

## COMPSCI334 Assignment 1 Marking Guide

### Part 1

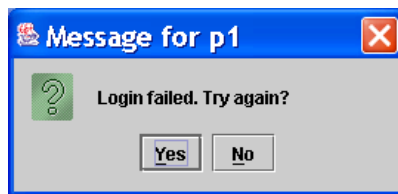
1. Copy file USERS.CSV to server folder.
2.
  - Open student's users.mdb and delete all tables from the DB.
  - Run DBinit file once. 5 points if the program does not crash.
  - Run DBinit file again. 5 points if the program does not crash.
3. If the DBinit program in step 2 crashes,
  - Copy the original users.mdb to directory server.
  - Open the DB and set the wins, draws and loses of each player to 0.
  - Set the users' passwords as shown in file USERS.CSV.

### Part 2

4. Start the server.
5. Start player1's program. The following should be shown [5 points]



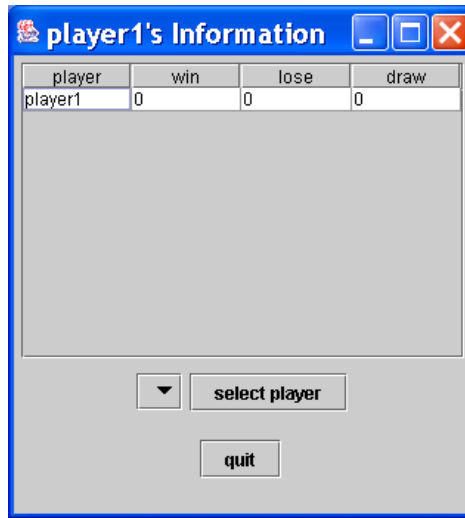
6. Enter p1 and p1 in the UPI and Password fields. The following should be shown [5 points]



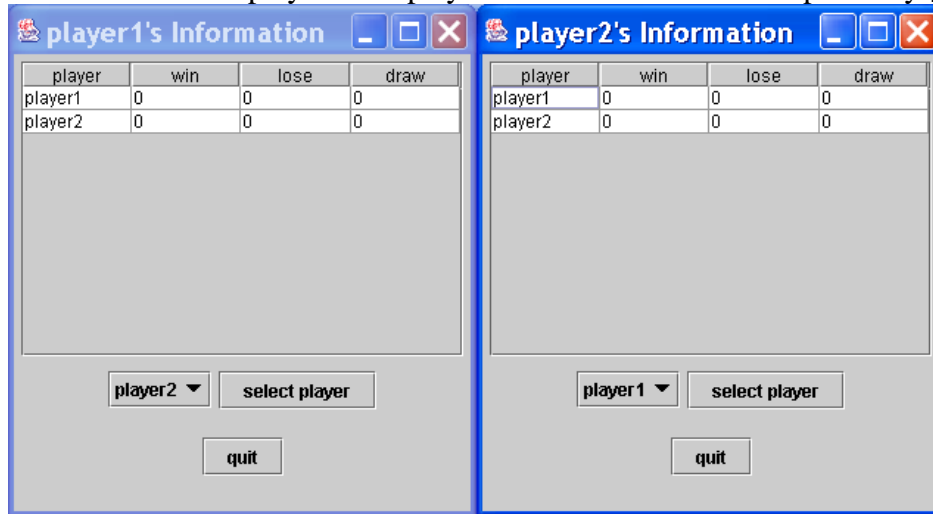
7. Click "No". Player's program should terminate. [5 points]
8. Repeat step 5-6. Then, click "Yes". The following should be shown. [5 points]  
[Note: If play1 uses its own RMI registry, you need to shut down the RMI registry before you try this step.]



9. Enter player1 and p1 in the UPI and Password fields. The following should be shown [5 points]



10. Start player2's program. Enter player2 and p2 in the UPI and Password fields. The information frame for player1 and player2 should be as below respectively [5 points]



11. Start player3's and player4's programs. Let player3 and player4 log on successfully. The information frame for the players should be as below respectively [10 points]

player1's Information

player	win	lose	draw
player1	0	0	0
player2	0	0	0
player3	0	0	0
player4	0	0	0

player2

select player

quit

player2's Information

player	win	lose	draw
player1	0	0	0
player2	0	0	0
player3	0	0	0
player4	0	0	0

player1

select player

quit

player3's Information

player	win	lose	draw
player1	0	0	0
player2	0	0	0
player3	0	0	0
player4	0	0	0

player1

select player

quit

player4's Information

player	win	lose	draw
player1	0	0	0
player2	0	0	0
player3	0	0	0
player4	0	0	0

player1

select player

quit

### Part 3

12. The contents of the combo boxes of the players should be as below [5 points]  
 [Note: The order of the items in the boxes is NOT important.]

player1's Information

player	win	lose	draw
player1	0	0	0
player2	0	0	0
player3	0	0	0
player4	0	0	0

player2

select player

player2

player3

player4

quit

player2's Information

player	win	lose	draw
player1	0	0	0
player2	0	0	0
player3	0	0	0
player4	0	0	0

player1

select player

player1

player3

player4

quit

3

player	win	lose	draw
player1	0	0	0
player2	0	0	0
player3	0	0	0
player4	0	0	0

player 1 ▼

player 1  
player 2  
player 4

select player

quit

player	win	lose	draw
player1	0	0	0
player2	0	0	0
player3	0	0	0
player4	0	0	0

player 1 ▼

player 1  
player 2  
player 3

select player

quit

13. Let player1 invite player3 to play a game. The following should be shown to player3 [5 points]

message for player3

player1 is inviting you to play a game. Do you accept the invitation?

Yes No

14. player3 clicks “No”. The following should be shown to player1 [5 points]

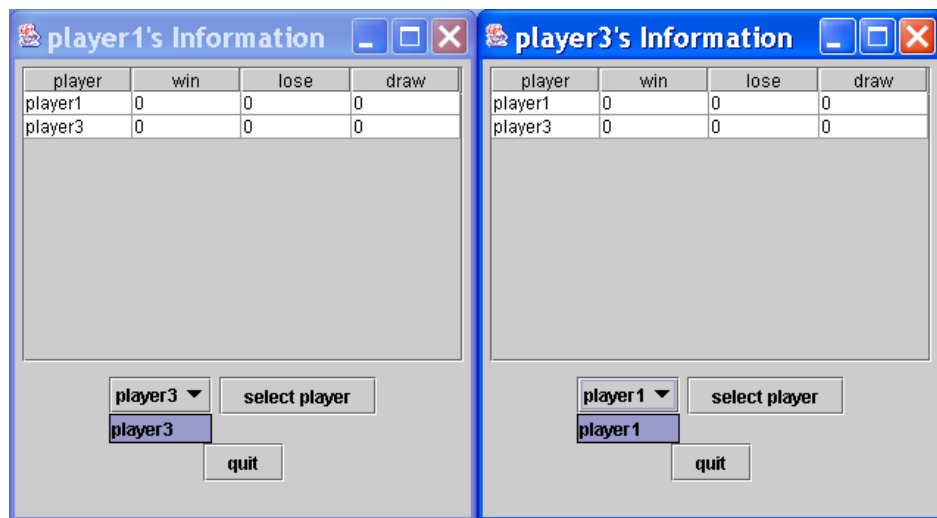
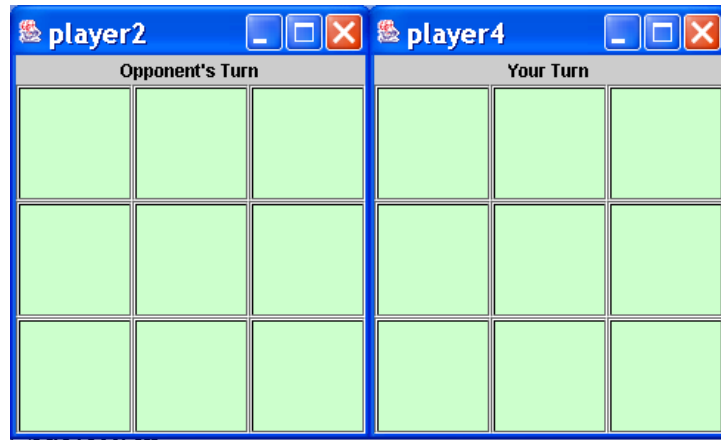
Message for player1

Your invitation has been declined.

OK

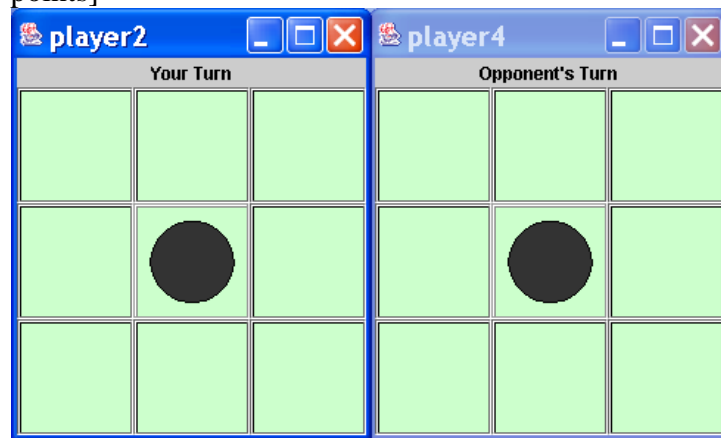
15. Let player2 invite player4 to play a game and player4 accepts the invitation. The game board should be shown to player2 and player4. The information frame for player1 and player3 should be as below. [5 points]

[Note: You should check that the players’ turns are displayed correctly on the game boards. Also, you need to check the content of the combo box of play1 and player3. ]



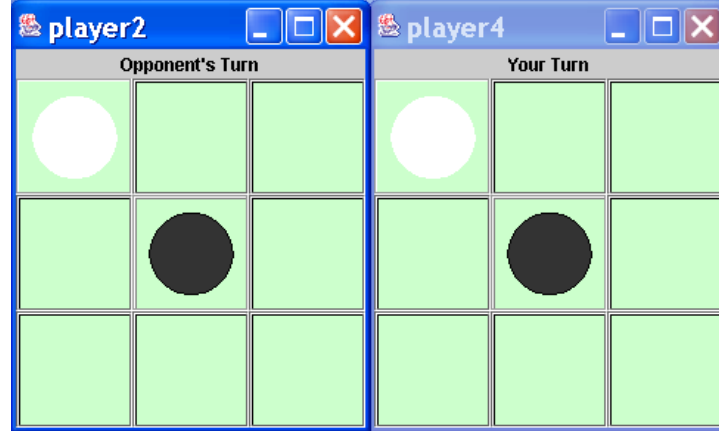
#### Part 4

16. player4 clicks on position (1,1). The game boards for player2 and player4 should be as below [5 points]



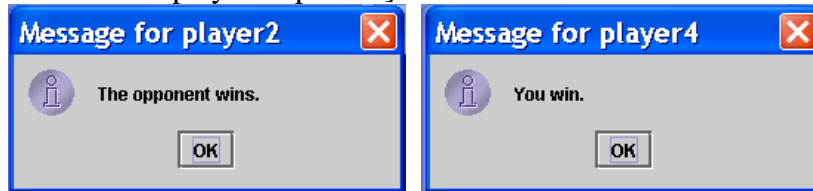
17. player4 clicks on position (1,1). Nothing should happen. [2.5 points]  
 18. player4 clicks on position (0,0). Nothing should happen. [2.5 points]

19. player2 clicks on position (0,0). The game boards for player2 and player4 should be as below [5 points]



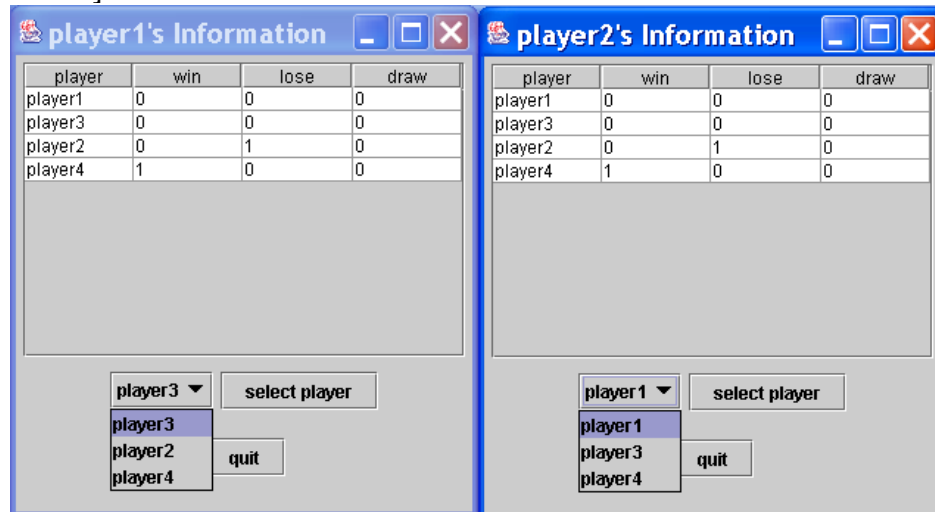
20. Let player2 and player4 play the game and player4 wins. The message below should be shown to player2 and player4 respectively. [5 points]

[Note: You will probably not be able to see both panels at the same time due to the way that the JVM displays the panels.]



21. After player2 and player4 click the “OK” button, the information frames for the players should be as below [5 points]:

[Note: The order in which the players appear in the table and combo box is irrelevant.]



**player3's Information**

player	win	lose	draw
player1	0	0	0
player3	0	0	0
player2	0	1	0
player4	1	0	0

player 1 ▼

player 1  
player 2  
player 4

select player

quit

**player4's Information**

player	win	lose	draw
player1	0	0	0
player3	0	0	0
player2	0	1	0
player4	1	0	0

player 1 ▼

player 1  
player 3  
player 2

select player

quit

22. Let player3 and player4 play a game and let them draw the game. The message below should be shown to player3 and player4 respectively. [2.5 points]

**Message for player3**

It's a draw.

OK

**Message for player4**

It's a draw.

OK

23. After player3 and player4 click the “OK” button, the information frames for the players should be as below [2.5 points]:  
[Note: The order in which the players appear in the table and combo box is irrelevant.]

**player1's Information**

player	win	lose	draw
player1	0	0	0
player2	0	1	0
player3	0	0	1
player4	1	0	1

player 2 ▼

player 2  
player 3  
player 4

select player

quit

**player2's Information**

player	win	lose	draw
player1	0	0	0
player2	0	1	0
player3	0	0	1
player4	1	0	1

player 1 ▼

player 1  
player 3  
player 2

select player

quit

player3's Information

player	win	lose	draw
player1	0	0	0
player2	0	1	0
player3	0	0	1
player4	1	0	1

player 1

select player

quit

player4's Information

player	win	lose	draw
player1	0	0	0
player2	0	1	0
player3	0	0	1
player4	1	0	1

player1

select player

quit