



Project Report

Multiplayer Scrabble Game

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APPROVAL and RATIFICATION PAGE

PROJECT REPORT Multiplayer Scrabble Game

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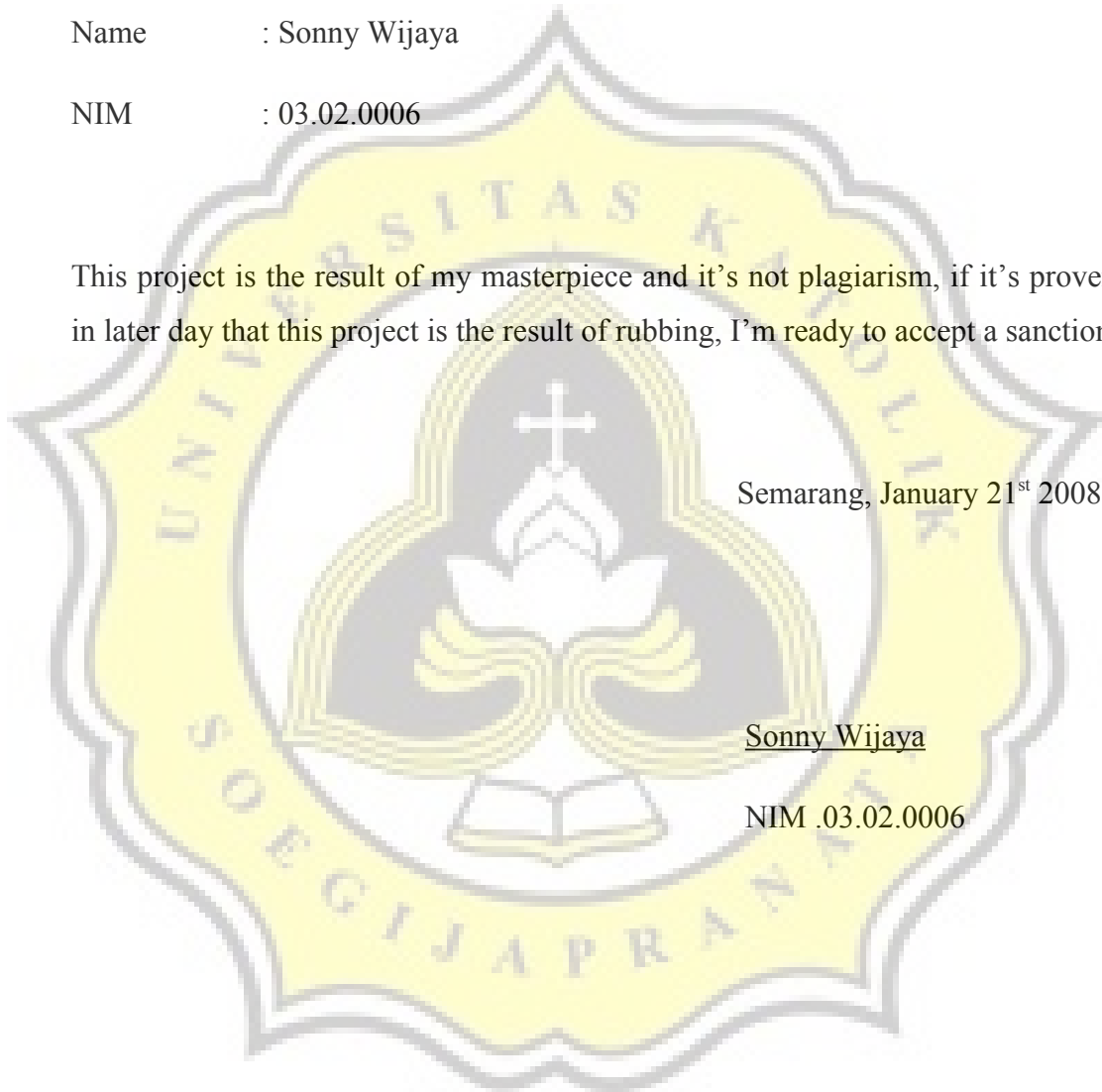
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This project is the result of my masterpiece and it's not plagiarism, if it's proven in later day that this project is the result of rubbing, I'm ready to accept a sanction.

Semarang, January 21st 2008

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I hope this project can be used for anyone who needs it.

Semarang, January 21st, 2008

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MULTIPLAYER SCRABBLE GAME

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Abstract

This program is a multiplayer scrabble game that is created using Java, client server using RMI, and GUI interface. This program is using array 2 dimensions of object as the game board data structure. This game use text dictionary for saving the words those are assumed to be right words. This game uses Hash algorithm for searching the words in the dictionary. For processing tiles, score, and player, it uses single dimension array data structure. Letters, amount of letter, and score each letter are saved in a text file. The scores of each letter is the same as to the scores of the real scrabble game. This game has a configuration file named kamus.conf that configures the total tiles for each letter.

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