

Assignment 9 writeup

We have created class PlayYahtzee class. PlayYahtzee class has a constructor that takes two arguments - hostname and port number. Every time PlayYahtzee class is called, we create a client -Yahtzee Client that takes up hostname-localhost and port number, and creates a socket connection. And then runServer() method is called. And because of this method, stream connection is made between client and server. And until strings from socket is null, we will keep on taking response from client again and again and those responses will then passed to the server and server will keep on adding total points for players. And after we get null from server, we will check whether class server has send "Game Over signal to client" and we finish the process accordingly.

How testing is performed ?

In this assignment, we used mocking- specifically-Mockito framework.

We mocked server and checked execution for choose-dice, choose-score, print-frame and round-over as well. First we mock the client socket and server socket and connect them. To test whether client runs correctly, we override getLine() method to simulate user's input. After then, we override checkAndCloseSocket() to check whether the client's output is true and close the server.

How are we handling errors and exceptions ?

In this assignment, we dont have to worry about server side validation. But we have performed client side validation. And in this assignment user is the one from which we take entry thus, validation is important. So, while user enters dice point etc, we check if what user entered is a number between 1 and 5. If a user enters some negative integer , we print that this number is not right and we ask for input again. And the same is true for the case in which user enters some string or some special characters.

