OO - Assignment 5   Worth 8%, due, as per LEA

Overview

I have written a fully functional 2-person guessing game using server sockets (code included)

- The connection code and GUI is already separate from the game code

  - However, the game logic, associated data transfer & GUI for the game are all in the same file. No MVC

  - This code needs to be refactored so that it follows good OO and MVC design.

Getting the Game Up and Running

1) Get the server running... from the command prompt:
   perl BroadcastServer.pl 8080 optional
                            ⟶ port #, defaults to 8080

2) Run two versions of xcode program
   a) Select a simulator, click build
   b) Select a different simulator, click build
   ⟹ Two simulators should now be running, click the "Guessing Game" app if the app is not currently running on that simulator

3) Connect to the server, choosing the correct port #.
   PS: it is easier to follow if you use different names on each phone.

Your task

You do NOT need to modify any file except for
Game View Controller. swift

Todo: Refactor GameViewController.swift so that it
follows proper MVC and OO design.

When done, you should have the following files:

gameViewController.swift
- contains code that sets up the GUI,
- is a GameServerViewDelegate
- sets up the "gameServerController"
- does not interact with the game logic
  or the server

guessingGame.swift
- is the game logic only.
- does NOT communicate with the server at all

gameServerController.swift
- the boss!
- calls fns in guessingGame.swift as necessary
- interacts with the server (sending and
  receiving data)
- calls the gameServerViewDelegate functions
  as necessary to update the GUI

gameServerViewDelegate
- defines the protocol

userReceivedData
- a simple class, which parses the userData
sent be the server, and returns an object.
✳ see MakeConnection / ClientReceivedData.swift
for ideas

HINTS
- Keep 1 simulator running the original code, because
you know it works
- Take the time to understand what my code is doing
(debug + breakpoints) before starting to refactor
- All data sent & received is printed to the
debug console
SOMETIMES, IT MIGHT LOOK LIKE ITS CRASHING
(RARE)... EITHER RESTART, OR WAIT FOR IT TO
TIMEOUT, IT WILL RECOVER AFTER A TIMEOUT

RUBRIC
- If you made changes and it still works 40%
- Proper coding and comments 60%