

Role: Socket Programming

Description: I will focus on how the Client and Server program communicate with each other. I will make sure the Client and Server are continuously sending and receiving messages back and forth. I will implement code from the person working on the game part to compare the messages from the client and the server as well as the conditions for when the game is ended.

Code Plan

Server:

```
//build address structure
```

```
Bind()
```

```
Listen()
```

```
While(//winning condition not met)
```

```
    New_s = accept()
```

```
        while(recv)
```

```
            Word = buffer
```

```
            CompareLetterToWordFunction()
```

```
            send(word)
```

Client:

```
//build address structure
```

```
connect()
```

```
While (winning/losing condition not met)
```

```
    send(letterGuess)
```

```
    recv(word)
```