

Opis spajanja na server

- Pokrenuti server s “java -jar server.jar”
- Pokrenuti grafičko sučelje s IP – jem “localhost:9080”
 - Za pokretanje igre s dva igrača (u ovom slučaju dva vaša agenta) u browseru otvorite URL localhost:9080 te kliknite Create game. Igra će minutu čekati na spajanje vaših agenata putem sljedećeg endpointa:
 - /game/play?playerID=1&gameID=1
 - Akcije šalžete na idući način:
 - /doAction?playerID=1&gameID=1&action=initial 4 5
 - Za pokretanje igre s jednim igračem i “dummy” botom, u browseru otvorite URL localhost:9080/train/ (dobro pazite da je na kraju “/”) te kliknite CreateGame. Igra će minutu čekati na spajanje vašeg agenta putem slejdećeg endpointa:
 - /train/play?playerID=1&gameID=1
 - Akcije šalžete na idući način:
 - /train/doAction?playerID=1&gameID=1&action=initial 4 5

Primjer klijenta za train u Pythonu:

```
import requests

_gameId = None
_playerIndex = None
_playerId = None
url = 'http://localhost:9080/'

def get(url):
    r = requests.get(url)
    res = r.json()
    print(res)
    return res

def join(playerId, gameId):
    global _gameId, _playerIndex
    res = get(url + '/train/play?playerID=' + str(playerId) + '&gameID=' +
str(gameId))
    return res

def run():
    counter = 0

    global _playerIndex, _playerId, _gameId

    actions = ["initial 0 10", "initial 95 85", "move 10",]

    while True:
        move = None
        # After we send an action - we wait for response
        res = do_action(_playerId, _gameId, actions[counter])
        print(actions[counter] + '\n')
        # Other player made their move - we send our move again
        counter = counter + 1
def do_action(playerId, gameId, action):
    return get(url + '/train/doAction?playerID=' + str(playerId) + '&gameID=' +
str(gameId) + '&action=' + action)

def main():
    global _playerId, _gameId
    _gameId = 1
    _playerId = "1"
    join(_playerId, _gameId)
    run()

main()
```