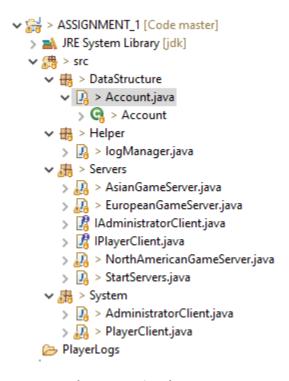
1.Description of the files in the Folder



System Package contains the

- 1. AdminstratorClient console for the admins.
- 2. PlayerClient console for the players.

Server 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.

PlayerLogs folder

This will store the accounts of the player with username as the file name.

2. Running of the project

1. Run the StartServers in the Server package which will run all the 3 servers (NorthAmerican, Asian, European Game Server)

```
🎦 Project Explorer 🎖 🕒 🚍 🥞 🦻 🖁 🗀 📗 ☐ Console 🛱
                                                                                                           □ 🗇 🖸 StartServers.java 🛭

■ ※ ※ | □ ← □ + □ + □ + □ package Servers;

                                                                            StartServers (2) [Java Application] CAProgram Flies/Java/Jdk/bin/javav
Asian Server is started !!!!!!!!!!

UDP Port for Asian Game Server Started
NorthAmerican Server is started !!!!!!!!!!

UDP Port for NorthAmerican Game Server Started
European Server is Started !!!!!!!!!!

UDP Port for European Game Server Started
    > M JRE System Library [jdk]
                                                                                                                                                                    3 public class StartServers {

→ 冊 > DataStructure

                                                                                                                                                                              public static void main(String[] args) throws Exception {
      > 🛂 > Account.java

• 🏭 > Helper
                                                                                                                                                                                     AsianGameServer.startServer();
NorthAmericanGameServer.startServer();
EuropeanGameServer.startServer();
      > [2] > logManager.java

> [3] > Servers
          > 🛺 > AsianGameServer.java
          > 🔝 > EuropeanGameServer.java
> 🌃 IAdministratorClient.java
                                                                                                                                                                        }
           > 🏿 IPlayerClient.java
           > 🖟 > NorthAmericanGameServer.java
> 🖟 > StartServers.java
      🗸 🔠 > System
          > 🖟 > AdministratorClient.java
> 🔑 > PlayerClient.java
      PlayerLogs
```

2. Run the PlayerClient in the System. User can choose any of the 4 options

```
Project Explorer 🛭 🕒 🔄 🍞 🍃 🖇 🗀 📮 Console 🖂
                                                                                                                                                     □ 🛘 🖟 StartServers.java 🖟 PlayerClient.java 🖂

√ S

→ ASSIGNMENT_1 [Code master]

■ ※ ※ | 
■ 
■ package System;

                                                                              PlayerClient (4) [Java Application] (AProgram FliesVava)d/dk/bin\java
Please Select the one of the below options
1.Create Player Account
2.Player SignIn
3.Player SignOut
4.Close the Player Client Application
    > M JRE System Library [jdk]
    ✓ # > src
✓ # > DataStructure
                                                                                                                                                                   public class PlayerClient extends UnicastRemoteObject implements Runnable,
13 logManager playerClientLogManager = null;
14 static final String PLAYERCLIENT = "playerClient_LogReport";
15
       > 🖟 > Account.java

• 🖶 > Helper
       > 🖟 > logManager.java

• 📇 > Servers
                                                                                                                                                                                   public PlayerClient() throws RemoteException {
           > AsianGameServer.java
> AsianGameServer.java
> AsianGameServer.java
> AsianGameServer.java
                                                                                                                                                                                          super();
playerClientLogManager = new logManager();
                                                                                                                                                                                   private boolean validateUserName(String userName) {
   if (userName.length() >= 6 && userName.length() <= 15) {
      return true;
}</pre>
            > PlayerClient.java
             > 🛺 > NorthAmericanGameServer.java
> 🛂 > StartServers.java
                                                                                                                                                                                          } else
                                                                                                                                                                                                lse {
return false;

    → 
    → System
    → AdministratorClient.java

             🔎 > PlayerClient.java
       PlayerLogs
                                                                                                                                                                                   private boolean validatePassword(String password) {
```

3. Run the AdministratorClient in the System. User can choose any of the 2 options

```
Project Explorer ⋈ 🕒 🥞 🎖 🔭 🗇 📮 📮 Console ⋈
                                                                                                                        □ 🛘 🕽 StartServers.j... 🔎 PlayerClient.j... 🔑 EuropeanGameS... 📝 Administrator... 🕱 🗀
1 package System;
                                                                         > N JRE System Library [jdk]
                                                              AdministratorClient (2) [Java Application] C:\Program Files\Java\jdk\t
                                                                                                                                       3⊕ import java.time.LocalDateTime;
   Please Select the one of the below options
                                                                                                                                     10 public class AdministratorClient implements IAdministratorClient, Runnable
                                                              2.Close the Admin Client Application
         > Account.java

→ ∰ > Helper
→ № > logManager.java
                                                                                                                                               static final String ADMIN = "Admin_LogReport";
logManager adminLogManager = new logManager(ADMIN);
      ∨ 🚜 > Servers
                                                                                                                                               public AdministratorClient() {
         > 🔝 > EuropeanGameServer.java
> 🎉 IAdministratorClient.java
                                                                                                                                               public static void main(String[] args) {
   AdministratorClient admin = new AdministratorClient();
   (new Thread(admin)).start();
         > IR IPlayerClient.java
          > 🛺 > NorthAmericanGameServer.java
> 📭 > StartServers.java
      > System
> \( \bar{\mathbb{A}} > \text{System} \)
> \( \bar{\mathbb{A}} > \text{AdministratorClient,java} \)
> \( \bar{\mathbb{A}} > \text{PlayerClient,java} \)
                                                                                                                                               public void run() {
                                                                                                                                                   Scanner sc = new Scanner(System.in);
      PlayerLogs
```

4.Test Scenarios

I have created 4 different test scenarios in the TestScenario1 Folder

TestScenario2 Folder

TestScenario3 Folder

TestScenario4 Folder