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How to Use:

The server and both clients can be made altogether while in the main project directory by typing 'make'.

Entering 'make clean' with clear all java .class files

Server: The server can be created while in the main Project directoy by typing 'make cserver'. It can also be made by navigating to the server directory and typing 'make'. Typing make clean while in the server directory will clean the server directory. From inside the server directory the server can be ran by typing ./cserver.

An IP and port will be outputted for use by the contestmeister clients. Do not connect with contestant clients through this port.

Notice: The questions are stored the server/questions subdirectory. Deleting a generated question#.txt will effectively delete that question from the question bank. Deleting the questionlist.txt will effectively delete all of the questions (doesn't matter if the contest file still exists.

Notice: The contests are stored the server/contests subdirectory. Deleting a generated contest#.txt will effectively delete that contest from the contest bank. Deleting the contestlist.txt will effectively delete all of the contests (doesn't matter if the contest file still exists).

Contestmeister client: The conteistmeister client can be created while in the main Project directoy by typing 'make contestmeister'. It can also be made by navigating to the contestmeister directory and typing 'make'. Typing make clean while in the contestmeister directory will clean the contestmeister directory. From inside the constestmeister directory the server can be ran by typing './contestmeister hostname port [optional textfile]'

The text file can contain any command if they are correctly formatted as per the help (h) command. See h for details on all commands.

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Contestant client: The contestant client can be created from the project directory by typing 'make contestant'. It can also be created by entering the contestant directory and typing 'make'. Typing make clean while in the contestant directory will clean the contestant directory. From inside the contestant directory the server can be ran by typing './contestant hostname port'

The port is acquired from the contestmeister. The user will be prompted to enter a nickname and answer questions.