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JSkat

- free implementation of the German card game Skat
- singlerPlayer with AI or multiplayer with server
- written in Java
- version for android, avaliable on

File   Skat table   ISS   Extras   Help

Play on local table   Start skat series   Play on ISS   Help

Welcome

Welcome to JSkat!

Play on ISS
Games against human players and the best AI players on the ISS.
An internet connection is needed.

Play on local table
Games against local AI players.
No internet connection is needed.

Preferences
Set program options and skat rules.

Exit JSkat
Close JSkat

Bug 1 - empty names

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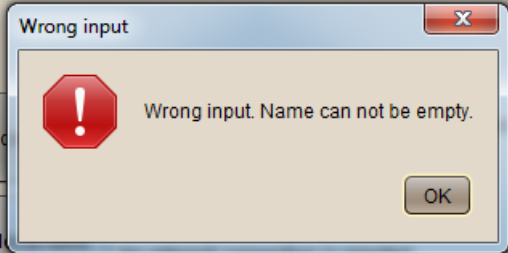
Bug 1 - solution

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```
14 ■■■■■ jskat-base/src/main/java/org/jskat/control/JSkatMaster.java                    View

          @@ -120,6 +120,12 @@ public void createTable() {
120   120                   log.debug("Create table was cancelled..."); //$NON-NLS-1$
121   121                   return;
122   122               }

      123   +
      124   +           if (tableName.isEmpty()) {
      125   +               showEmptyInputNameMessage();
      126   +               // try again
      127   +               createTable();
      128   +           }
123   129               if (data.isFreeTableName(tableName)) {
124   130                   createLocalTable(tableName, view.getHumanPlay
125   131
          @@ -412,6 +418,14 @@ public void showAboutMessage() {
412   418               view.showAboutMessage();
413   419           }
414   420       }

      421   +
      422   +       /**
      423   +        * Shows the error message of wrong (null) name input
      424   +        */
      425   +       public void showEmptyInputNameMessage() {
      426   +
      427   +           view.showNullInputNameMessage();
      428   +       }
415   429
416   430           /**
```
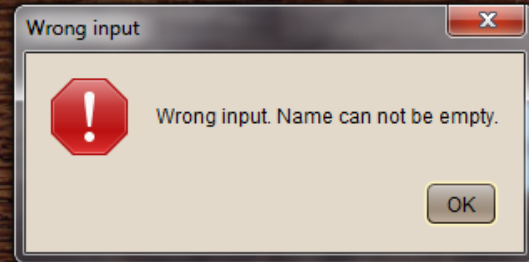
```
2 ■■■□□ jskat-base/src/main/resources/org/jskat/i18n/jskat_strings.properties

          @@ -100,6 +100,8 @@ human_player=Human
100   100     icons=Icons
101   101     invalid_game_announcement_message=Invalid game announcement\: {0}
102   102     invalid_game_announcement_title=Invalid game announcement
      103   +invalid_name_input_null_message=Wrong input. Name can not be empty.
      104   +invalid_name_input_null_title=Wrong input
103   105     invalid_number_of_cards_in_skat_message=There is an invalid number of cards in the skat.
104   106     invalid_number_of_cards_in_skat_title=Invalid skat
105   107     invite=Invite
```
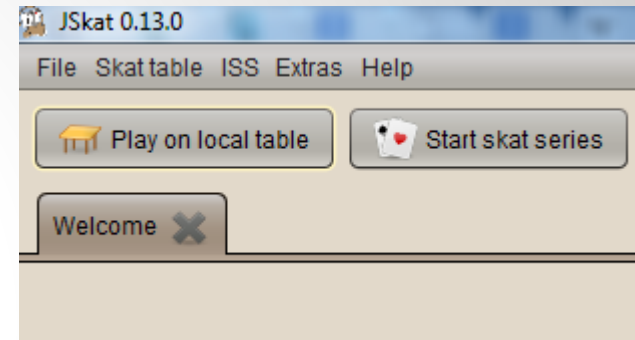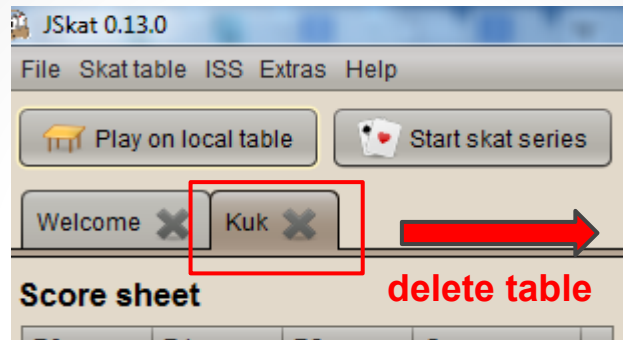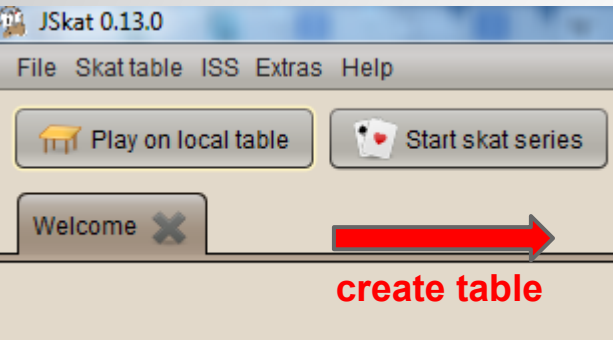
```
2 ■■■□□ jskat-base/src/main/resources/org/jskat/i18n/jskat_strings_de.properties

          @@ -100,6 +100,8 @@ human_player=Mensch
100   100     icons=Icons
101   101     invalid_game_announcement_message=Ung\u00FCltige Spielansage\: {0}
102   102     invalid_game_announcement_title=Ung\u00FCltige Spielansage
      103   +invalid_name_input_null_message=Falscher Eintrag. Die Name kann nicht leer sein.
      104   +invalid_name_input_null_title=Falscher Eintrag
103   105     invalid_number_of_cards_in_skat_message=Es befindet sich eine ung\u00FCltige Anzahl von Karten im Skat.
104   106     invalid_number_of_cards_in_skat_title=Ung\u00FCltiger Skat
105   107     invite=Einladen
```

Bug 2 - cannot create deleted table

create table

delete table

create table
with the same
name

Bug 2 - solution
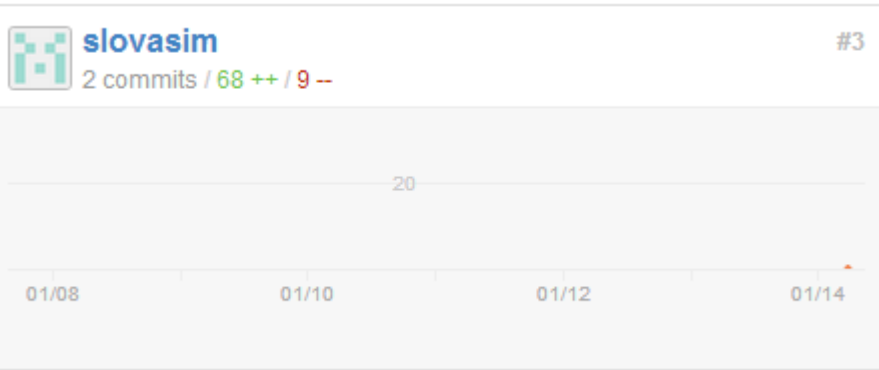
Communication

- quick response (days, hours)

- com. via Mantis (bugs) and GitHub

Recommendations

- better comments in code

- better structure of code
  - local vs network game mode

Conclusion

- my work was implemented into project

Thank you for your attention