

CMPE 261 - Large Scale Programming

Assignment 4

Deadline: 09.00 December 10

You have to explain your program with comments in detail, every non-trivial component of the program has to be explained. If there are some parts that are not clear, you are not be able to get points from these parts.

You have to submit before the deadline without any errors and warnings. The grading person must compile and run your submitted program without modifications, otherwise you will get zero.

Plagiarism is strictly prohibited, you will be evaluated as if you cheat during the written exams. Involved students will get zero. In case of doubt of integrity, you are expected to explain your work verbally to the grader.

Write a simple Server - Client program as in the demo.

- The server must generate a random number and prompt client to enter a number.
- The client must try to guess the number. It should generate a number and send it to the server. Note that you are not supposed to enter the number, the client program must generate it.
- The server must compare the number from the client with the number to be guessed, and tell the client to guess either a smaller or a greater number, until the client finds the number.
- The client must make logical guesses, for example if server says "Enter a smaller number" to 5 and "Enter a greater number" to 0, the client's guess must be between 0 and 5.
- You should also print server's and client's messages, so we can see how the program works.