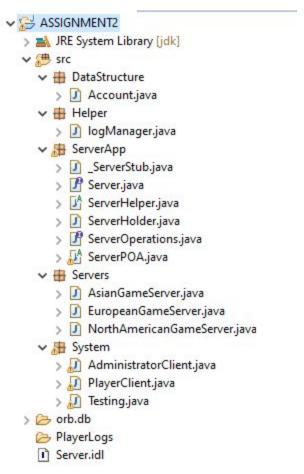
## 1.Description of the files in the Folder



**Server.idl:** It is a CORBA IDL interface file written in Interface Definition Language.

#### System Package contains the

- 1. AdminstratorClient console for the admins.
- 2. PlayerClient console for the players.
- 3. Testing console for testing the application.

#### **Servers Package contains the**

- 1. NorthAmericanGameServer deals with these132.xxx.xxx.xxx IP'S.
- 2. EuropeanameServer deals with these 93.xxx.xxx.xxx IP'S
- 3. AsianGameServer deals with these 182.xxx.xxx.xxx IP'S.

#### **Helper Package contains the**

logManager deals with the logging.

### **DataStructure Package contains the**

Account holds the blueprint of the structure.

#### ServerApp Package contains the

**ServerOperations.java:**It contains all the methods from the Server.idl file.

**Server.java:**It is a java interface file which extends ServerOperations.java and CORBA classes(org.omg.CORBA.Object, org.omg.CORBA.portable.IDLEntity)

**ServerHelper.java:**It contains a narrow method, which casts the CORBA object reference to the corresponding java type. So it can operate on using the syntax of the java object.

ServerHolder.java:It contains a reference to an object that implements the Server interface.

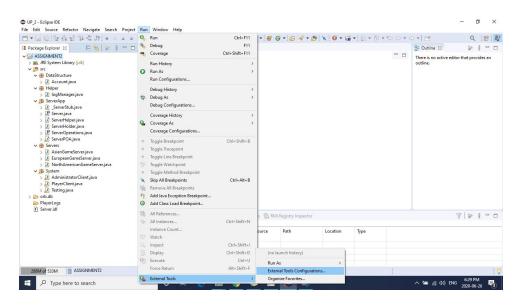
\_ServerStub.java:It is the stub file, the client-side proxy, which interfaces with the client object.It extends org.omg.CORBA.portable.ObjectImpl and implements the Server.java interface.

**ServerPOA.java:**It is a skeleton, the server-side proxy, combined with the portable object adapter.It extends org.omg.PortableServer.Servant, and implements the InvokeHandler interface and the HelloOperations interface.

## 2.Set up the project

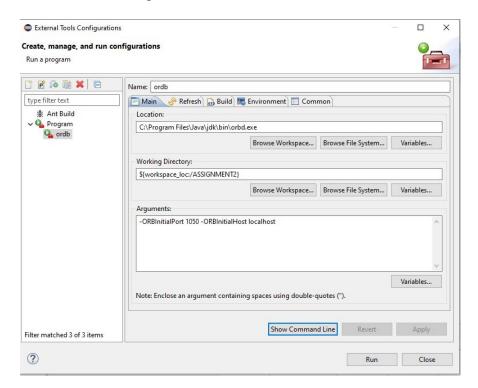
# Please follow below steps:

A.Click on the run tab, Hover External tools

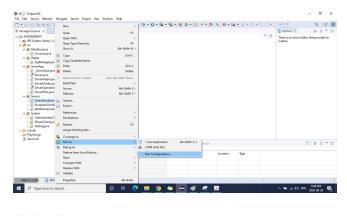


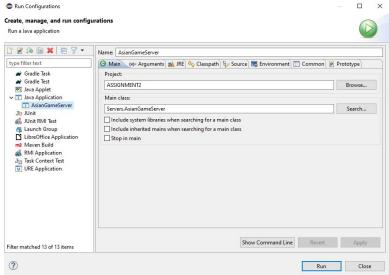
#### C.Select External tool configuration

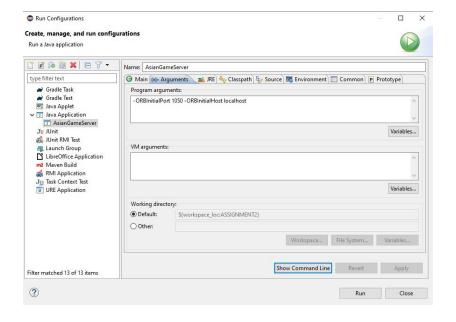
D.Create ordb configuration with the details as in the screenshot.



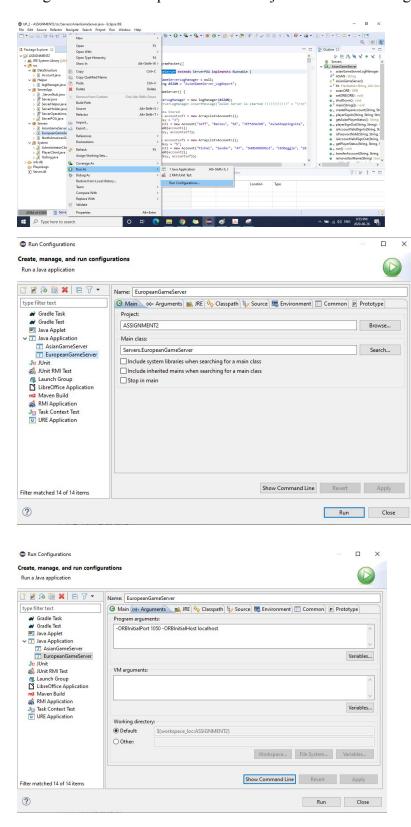
E.Right Click on AsianGameServer.java.Select run configuration and create as below.



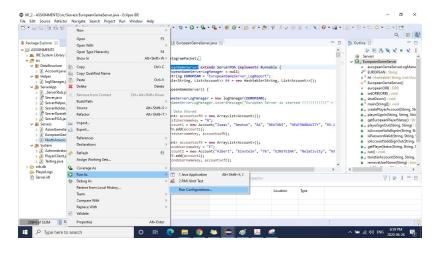


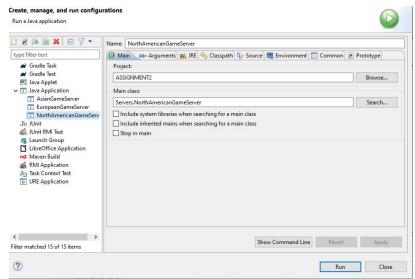


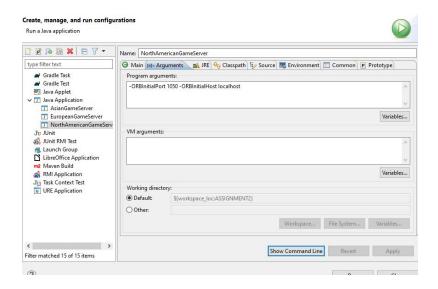
F.Right Click on EuropeanGameServer.java.Select run configuration and create as below.



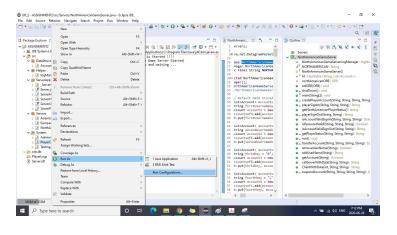
G.Right Click on NorthAmericanGameServer.java.Select run configuration and create as below.

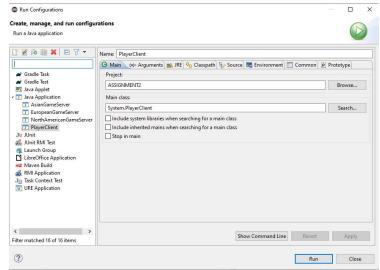


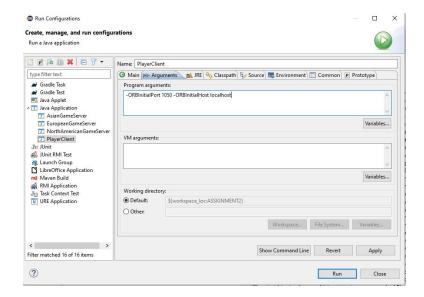




H.Right Click on PlayerClient.java.Select run configuration and create as below.



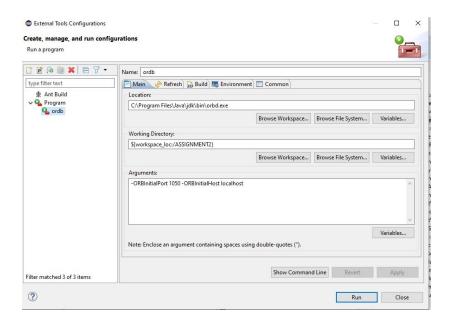


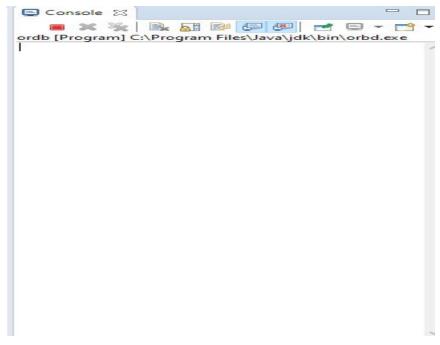


## 3. Run the project

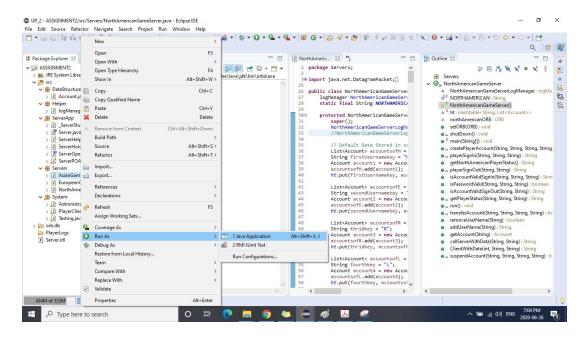
## Please follow below steps:

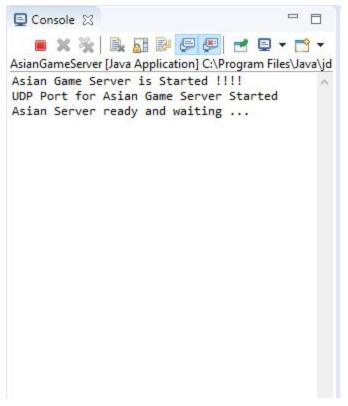
## A.Run ordb



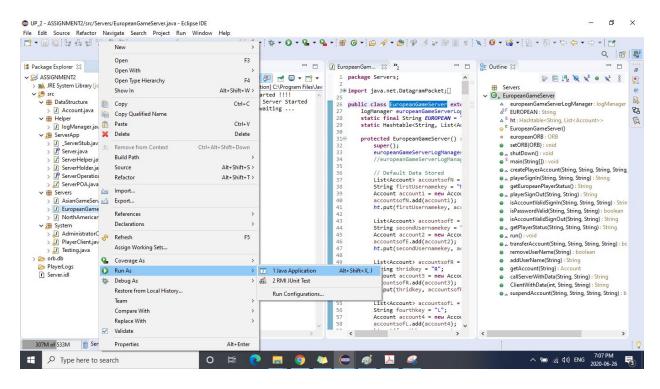


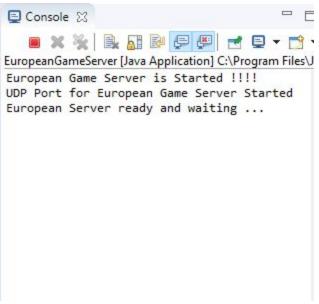
#### **B.Run AsianGameServer as below**



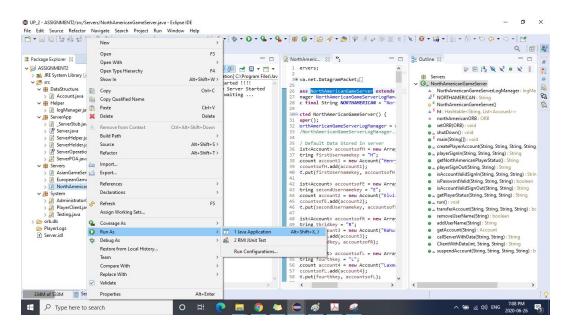


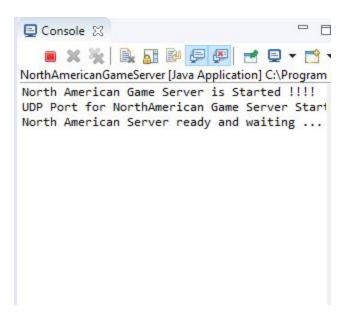
# B.Run EuropeanGameServer as below



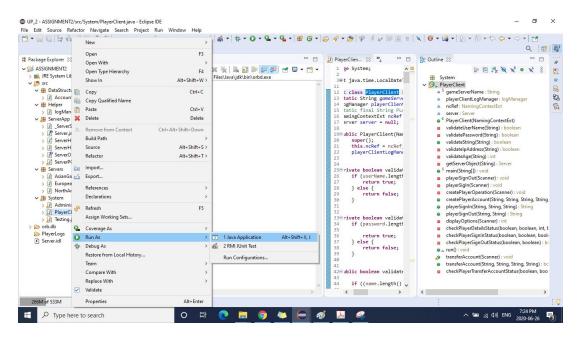


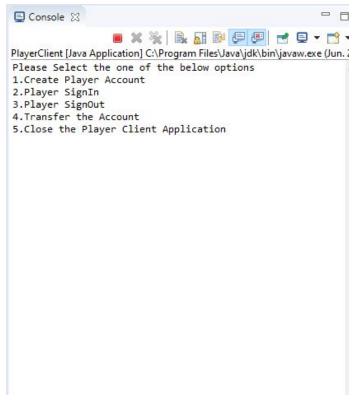
#### C.Run NorthAmericanGameServer as below



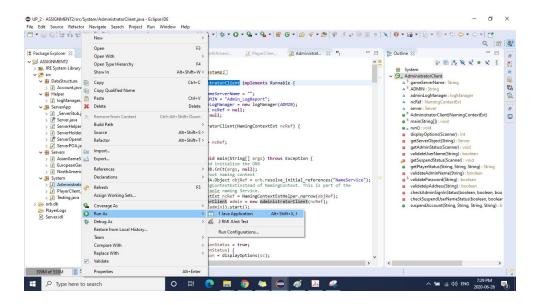


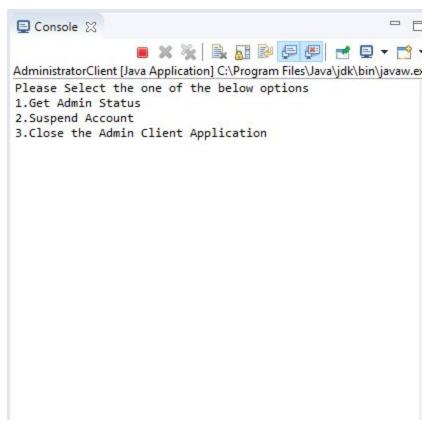
# D.Run PlayerClient as below





#### E.Run AdministratorClient as below

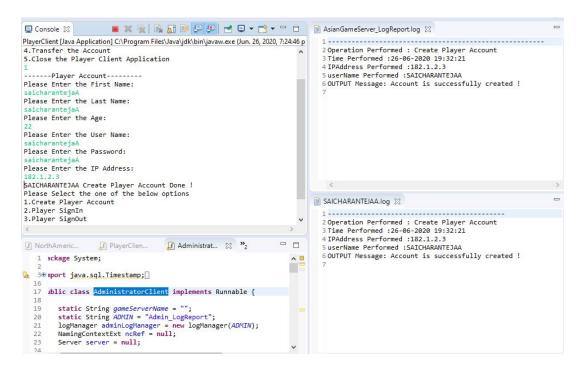


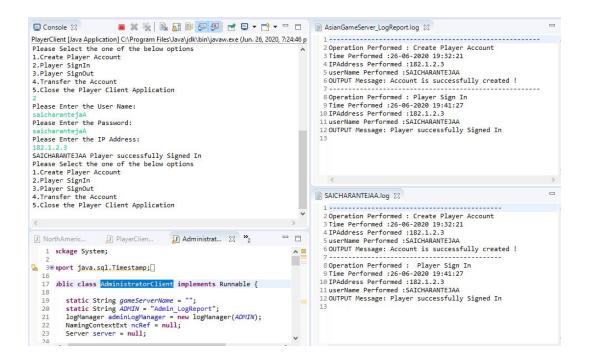


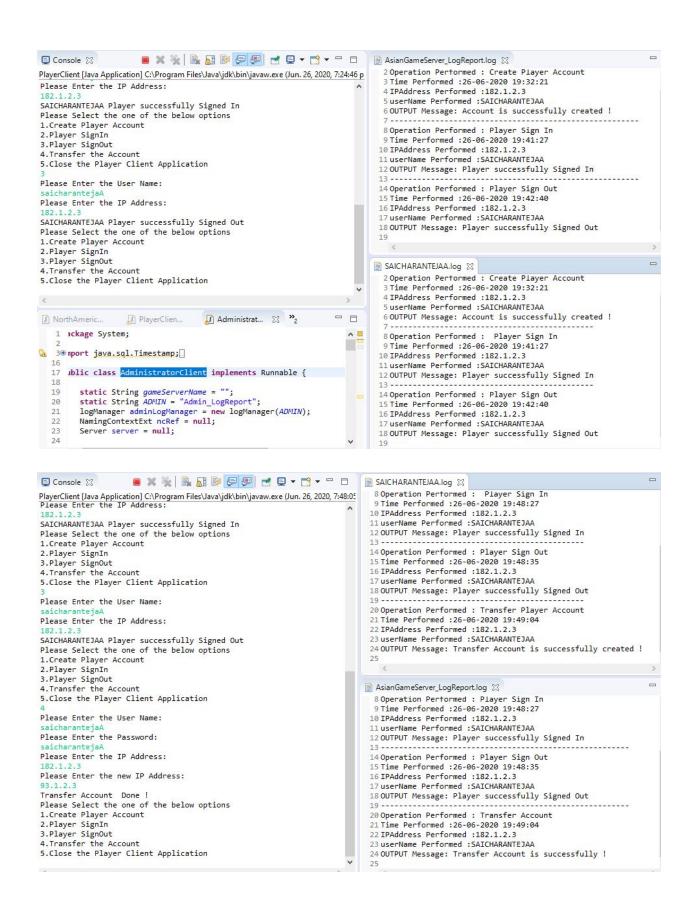
# 4.Testing

All the docs are inTestCases\_Proofs
Screenshots in TestCases\_Proof.pdf
Logs of player in PlayerLogs folder

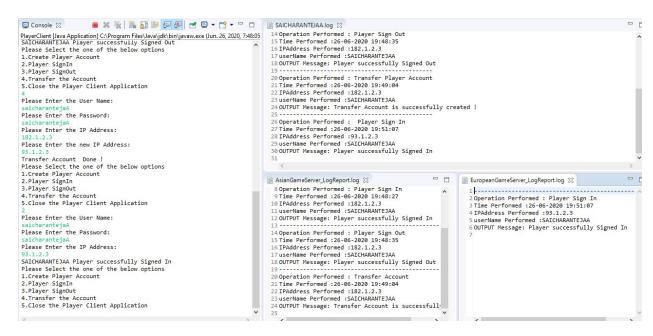
## 5.Manual Testing for player



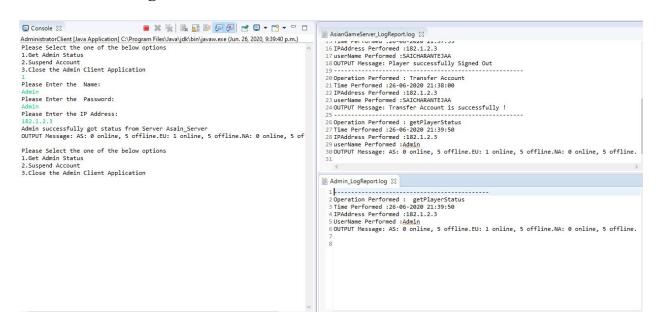


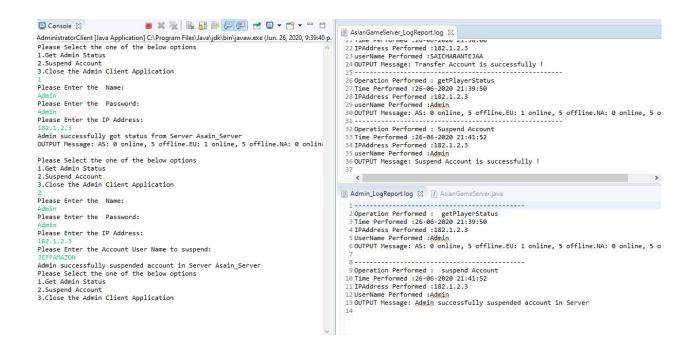


# Check transfer account in new Ip Address



## 6.Manual Testing for Admin





## Logs are placed in Manual Testing Proof Logs Folder