Client1	3	6	9
Client2	2	3	4
Client3	1	3	5