Programming of Complex Software Systems - Contribution by Group Members

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1 Introduction

This is where shit goes down.

2 Contribution by Group Members

2.1 Mathias

Started off the project working together with Lars, with the focus of making the User Interface for the game in Windows Forms. This also included making the changeFunction() method and the winCondition() method, whereas both of these methods was revised by Peter at a later point.

Worked together with Anders Kobberø and Peter to make the Receive() method in the ClientSoftware class, where one Client should be able to receive some bytes from the other Client, and then store the bytes in a byte[] array, and afterwards do something with the received bytes.

Worked cooperatively with Anders Kobberø and Lars and writing the code which makes the Client connect to the Server, which is written in the `connectBtn_Click` method. Furthermore, for a client to connect to a server, it needs to have sockets as well, which this cooperation also involved around. The connectBtn_Click method is called whenever a user has typed in a correct IP address in the textIP textfield and then clicks the connect button. If the client manages to connect, a messageBox will pop up showing "Connected!", and if not a messageBox will show "Failed to connect".

Worked together with Anders Kobberø, Lars and Peter to define the client_Received method in the Server class, which makes the Server able to send data to its clients.

2.2 Anders Kobberø

Worked together with Peter and Mathias to make the Receive method in ClientSoftware with a focus on making use of the integer sent from the other client to update the program correctly.

Worked together with Mathias and Lars to write the code in ClientSoftware that made it able to connect with the server. This included declaring and initializing the socket and writing the method called connectBtn_Click which is called when a user has typed in an IP address and clicked the connect button in the interface.

Worked with Peter, Lars and Mathias on making the method client_Received in Server able to send data to the clients.

2.3 Tobias

In this project, I worked together with Anders Skipper and Lars on the Server part of the program, which includes both writing some of the code, and comments to explain it.
Worked on writing comments for all of the Listener Class in the Server.
Worked with Anders Skipper on the Listener Class, and made it able to listen for new connections to the server, and creating sockets for the new connections.
Worked with Anders Skipper to create a try catch block in the Listener Class, which handles all unespected exceptions in the program, and prints them in the console.

2.4 Lars

I worked together with Mathias to make the GUI and the Programming of the game functions in the ClientSoftware.

Worked with Mathias and Anders Kobberø to write the code in the ClientSoftware to make it able to connect to the server.

Worked with Peter, Anders Kobberø and Mathias on the method client_Received in the server so that the server could send date back to the clients.

Worked with Tobias and Anders Skipper to make the Server. I worked mainly on the GUI and the Client Class, but I also did some work here and there on the other Classes.

2.5 Anders Skipper

In this project I have worked with Tobias and Lars on the server, which includes writing code and comment. This was done with some inputs from Lars about Client Class and GUI.

Worked with Tobias to create the Listener Class which listens for clients trying to connect and creating sockets for these clients. This also includes a try catch block to handle exceptions, which print the exception in the console.

Worked on the Main Class in the server, which sets up a listener to listen for new client to connects. It also Initializes the Form which Lars and Mathias made. And handles information about the clients. Furthermore is contains the method client_Received which is mad by Anders Kobberø, Lars, Mathias and Peter. This Class makes the server send back data to the clients.

Worked on writing comments for the Main class in the server.
Wrote the documentation for the server, this includes Main, Client Class and Listener Class.

2.6 Peter

I started off working on the StatusSend(change : int) method and the ToSendOrNotToSend(change : int) method.
Later revised the winCondition() method, rewriting the algorithm to its current state. Rewrote the changeFunction() method slightly.
Worked together with Lars, Anders Kobberø and Mathias to write the client_Received method.