**Technologies Used :**

|  |  |
| --- | --- |
| Backend Technologies | Java |
| UI Technologies | HTML5, Bootstrap, JQuery, Javascript, CSS |
| Frameworks | Spring MVC |
| Web server | Apache Tomcat |
| Database | Mongo DB |

**Database Creation**

1. Created new database called “game”
2. Created 2 collections - game and users and 1 counter - game counter used for game indexing
3. Game collection - used to store game details such as game name, no of cards being used, min users and max users can play.
4. Users collection - used to store player details such as player name, game name and points gained.

**Business Logic :**

For pocker game simulator, 4 screens. will be presented.

1. Sign up screen to register new game or to select registered games.
2. Games List with option to select number of players
3. Actual Game with selected player names
4. Summary screen showing winner and players history for that game.

***Application deployment process***

**Project configurations**

1. we have used various supporting spring jars to support the framework. All these jars kept at below path webcontent/WEB-INT/lib/
2. RIght click on project and select properties
3. Select Java Build path
4. Go to Libraries Tab
5. Click on “Add JARS” button to add supporting jar.
6. Repeat above step until all the supporting jars are added.

**Building the Application**

1. Click on “Project” Tab on Spring Tool Suite IDE
2. Select “Clean” from Project tab options
3. Select Poker and select “start build immediately”

**Deploying App on tomcat on local machine**

1. After build completion successfully, right click on project and select “Run As”.
2. Select “Run On Server”.
3. If tomcat not installed, click on radio button “manually define a server”.
4. Click on Apache from that drop down and select “Tomcat 8.0”
5. Click on “Next” button and provide the apache tomcat server path
6. Click on Next button
7. Poker will be seen under configured large text area.
8. Click on “Finish” button
9. This will deploy the application on local tomcat server.

**Mongo DB Installation**

1. Download Mongo db server from mongo db download center

2. Click on the exe to install the mongo db server

3. After server intallation, create mongo/data folder

4. Start the mongo server

“mongod.exe —dbpath <mongo/data folder path>

5. open another command prompt and run mongo client to interact with databases.

**Database interaction details with commands:**

>

>

> use game

switched to db game

>

>

>

>

> show collections

game

gamecounter

users

>

>

> db.gamecounter.find().pretty();

{ "\_id" : "gid", "seq" : 2 }

>

>

>

> db.gamecounter.insert({"\_id" : "gid", "seq" : 0 });

WriteResult({ "nInserted" : 1 })

> db.gamecounter.find().pretty();

{ "\_id" : "gid", "seq" : 0 }

>

>

> function getNextSequenceValue(seqName) { var ret = db.gamecounter.findAndModify({ query : {\_id : seqName}, update : {$inc :{seq : 1}}, new : true}); return ret.seq;}

>

>

> db.game.find().pretty()

{

"\_id" : ObjectId("59ec6751b22c509922753d05"),

"gid" : 1,

"gname" : "5 Cards",

"minUsers" : 2,

"maxUsers" : 5,

"noOfcards" : 5

}

{

"\_id" : ObjectId("59ec67c7b22c509922753d06"),

"gid" : 2,

"gname" : "7 Cards",

"minUsers" : 2,

"maxUsers" : 5,

"noOfcards" : 5

}

>

> db.users.find().pretty()

{

"\_id" : ObjectId("59ec695ab22c509922753d07"),

"uname" : "test",

"gpoints" : 10,

"gname" : “7 Cards"

}

{

"\_id" : ObjectId("59ed8f0a504825861f4ffc92"),

"uname" : "TEST1",

"gname" : "5 Cards",

"gpoints" : 140

}