Psudocode

UserIDClient.java

EasyGroup

**START**

Display primary stage scene(1) with

THE TOP RIGHT

create HBox “paneChangeIp” inserted with

Hyperlink “Change Server IP Address” when it is fired, call the method changeServerIpPopUp() to popup which allow user to change server IP address

THE TOP CENTER

create VBox “paneTop” with

Setting the Vbox’s alignment position center and padding with Insets(50,70,15,70)

Insert Logo image

THE CENTER VBox

“vbox\_login” with set space(5) with

Insert label username, text field for filling a username, label password, password field for filling a password

Listen for an initial action on the text field tf\_username when it has an action, call the method processLogin()

Listen for an initial action on the password field pf\_password when it has an action, call the method processLogin()

create HBox “bthPane” inserted with

Create LOGIN button

Listen for an initial action on the the LOGIN button whenever it is fired, call the method processLogin()

Insert LOGIN button

Create HBox “forgetPasswordPane” inserted with

Create Hyperlink “Forget Password” when it is fired, such as a click, call the method forgetPasswordPopUp () to popup

Create VBox “paneStatus” inserted with

label to show the status

THE BOTTOM

VBox paneBottom inserted with

Label “Don't have an account? Join us free!!”

Insert SIGN UP BUTTOM

Listen for an initial action on the the SIGN UP button whenever it is fired, call the method signUpPopUp ()

Label "Developed by EASY GROUP" to display credit

Connection with server

Create a socket to connect to the server

Create an input stream to receive data from the client

Create an output stream to send data to the server

**END**

signUpPopUp() Method

Display stage create VBox “vbox\_signup” inserted with

Buttom SIGN UP

Label “Your email (e.g. [admin@test.com)](mailto:admin@test.com)):”

Text field for input email

Label “New Username\n(8 - 20 characters, Only Letters/Numbers):”

Text field for input username

Label “New Password\n(8 - 20 characters, Only Letters/Numbers):”

Password field for input password

Label “Re-Enter Password:”

Password field for input re-enter password

Label for warning the error input

Listen for an initial action on the the SIGN UP button whenever it is fired, call the event method SignupListener ()

SignupListener() Method implements with EventHandler on an action event

IF the email, username, password and re-enter password is not empty and password and re-enter password are match the same

Create UserID with email, username and password

IF email, username and password are validate

Sent the userID to server to create new user

Receive response from sever

IF the response is true

Set text in label warning massage is “Signed up successfully”

ELSE

Set text in label warning massage is “Failed to Sign up”

ELSE

Set text in label warning massage is error massage from UserID’s method errorMessage()

ELSE

IF the email, username, password and re-enter password is empty

Set text in label warning massage is “Please fill ….”

processLogin() Method

get username and password form text field username and password field

TRY

Sent integer 0 functioning Login to server

Sent username and password to server

IF the client receive TRUE

Create UserID with an object that it was send from the server

Create ArrayList with UserID “rankingList” with an object that it was send from the server

DefaultPane “defaultPane” (user, FXCollections.observableList(rankingList),

toServer, toServerObj, fromServer, fromServerObj, host, PORT\_GAME, stage, scene1)

Start SCENE2

ELSE

Set text label “status” is “Incorrect Username or Password”

CATCH

Set text label “status” is “Unable to connect to the database server”