Set up guide for users

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The Python code consists of six files: chatServer.py, gameServer.py, hostServer.py, client.py, participantServer.py and gameServer.py.

The players should have the six files to play the Blackjack game. Depends on if the player is the host or only a participant he has to run different files. The host and the participants need two servers and a client to play.

Host

The host must run first the hostServer.py file. First of all, the host has to open a terminal in Windows or Linux, and go to the folder with the files (file/destination). Then the host has to execute the hostServer.py file in the following way:

If the host is using Windows: python hostServer.py *name n m p*

If the host is using Linux: python3 hostServer.py *name n m p*

Where name is the *name* of the host, *n* is the number of players for the game, *m* is the number of desks and *p* is the number of shuffles. The host can omit the last one, the two last ones or the three of them because if the host do not introduce any value, they have a default value (4 players, one desk and shuffle 10 times).

The host has the hostServer running. Now the host has to run the second server. He has to open a new terminal and again go to the folder with the files. Once is there, the host execute the chatServer.py file in the same way as the hostServer.py. The chatServer receive and display chat messages.

If the host is using Windows: python chatServer.py

If the host is using Linux: python3 chatServer.py

Finally the host has to run the client.py file in a third window. Again in the same way:

 If the host is using Windows: python client.py

If the host is using Linux: python3 client.py

When the host run the client the graphical user interface (GUI) appears allowing the host to start playing blackjack.

Simple player

The player has to run chatServer.py and gameServer.py first in two windows, do not matter the order between them. First open the terminals, go to the folder with the files and execute the files:

If the player is using Windows: python gameServer.py

If the player is using Linux: python3 gameServer.py

If the player is using Windows: python chatServer.py

If the player is using Linux: python3 chatServer.py

The chatServer receives and displays chat messages and the gameServer receives and displays game commands.
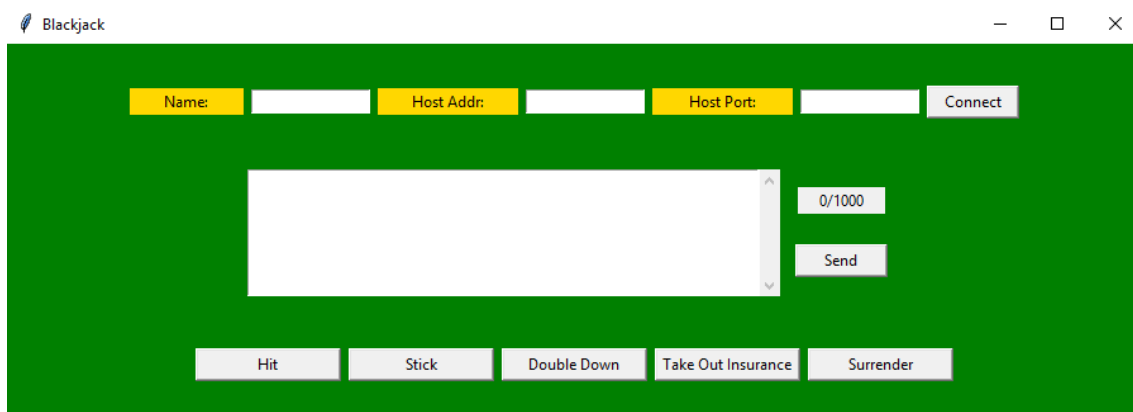
Once the player has both servers, the player has to run the client in a third terminal window to start the game.

 If the player is using Windows: python client.py

If the player is using Linux: python3 client.py

When the player runs the client the graphical user interface (GUI) appears allowing the player to start playing blackjack.

GUI window

For any player (host or simple player) once that they have the GUI open, they have to introduce their name, the address of the host and the Port of the host (which is 5000 by default). After introducing all the information, press the **"Connect"** button.

Then two cars are displayed and you will receive these two cards in the window where the hostServer is running if you are a host or in the window where the gameServer is running if you are a simple player.

If the any player sends a message, it will be displayed in the window where the charServer is running of every player of that game. The limit of the message is 1000 characters.

If a player presses hit, stick, double down, insurance or surrender while he is playing the corresponding message will be displayed in the window where the hostServer is running if you are a host, or in the window where the gameServer is running if you are a simple player.

Finally after a player has taken its decisions for the game and he has played, the result (if he wins or losses) will be displayed in the hostServer/gameServer corresponding window depending on if you are the host or a player.

If the player press "**Hit**" a new card will be displayed in the corresponding window.

If the player press "**Stick**" the player losses his turn and is the turn of the next player.

The player can press "**Double Down**" only if he has two cards, the player pressing the button double the bet, receives another card and loss his turn (hit and stick).

The player can press "**Insurance**" only if he has two cards, pressing the button the player gets a side bet.

Finally if the player presses "**Surrender**" (only if he has two cards and the dealer has an ace) he receives half of his initial bet.