

COMPUTER NETWORKS PROJECT

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The project is based on Python it uses threading and basics of computer networks and Socket programming.

Programming languages used:

- Python 3.7

How to play:

1. After connecting to the server, the client will be provided with the server id.
2. The server will provide questions to all the participants.
3. The buzzer round starts, you have 10sec to answer the question and press the buzzer otherwise the server moves on to the next question.
4. Press the buzzer fast to reserve the chance and start the question.
5. '5' points are required to win the game.

Code Execution details:

1. Run server.py on the computer.
2. Run client.py on 3 different systems if you are connected the server will inform you about the player id and the rules of the quiz.
3. The server will guide you about the live buzzer when to be pressed so that you can reserve your chance to answer the question.
4. After each question you will be informed about the scorecard and for the next question live buzzer will start.
5. Once a player reaches 5 points he will win.

Knowledge Gained:

1. Learnt socket programming and now fluent with basics of threading, socket functions and IP server basics.
2. Learned applications of computer network in application and related applications.
3. Since, there was very limited time for the project I learnt how projects work in real industry