

Distributed Systems TicTacToe

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January 2015

1 Design of program

In the TicTacToe class we have made a subclass called MoveServerImpl. This class implements the remote interface MoveServer.

When the program starts we have to set one of the players to be server and one to be client. The server makes itself ready for the client, and then the client can get the reference and send itself as a reference back to the server. Then the game can begin.