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prt28
Assignment 3
Submission Date - 11/10/17
Due Date - 11/10/17
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Source Code File Names

Files - adminList.txt, players.txt, playerTest.txt, words.txt
Main Programs - Assign3.java, Assign3Admin.java
Classes - Guess.java, Player.java, PlayerList.java, Scramble2.java,
Test Classes - NewScrambleTest.java, PlayerListTest.java
Compiles with no errors, Runs with no errors.

Note During Testing

my PlayerListTest class uses playersTest.txt instead of players.txt because I'm using players.txt to show how the rest of the program works and I don't want it to override the work I did on the bonus. In my assignment 3 main class, I also save the users passwords when new users are created so if you ran my PlayerListTest first and then my main, you would have errors because users/passwords will be different because I have initialized passwords for the first 5 users. They are: Inigo pass1, Roberts pass2, Vizzini: pass3, Buttercup: pass4, Humperdinck: pass5.

Additionally - you might notice that my playersTest.txt file has the usernames lowercase... this is to handle something for the bonus (essentially, getting the new usernames to update in the admin program works great but had to update the adminList and the player data and the only quick fix given the time restraint was to make things lowercase to prevent matching of usernames to passwords and override issues). I also had to update the entries of submissions of the PlayerListTest.java file (only minor changes - had to make sure the method checks got lower case). I know this was kind of a hack solution, but the main program works and right before I submitted I ran through the test cases one more time and it was wrong so I had to fix it. Again, this was all based on work done for the bonus.

BONUS WORK

Passwords/Logins

I have a adminList.txt file which stores all the usernames and their passwords. This allows users to sign into their accounts. They have 2 submissions before the system determines someone is trying to brute force attack the password and exits for security purposes.

Admin Program

Assign3Admin.java has to be called from command line separate from the Assign3.java. You can update a users name, change their wins, loses (which also updates rounds to be correct math) or create a new user (you choose their name and set a password)