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**CS 372-400 SP23**

**Client / Server Chat/Game**

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Instructions

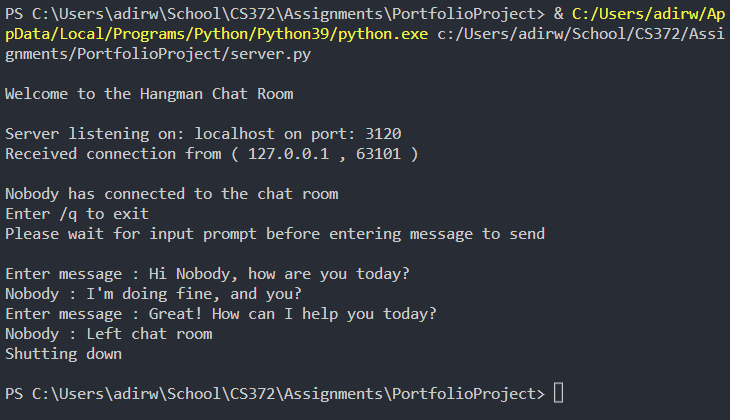
This program is written in the Python language, to be run using Python 3.9. The py file should be run in an IDE like VS Code or Pycharm.

1. To launch the program, open two integrated terminals on the same machine.
2. In one run server.py, then in the other run client.py. This will open and establish the chat room between server and client. They can then send messages to each other.
3. To start a game of hangman send the message “play hangman” and the game will launch. Once the game concludes it will return to the chat room.
4. To end the game and chat room, type “\q” into either terminal. This will close out the socket and close the chat room for both parties.

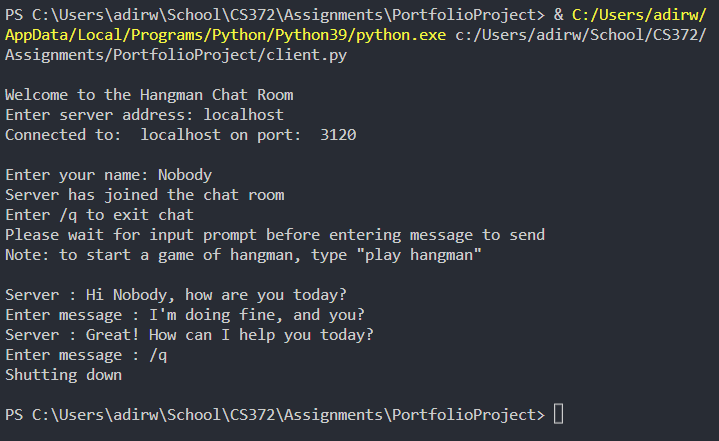
Screenshots of Running Program

**Chat screenshots**

Server



Client

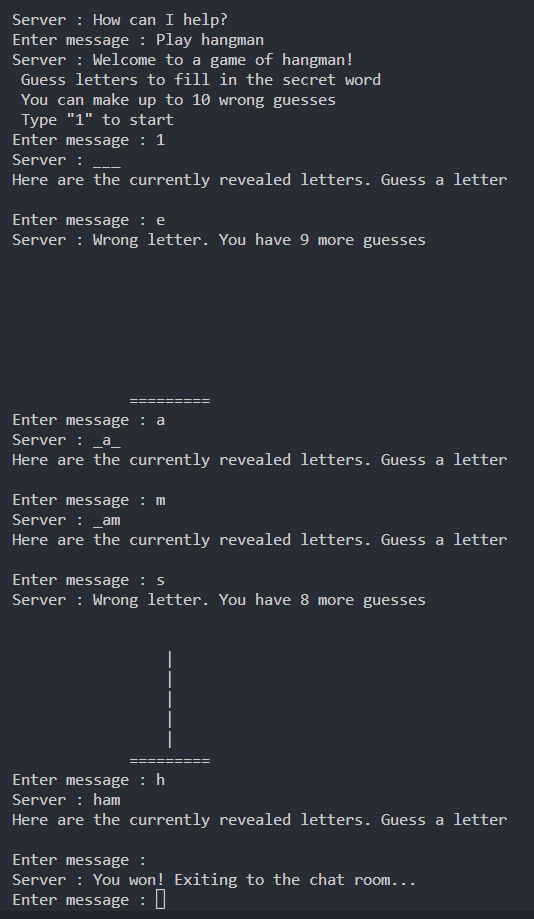


**Game screenshots**

A screenshot of a computer program

Description automatically generated with medium confidenceServer – client wins

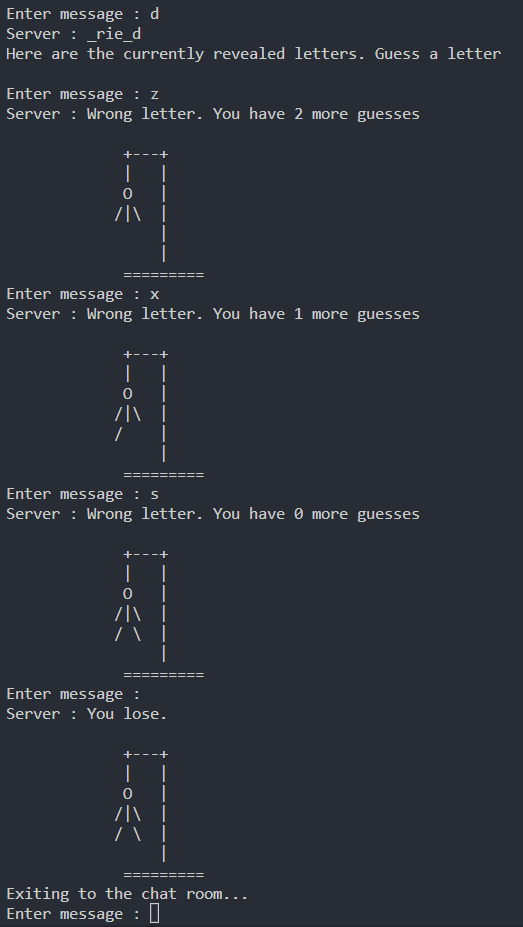
Client – client wins



A screenshot of a computer

Description automatically generatedServer – client loses

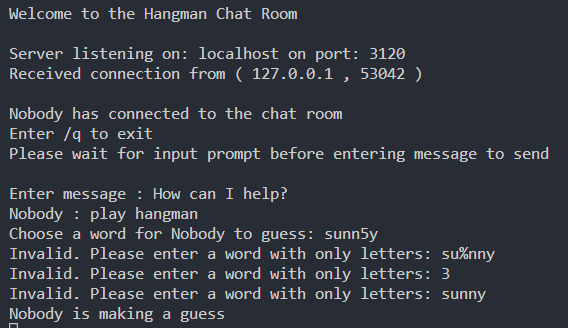
Client – client loses



Extra Credit

I included some additional validation for the server while choosing the secret word and for the client while they are making guesses at letters in the secret word.

* The game calls on function validateSecretWord() to keep prompting the server to input a valid alphabetical word until one is entered.



* The game calls on function validateClientGuess() to keep prompting the client to input a valid single alphabetical letter until one is entered.

A screenshot of a computer program

Description automatically generated with medium confidence