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**Advanced Computer Programming**

**Project 4**

**User's Manual**

**Setup and Compilation**

1. Download and unzip the submission from eLearning
2. The submission includes:

* User Manual.doc
* P4.dia
* P4.java
* FXMLDocumentController.java
* FXMLDocument,fxml
* Server.java
* Client.java

1. Environment: This program was written in Java 11, on netbeans11

**Running the program.**

1. Run the Server file
2. Run the Client file
3. Type in your name and press ok
4. Click the board until you get tic tac toe.
5. Click the X, Window closes

**User input**: You will need to run the Server file before the next step. Next you will need to run the Client file. Type in your name and press ok. Play Tic Tac Toe until you are finished. Click on the close to exit. To start again, you will need to run the Client file again.

**Output:** When running the Server File, the output will tell the user that the server is running. When running the Client File, the client will ask for the name of the player. When the user inputs the name and press ok, a JFrame will start with the name at the top and a board of tic tac toe will appear. When the user gets tic tac toe, the game will lock and will prompt the winner of the game. Clicking on close will close the window.