

# Simple Bowling Simulation

The following steps allows to use the text-based bowling simulation.

**Step-1:** Start the sim-bowling server based on the OS, “**windowsStartServer.bat**” if on a windows machine and “**linuxStartServer.sh**” if on a Linux system.

**Step-2:** Start the sim-bowling REST client based on the OS, “**windowsStartRestClient.bat**” if on a windows machine and “**linuxStartRestClient.sh**” if on a Linux system.

**Step-3:** User can interact with the game using “**1**” to bowl and “**0**” to restart/New Game.

*P.S: Multiple client support not available.*