

## Assignment 9 Write-up

### Class Relations:

The program has four classes:

- 1) PlayYahtzee.java: This is the main class of the program. It handles the socket connection to the server, the request/response cycle using game protocol, etc.
- 2) Frame.java: this is the data structure class for a frame in the game protocol. It contains information about tag and payload parts of the frame.
- 3) ServerMessageParser.java: parse the raw response from server, and perform actions accordingly, including printing score
- 4) ClientMessageParser.java: parse the input from user, check if the input is valid or not,

### Exceptions Handling:

UnknownHostException and IOException will be thrown during the request/response cycle

UML:

