Guessing Game Analysis

# Instructions

1. Enter your name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
2. Download and unpack the guessing-game.zip file.
3. Run the Guessing Game application using Maven. Get a feel for what the application does.
4. Explore the Guessing Game and identify the source files that belongs to each of the three server-side tiers in the project architecture: UI, Application and Model.

# UI Tier

Scan the Guessing Game source files for Server-side UI components.

## UI Views

Identify each View component and list them in this table.

|  |  |  |
| --- | --- | --- |
| **View file name** | **Purpose** | **Data the view needs** |
|  |  |  |
|  |  |  |

## UI Controllers

Identify each Controller component and list them in this table.

|  |  |  |
| --- | --- | --- |
| **Controller class name** | **Purpose** | **HTTP request (verb-URL) it handles** |
|  |  |  |
|  |  |  |

# Application Tier

Scan the Guessing Game source files for Application tier components.

|  |  |
| --- | --- |
| **Application class name** | **Purpose** |
|  |  |
|  |  |

# Model Tier

Scan the Guessing Game source files for Model tier components.

|  |  |
| --- | --- |
| **Model class name** | **Purpose** |
|  |  |
|  |  |