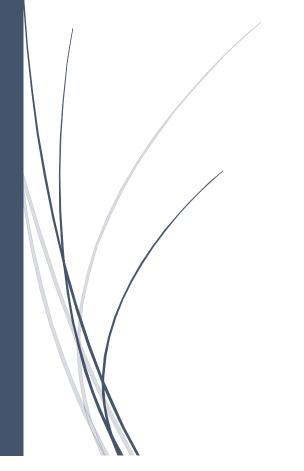# Advanced Program Structures Project

Pentago game

Kobra Rahimi

Email: ite102770@fh-wedel.de

Field: Master of IT Engineering

Supervisor: Nils R. H. van Kan

Table of Contents

1. GENERAL INFORMATION

1.1 System Overview

An intelligent aid for impaired individuals:

- A software system based on the Windows 7 Smartphone Platform.

- Project name or title: City Domino

1.2 Project Reference

https://docs.oracle.com/javafx/2/drag_drop/jfxpub-drag_drop.htm

1.3 Acronyms and Abbreviations

Provide a list of the acronyms and abbreviations used in this document and the meaning of each.

App: Application

MS: Microsoft

GUI: Graghic User Interface

Wiki: Wikipedia

RAM: Random Access Memory

2. User manual

2.1 Requirements

2.1.1 Java 8 System Requirements

Here is list of installing java 8 for this game according to javaDocs.

2.1.1.1 „Windows

- Windows 10 (8u51 and above)
- Windows 8.x (Desktop)
- Windows 7 SP1
- Windows Vista SP2
- Windows Server 2008 R2 SP1 (64-bit)
- Windows Server 2012 and 2012 R2 (64-bit)
- RAM: 128 MB
- Disk space: 124 MB for JRE; 2 MB for Java Update
- Processor: Minimum Pentium 2 266 MHz processor
- Browsers: Internet Explorer 9 and above, Firefox

2.1.1.2 Mac OS X

- Intel-based Mac running Mac OS X 10.8.3+, 10.9+
- Administrator privileges for installation

- 64-bit browser

A 64-bit browser (Safari, for example) is required to run Oracle Java on Mac.

2.1.1.3 *Linux*

- Oracle Linux 5.5+[1]
- Oracle Linux 6.x (32-bit), 6.x (64-bit)[2]
- Oracle Linux 7.x (64-bit)[2] (8u20 and above)
- Red Hat Enterprise Linux 5.5+[1], 6.x (32-bit), 6.x (64-bit)[2]
- Red Hat Enterprise Linux 7.x (64-bit)[2] (8u20 and above)
- Suse Linux Enterprise Server 10 SP2+, 11.x
- Suse Linux Enterprise Server 12.x (64-bit)[2] (8u31 and above)
- Ubuntu Linux 12.04 LTS, 13.x
- Ubuntu Linux 14.x (8u25 and above)
- Ubuntu Linux 15.04 (8u45 and above)
- Ubuntu Linux 15.10 (8u65 and above)
- Browsers: Firefox"

2.2 Program installation/start

For playing this game the only thing that user need is jar file and java 8 .

2.3 Operating instructions.

2.3.1   Process of game

2.3.2 Rules of the game

2.3.3 End of game

3. Developer Manual

3.1 Development configuration

Much like the hardware used for game development, the software used can vary based on your requirements.

Some softwares which can have use in game development can include:

- A suitable IDE for developing the game, NetBeans 8.2 is one the flexible and very suitable software that I had used to develop my program

- A Java programming platform, Oracle's DK Java SE 8u181 is required for creating Java applications, including all Android apps.

- SVN- Client is another software which is necessary for push your project into repository. Simplify installation, automate upgrades, and manage code, instances, and users in a centralized, simple way by using this software.

- Scene-Builder: It is important to visual editing of FXML files and enabling the easy creation of JavaFXML applications.

- UMLdiagram: I used this plugin to organize and design my organization plan of my project.

4. Program organization plan

5. Description of basic classes

6. Program testing