1. **Registration**
   - **Server Registration**: Run the server program

   Type: java -cp HomeWork1.jar Server

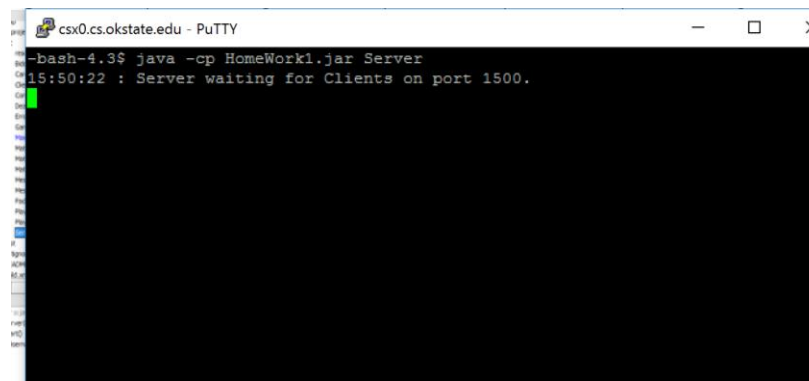**Figure 1 : start the server program**

Figure 2 : After starting the server

Server is looking for the request from port no 1500.

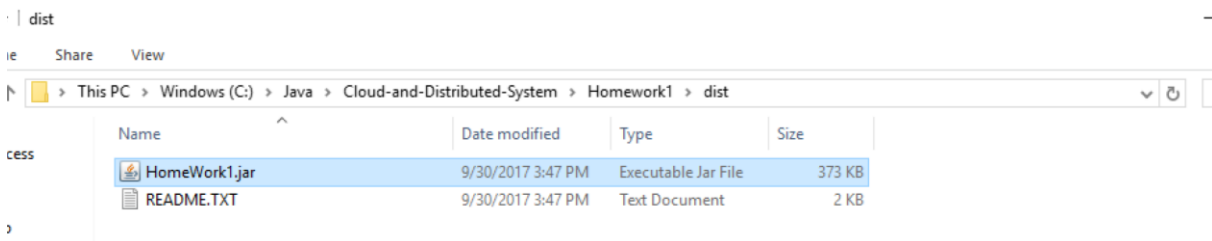   - **Client Registration**: To run the client double click the jar file.
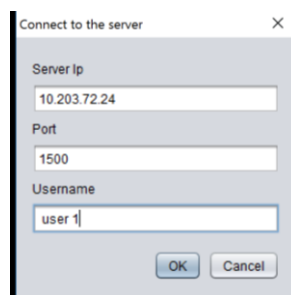

Figure 3 : Double click the jar file

Figure 4 : Popup window will appear to enter server, port and username details.
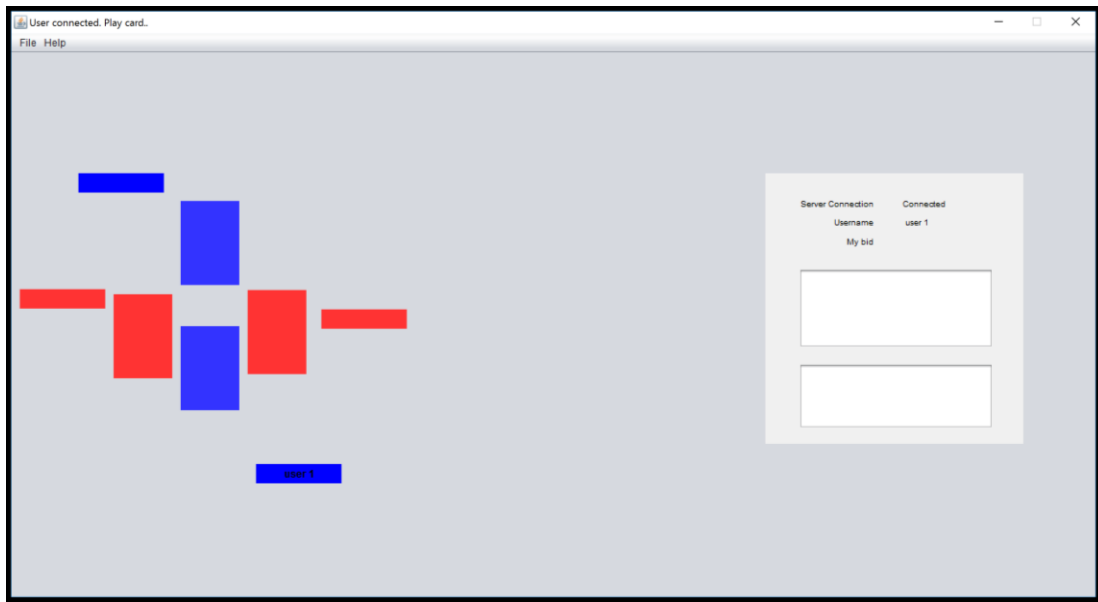
Figure 5 : After successfully connect with the server the window appears as above window.
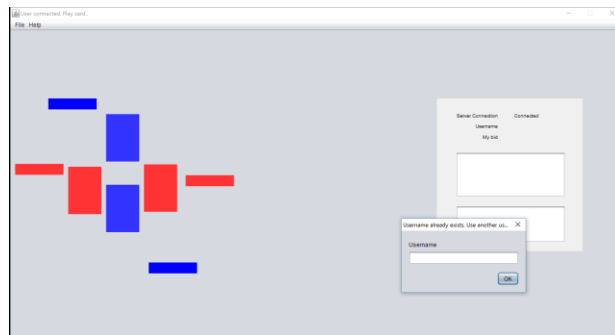

Figure 6 : If some user try to connect with existing user name, the client connects with the server but another popup will appear to enter the username again.

2. Bidding

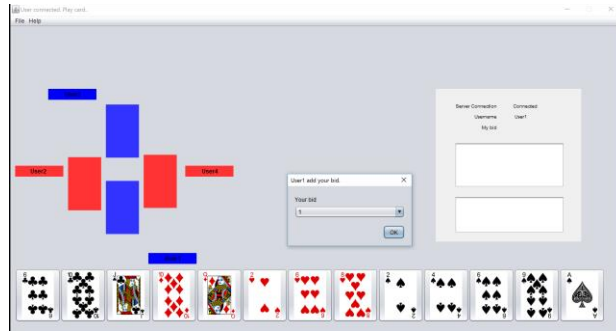After 4 users connect with the server it displays as in the following image.

**Figure 6 : All 4 players deal their cards in sorted order
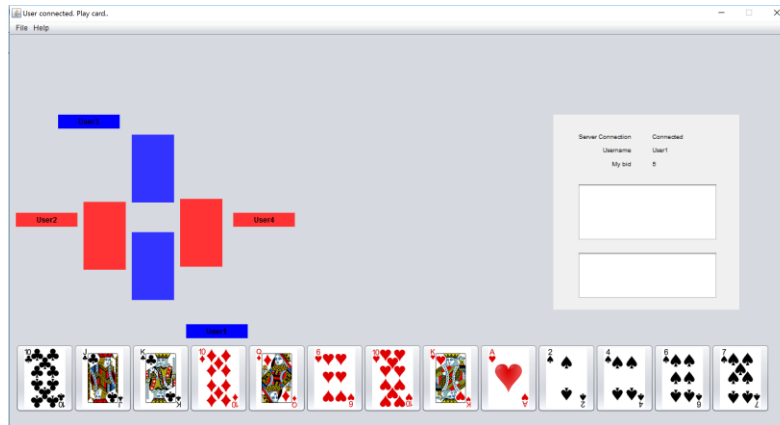and player 1's window appears a pop request to add bid value (range 1-13).**

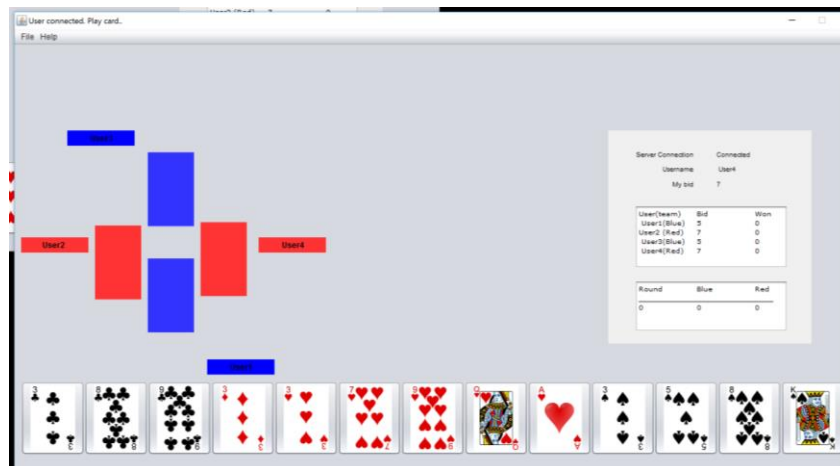**Figure 7 : After user placed his bid, it appears as the above.**

**Figure 8 : After all 4 players add their dib values the bid details appeared in the window.
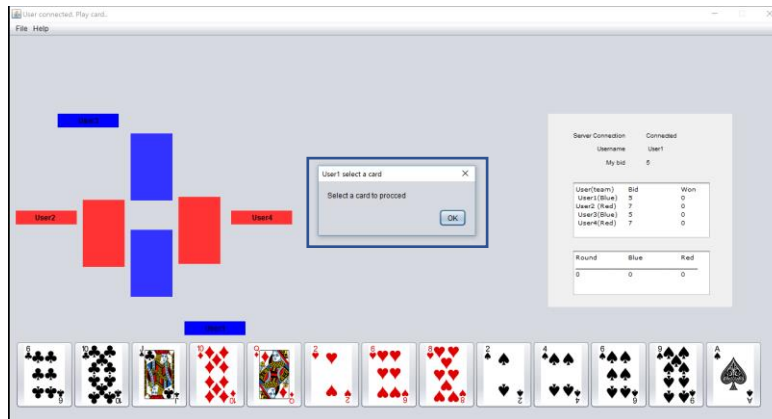(highlighted in blue color box).**

3. Play

Figure 9 : After all 4 players add their dib the player 1 gets the chance to draw his card. (When each user needs to deal a card the request appear)
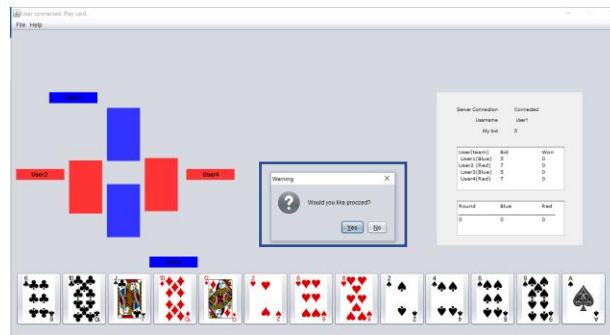

Figure 10 : After selecting a specific card the popup message appears to confirm the selected card.
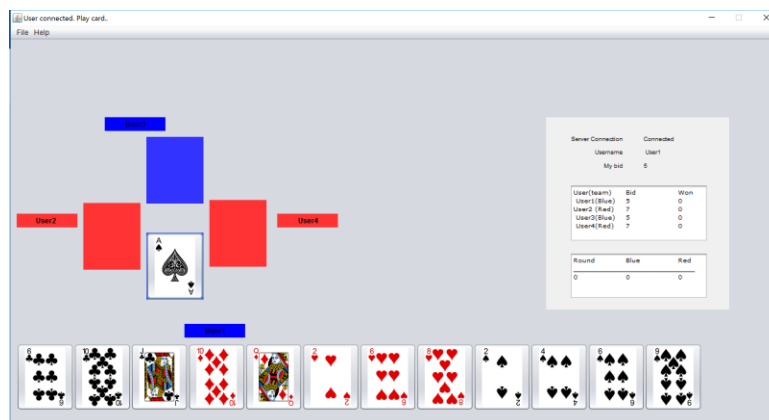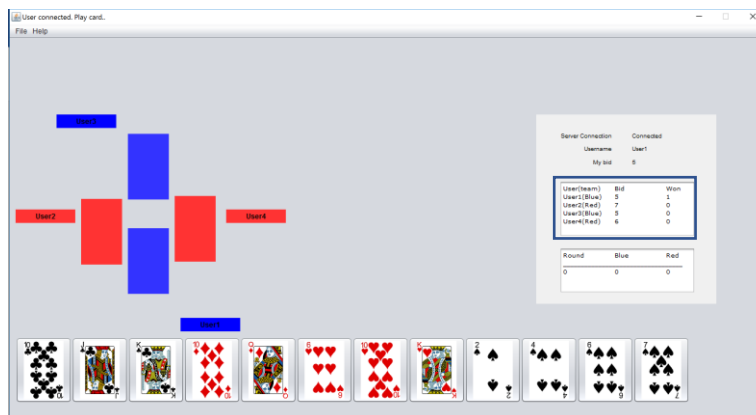

Figure 11: After confirming the draw card appears in the user's block.

Figure 12: If some user selected a wrong card the message appears as above.

Figure 13: After 4 players draw their cards, the player who won the trick indicates as above popup message.

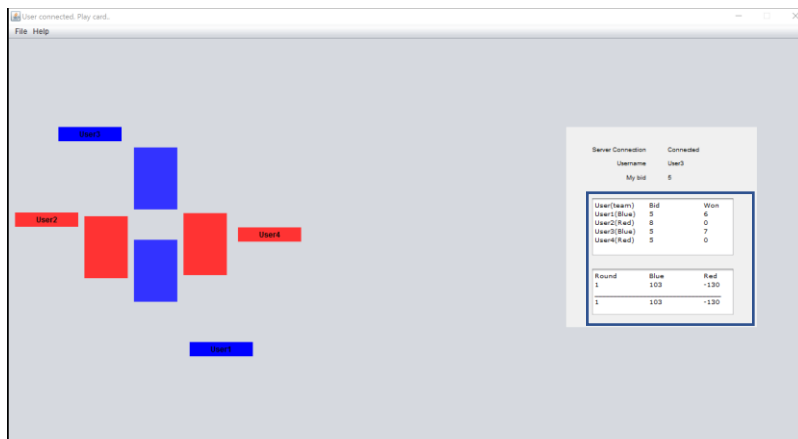**Figure 14: Then the current won trick and bid trick count is display.**
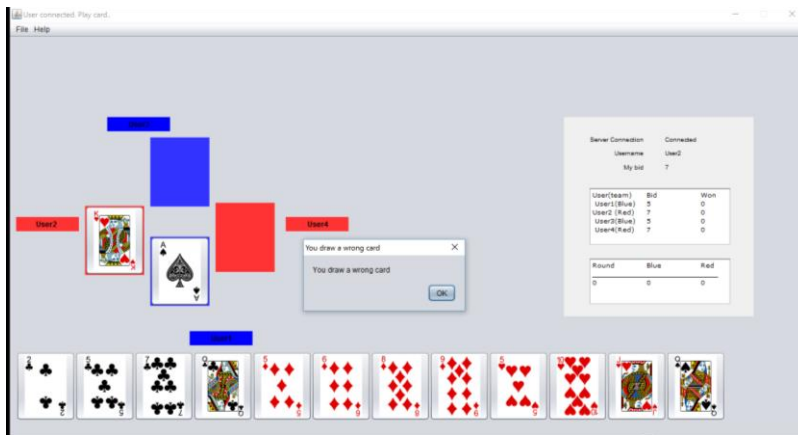
Figure 15: After completing a one round all the tricks won stat and the match stat is displayed as above
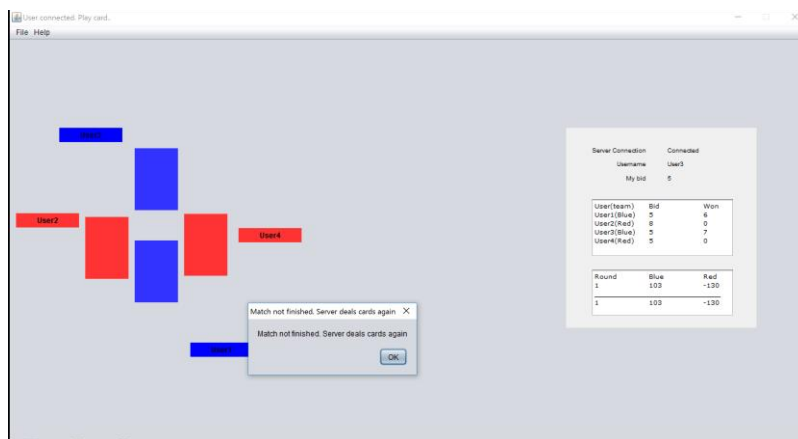

Figure 16: After completing a one round if the match still not finished the popup message appear as above.

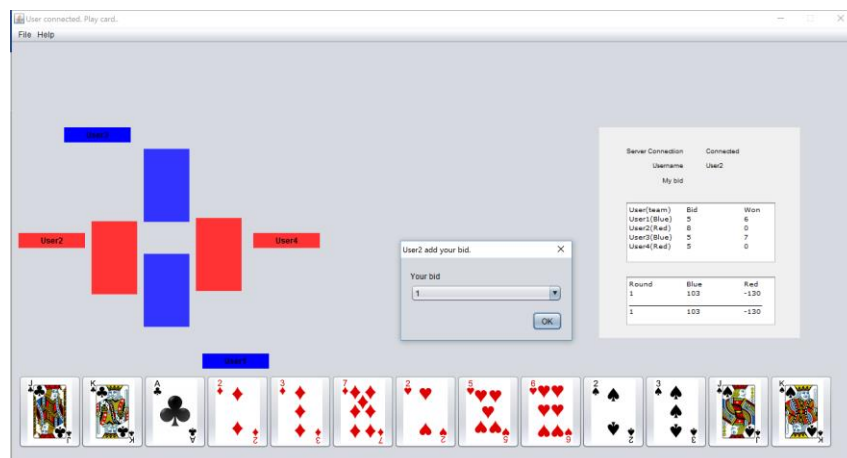Then cards deal again for players. And player 2 needs to start the bidding and start the game.

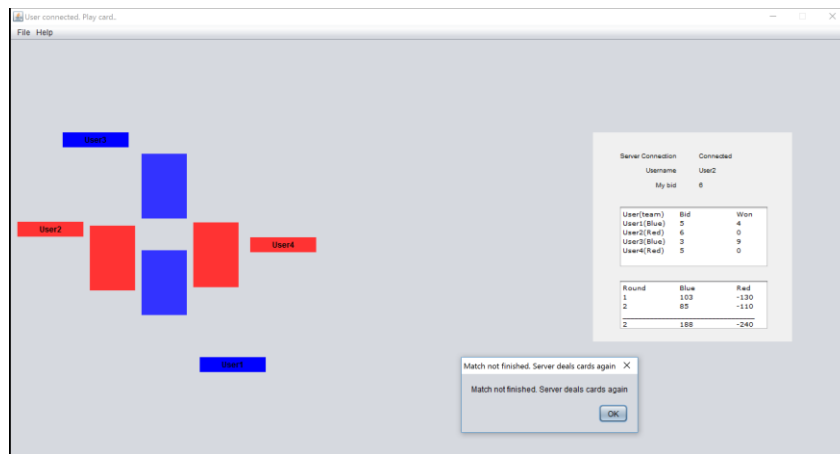
Figure 17: Player 2 start bidding appears in above screen.

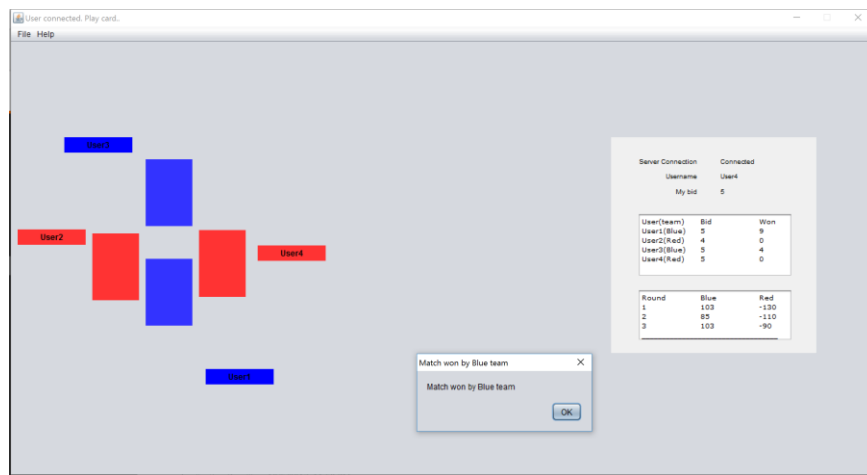**Figure 18: After finishing 2 round still the match is not won any team.**

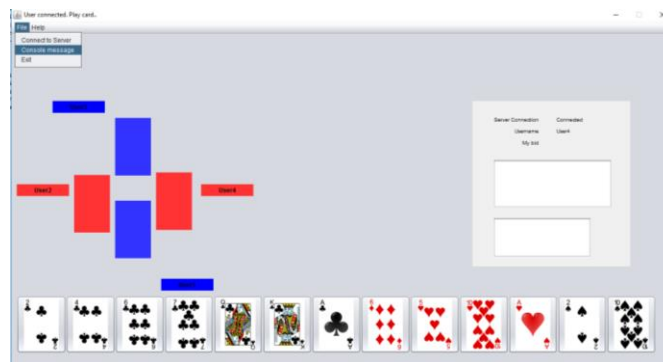**Figure 19: After won the game (here blue team won)**

4. Console message

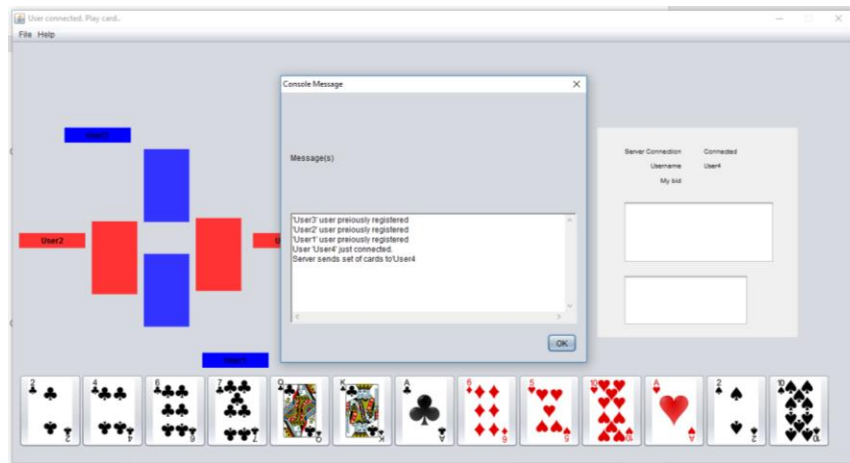**Figure 20 : Clicking the menu item user can see the server console message**

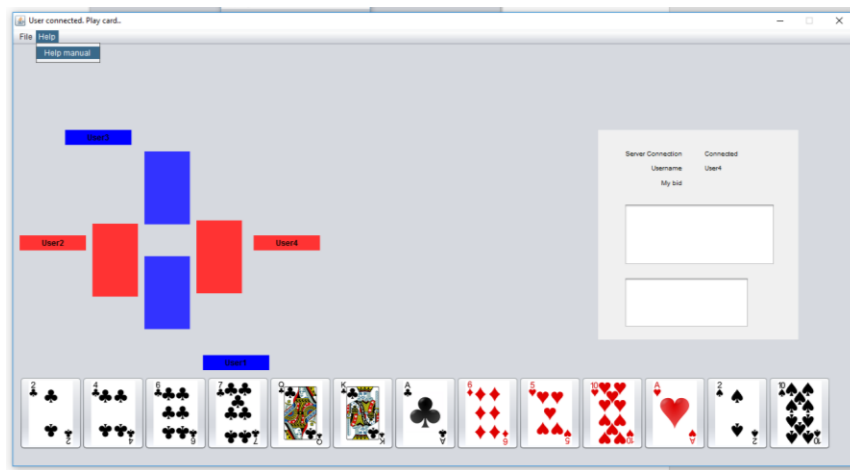**Figure 21: How user see the console messages**

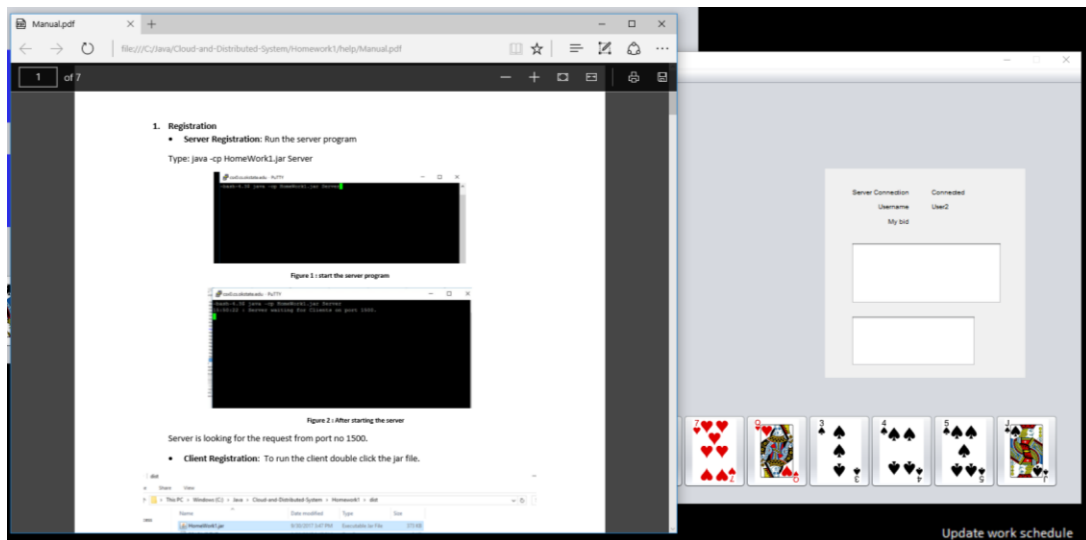# 5. Help manual

Figure 22 : Clicking the menu navigate to see the help manual

Figure 23: How user see the help manual