

Directions to Start the Game

1. Open Server.java and go to the method “public static void appendToFile(String fileName, String str)”. Here, go to the file location of the text file and change the address of the text file as per your location of the same in the system.
2. Compile the server side program using “javac Server.java” in the terminal of your system.
3. Compile the client side program using “javac Client.java” in the command window.
4. Open two more terminals in the window to start the Client GUI.
5. Run “java Server” in the first window.
6. Run “java Client” in the next two windows.
7. Enter your name and your opponent’s name and click on ‘Click to Start Server Connection’ to begin the game.
8. Click on ‘Quit’ button on the server side to exit from the game.
9. Click on the ‘GamePlay’ button on the server side to see the records of previous duels.