Network Jeopardy Protocol

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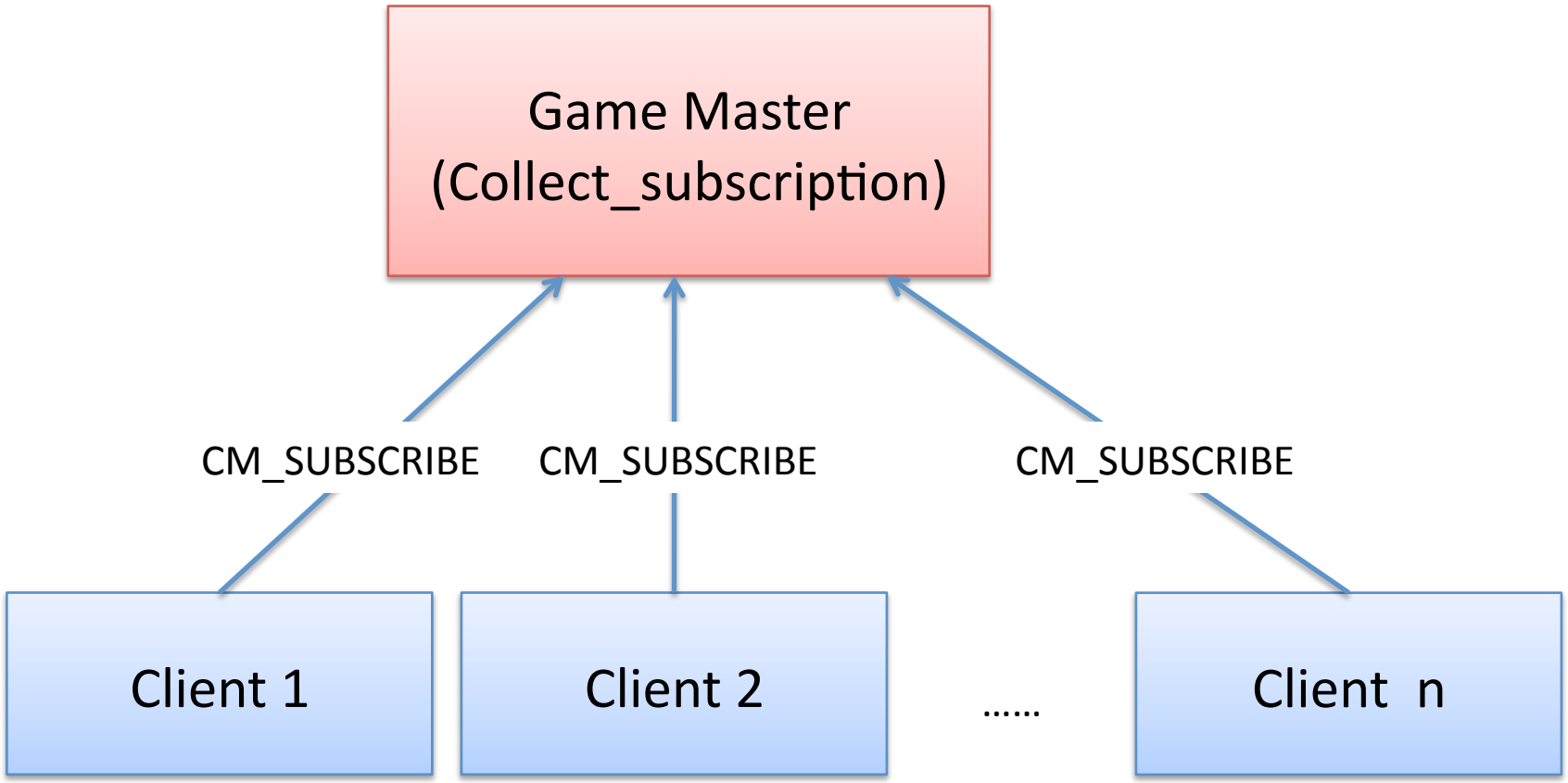

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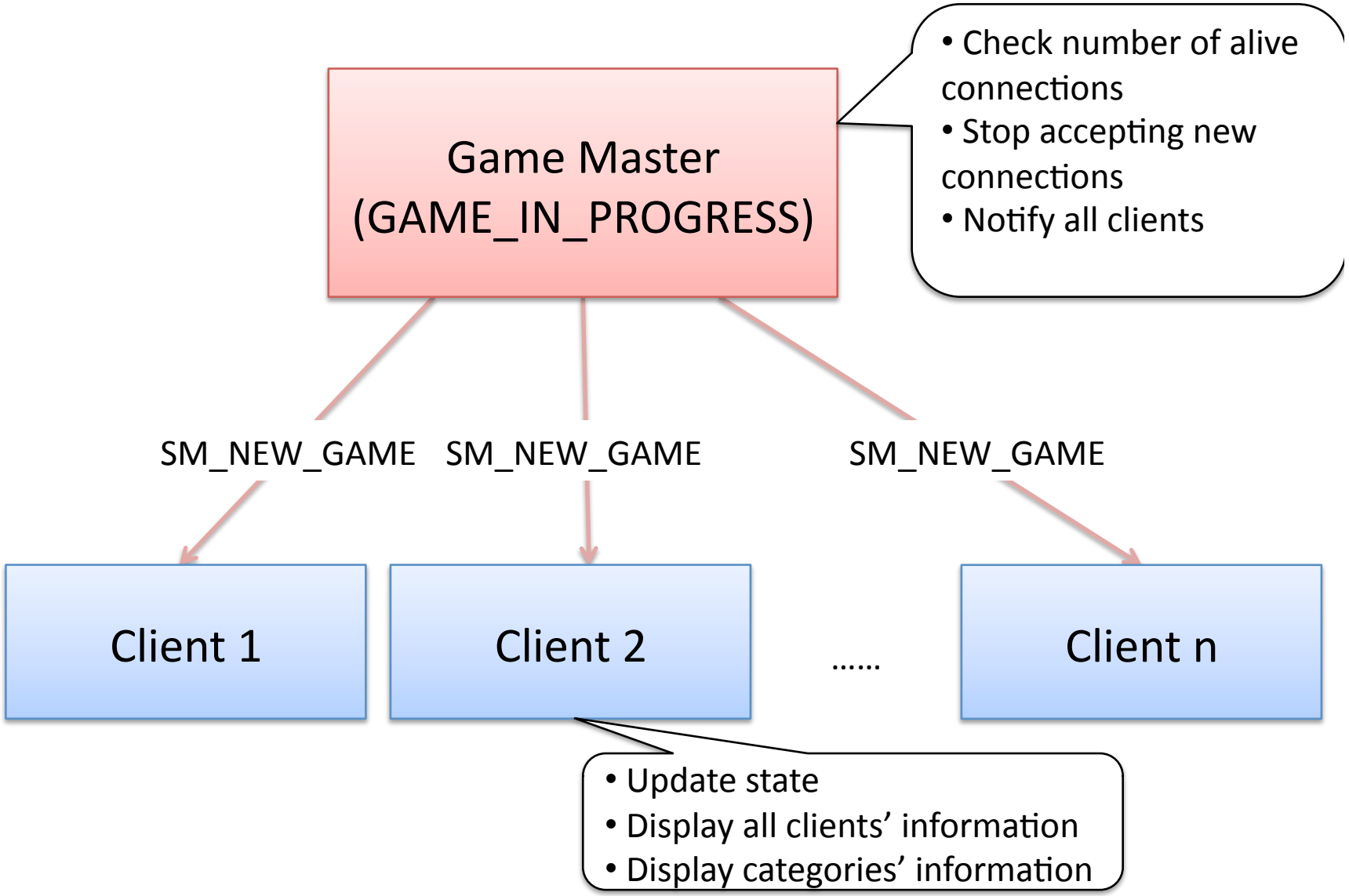

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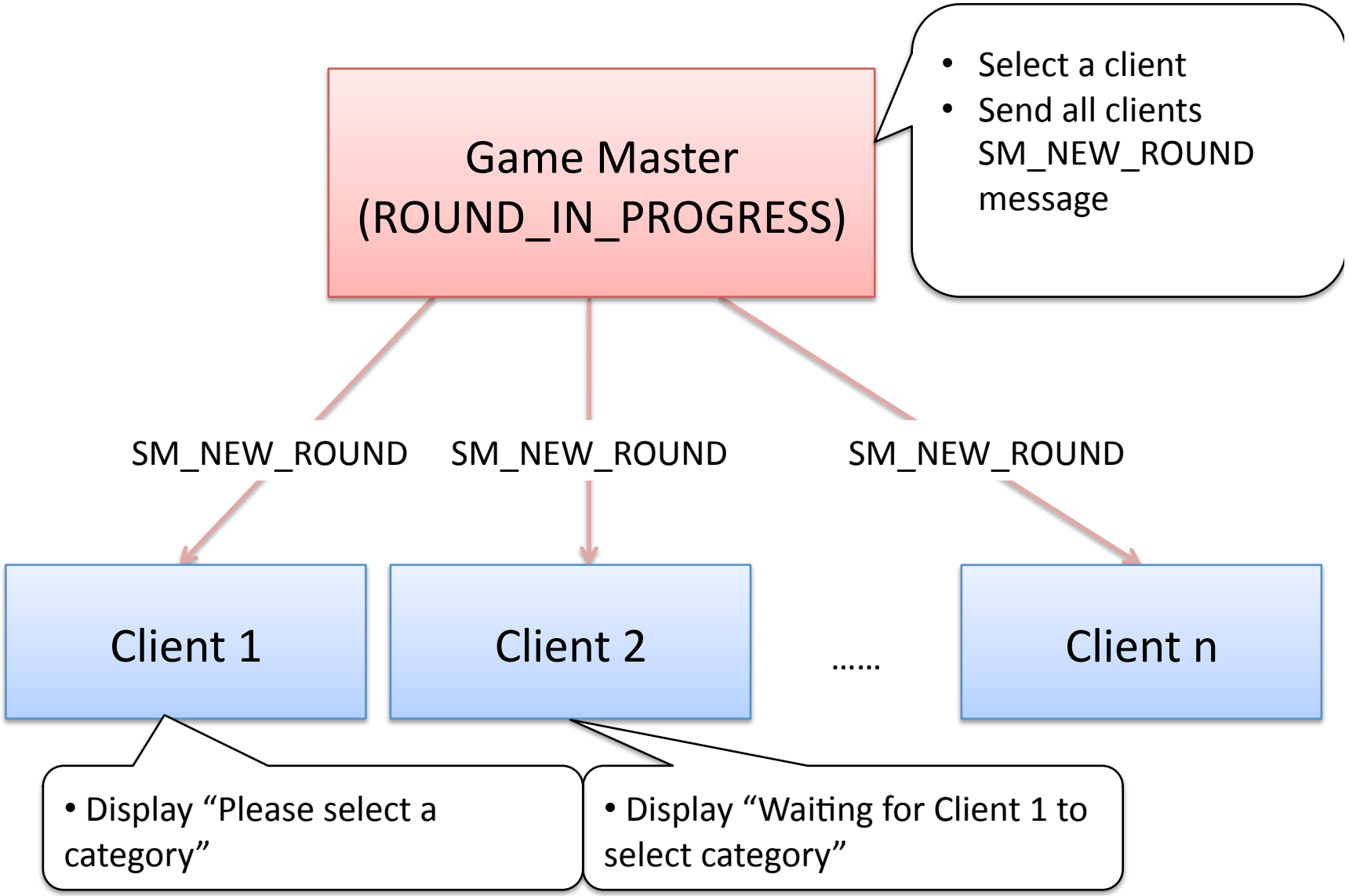

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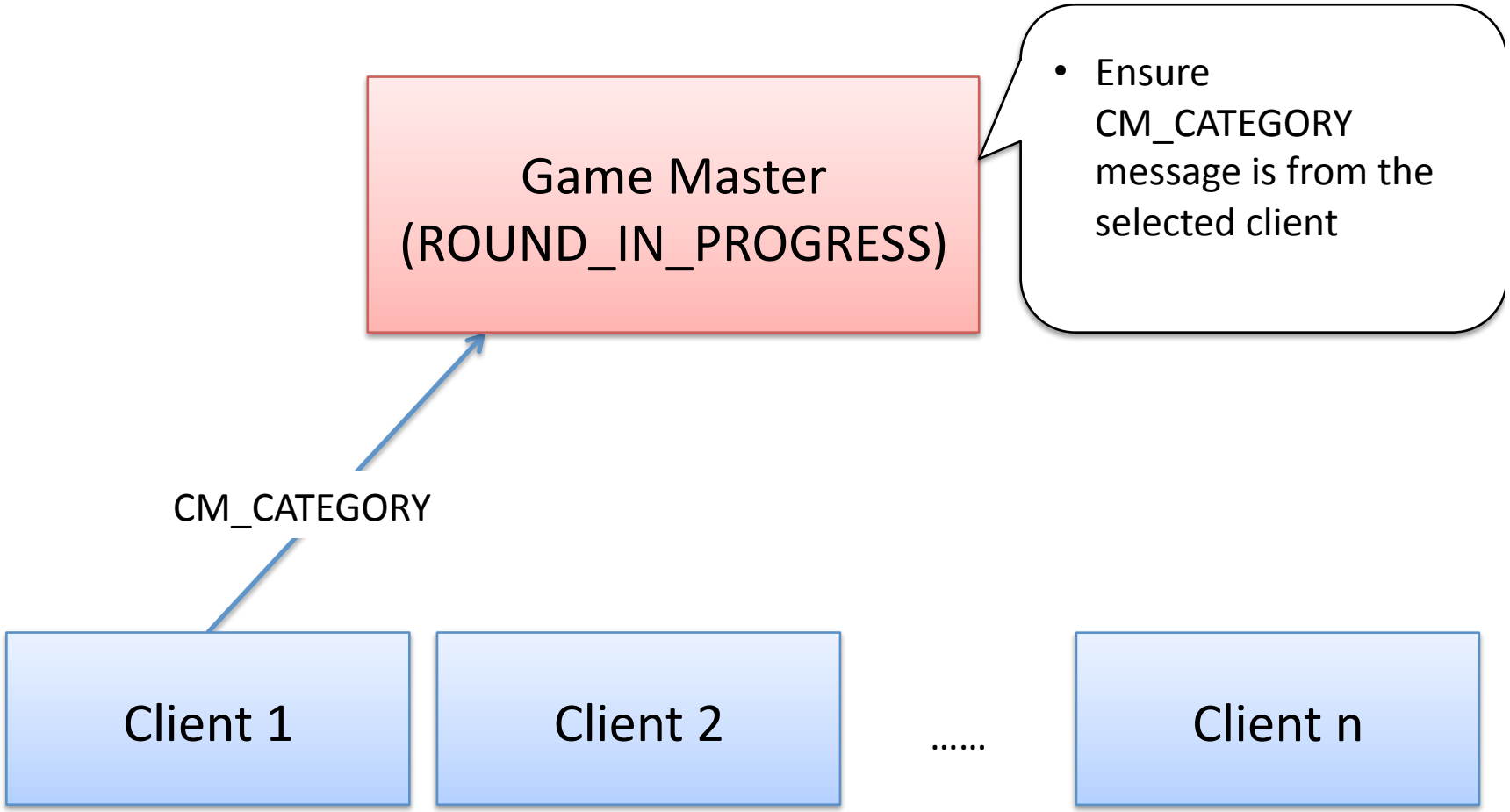

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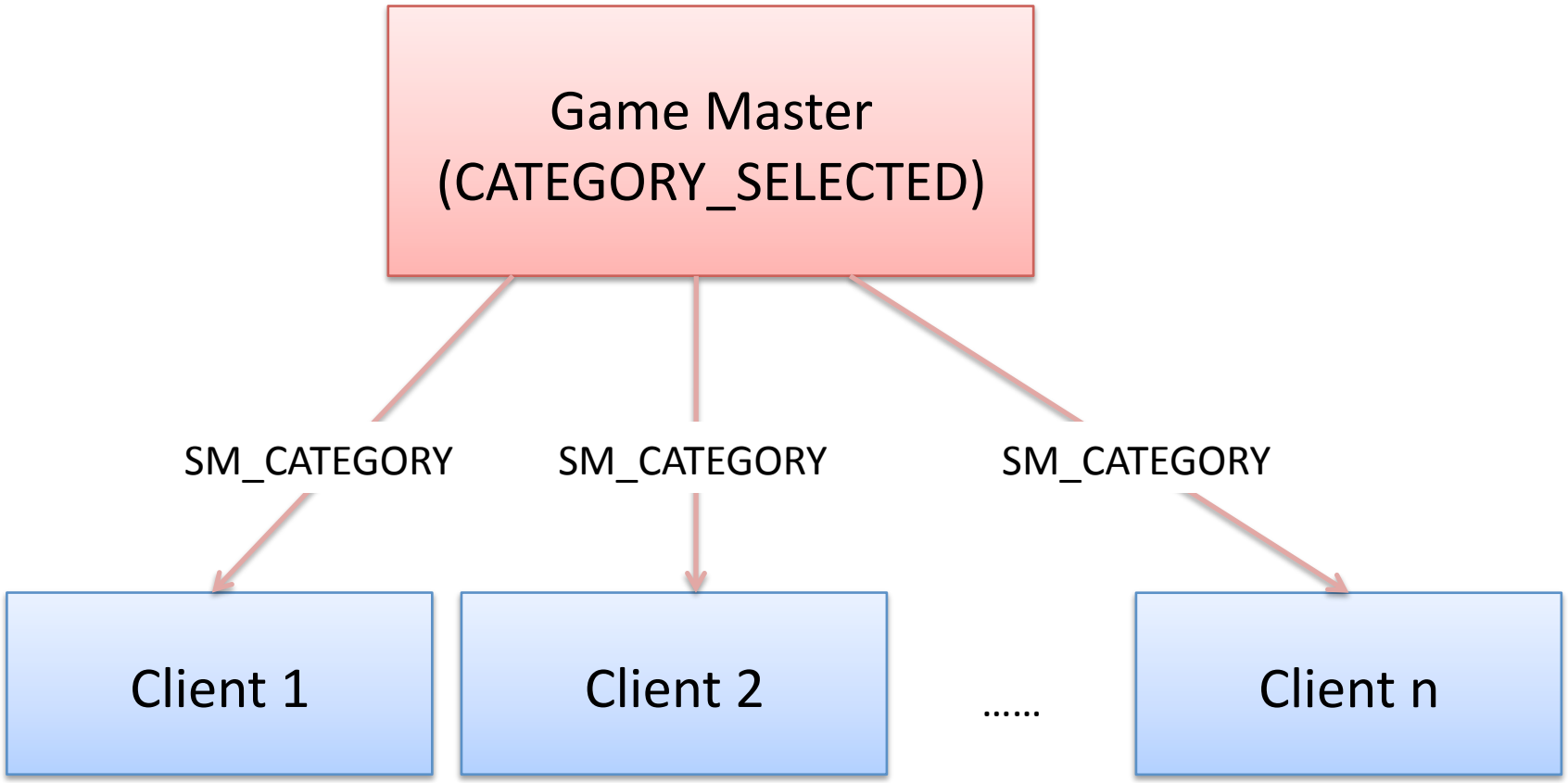

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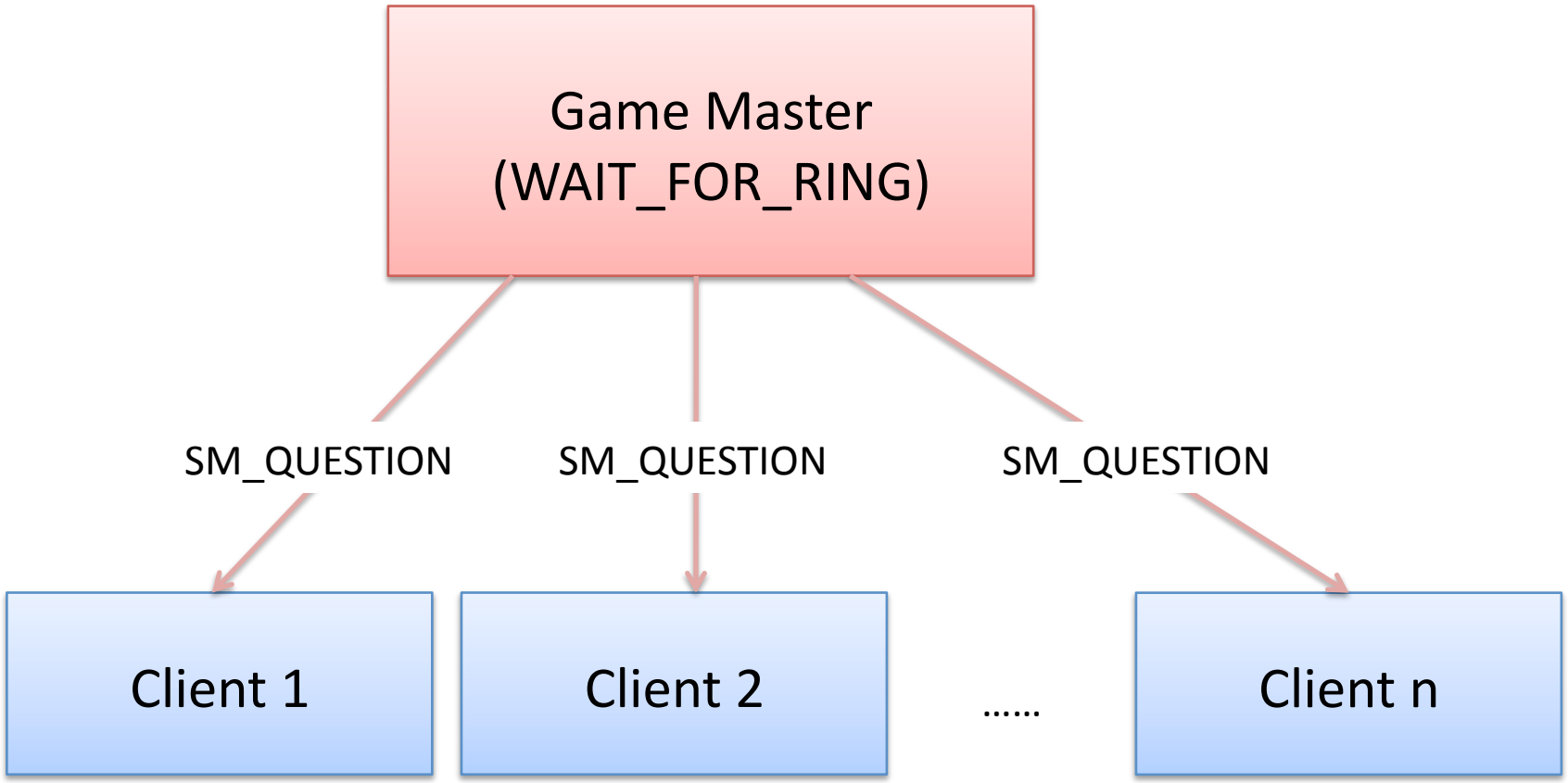

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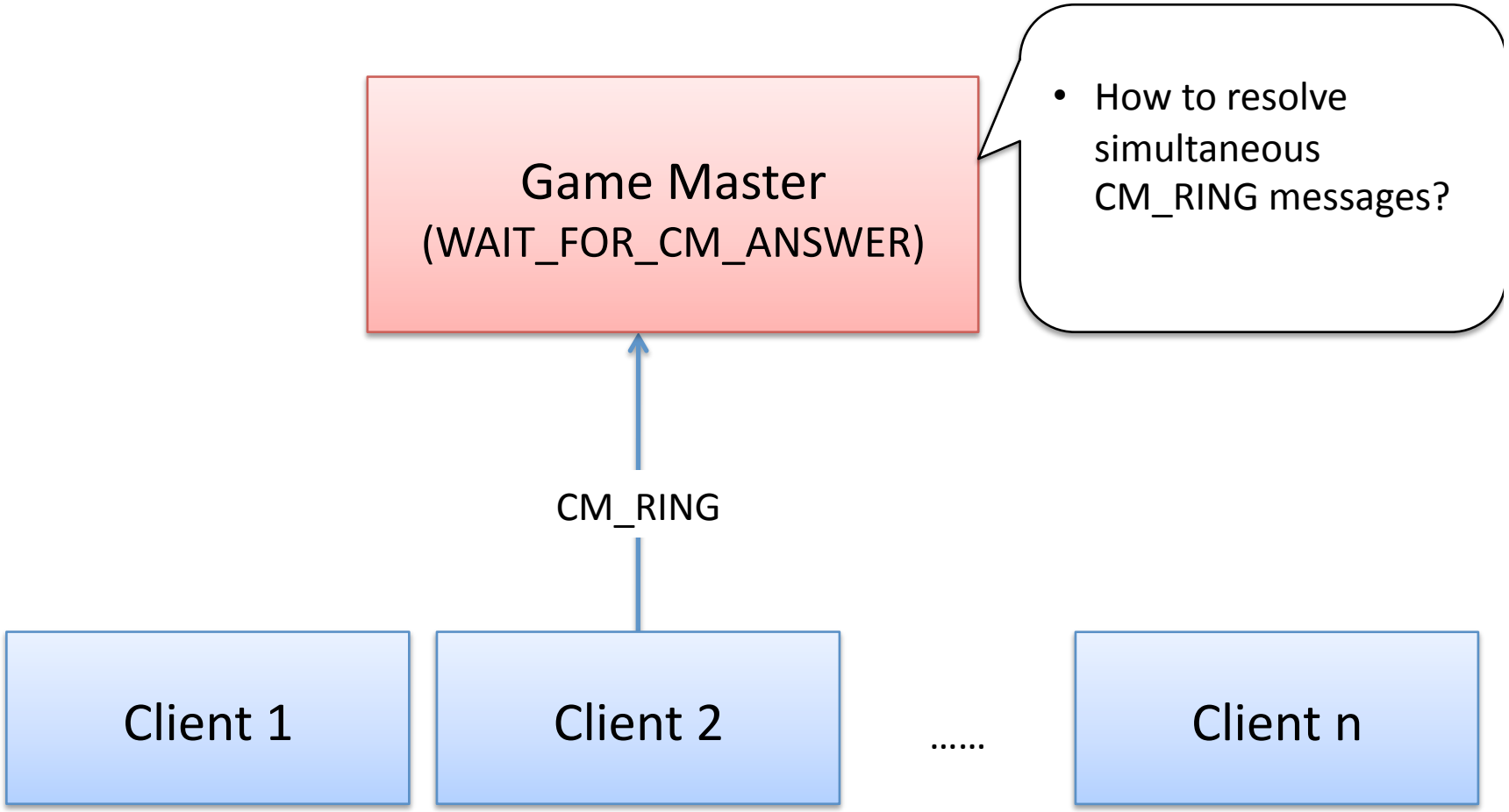

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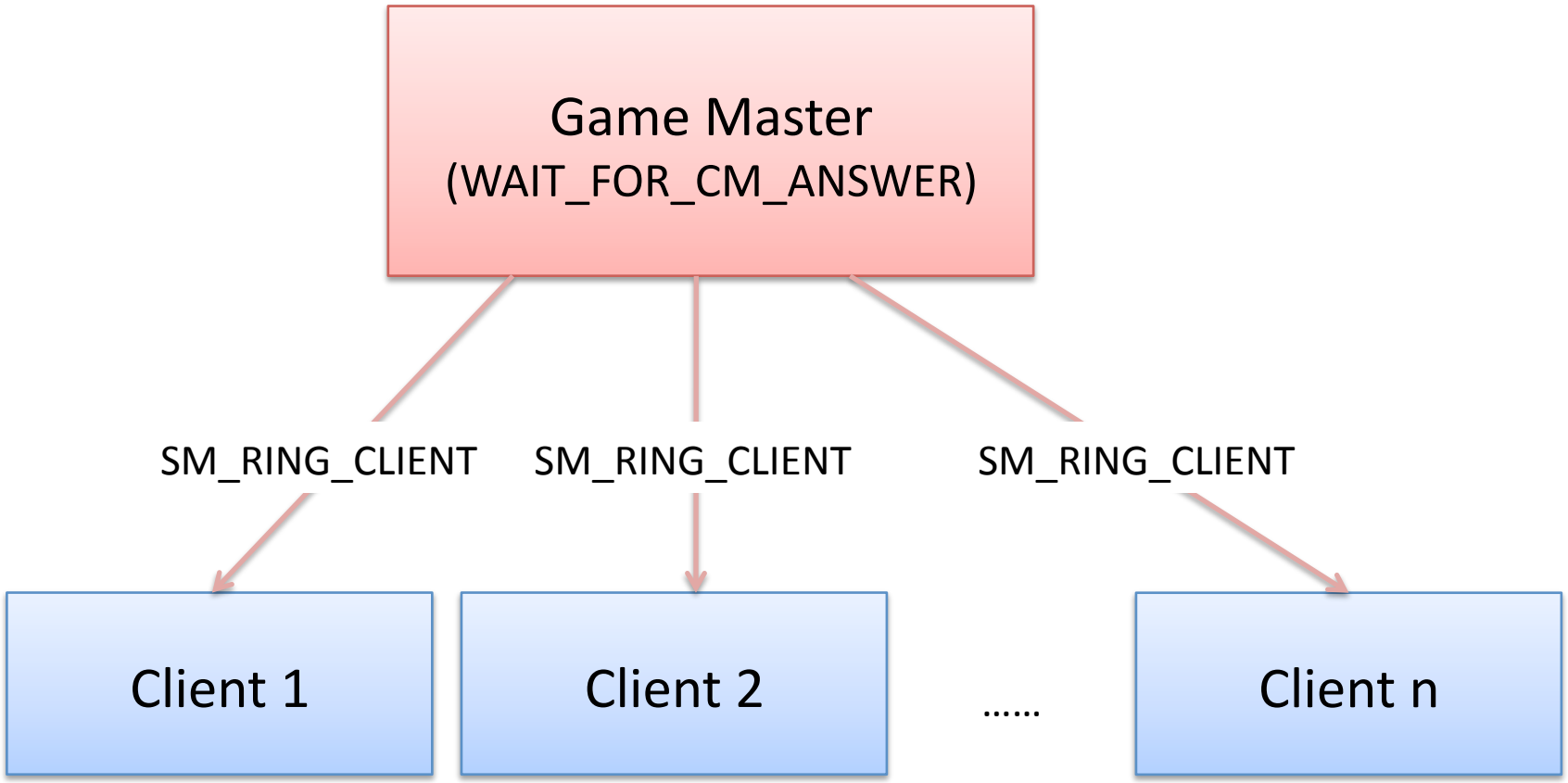

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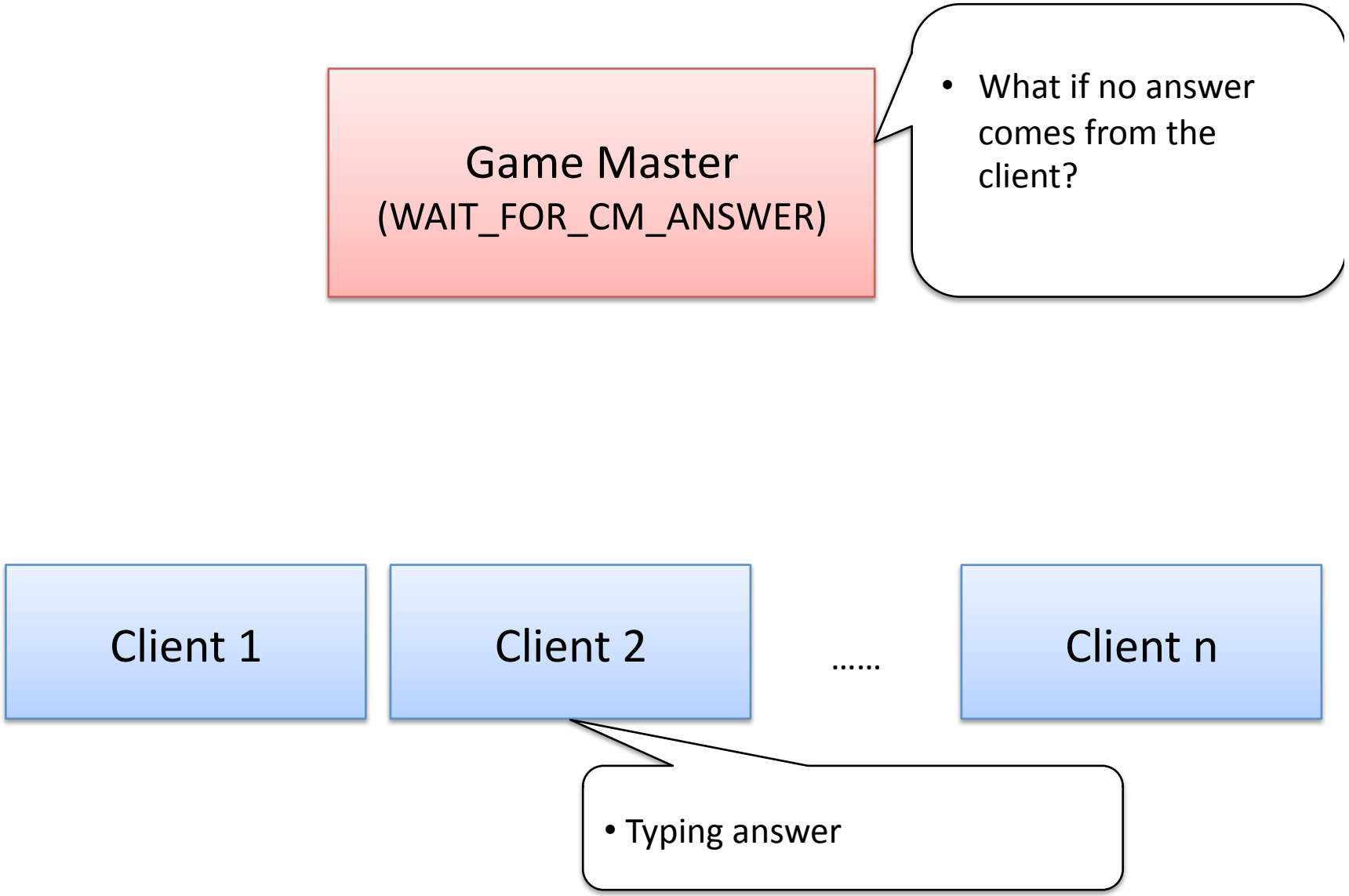

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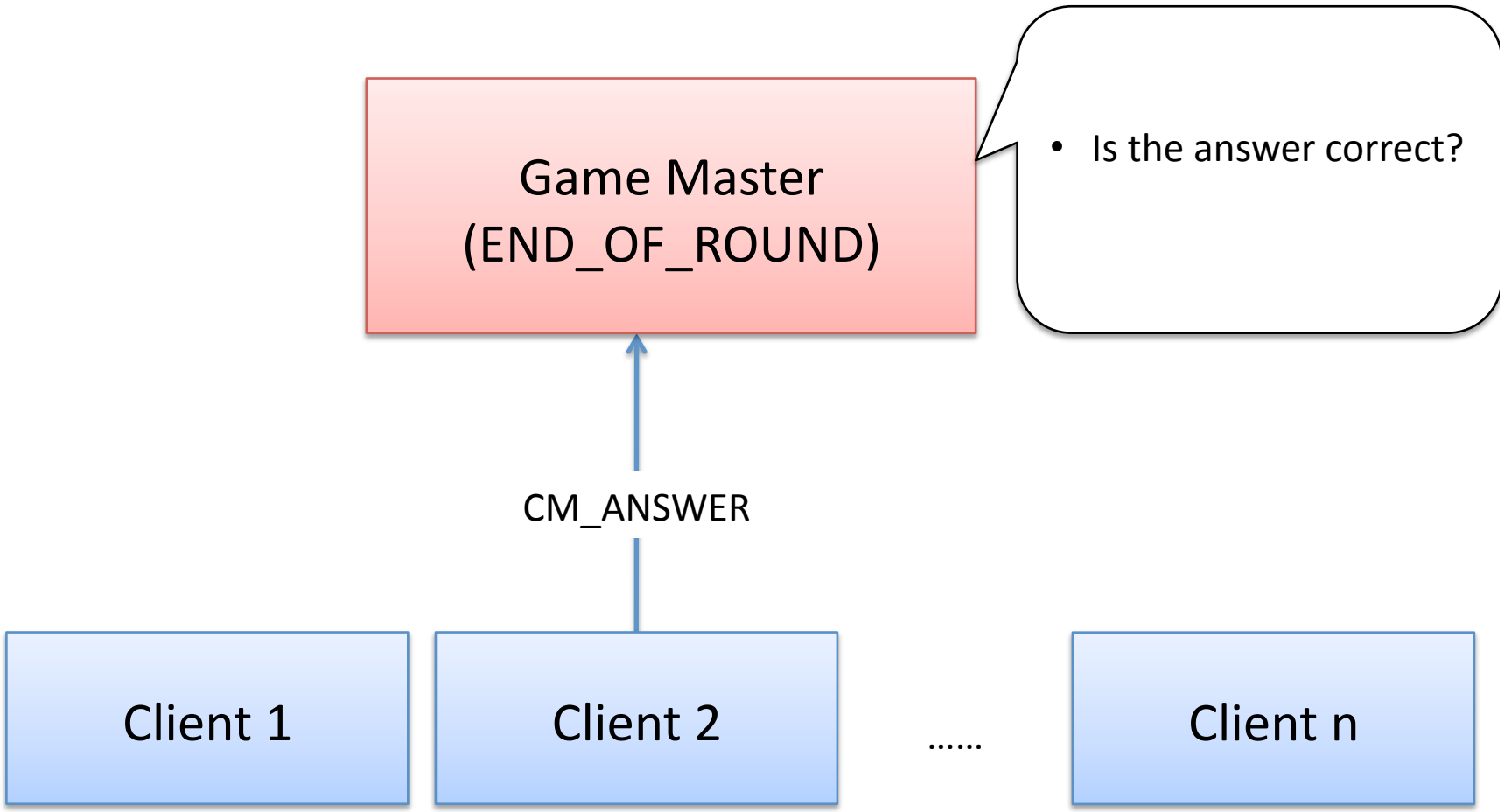

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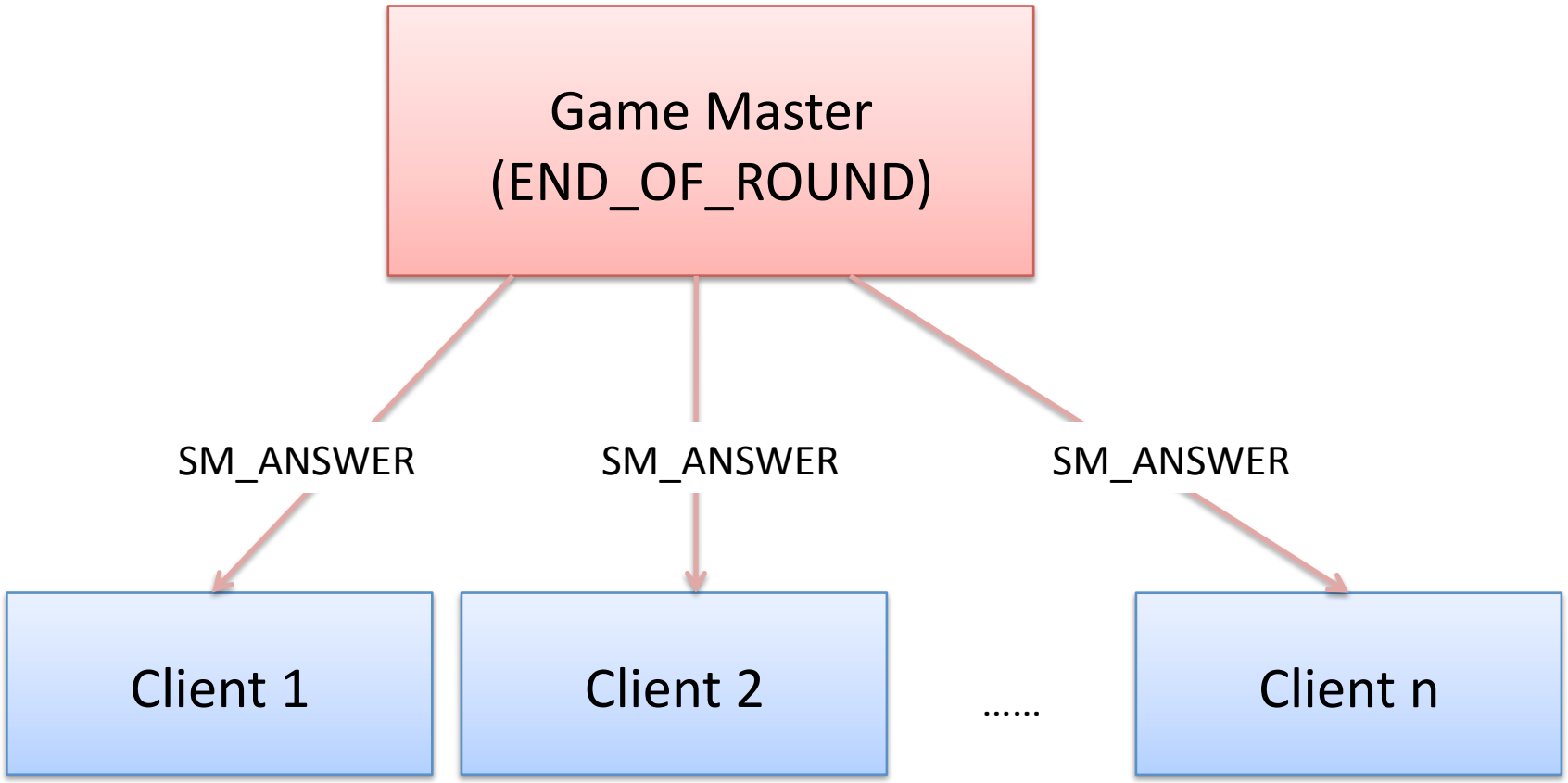

Network Jeopardy Protocol

- A new round is started after this:
  - Update number of questions in each categories
  - Who is the next one to select categories
  - Score board
- How many message types?
- Define your message format carefully
- Finite state machine for game master and player

Network Jeopardy Protocol

- Test your code
  - On EECIS machines
  - One game master, at least two players, two categories, two questions in each category
- Submit your code:
  - Contain a Makefile telling me how to compile your codes