**MULTIPLAYER TIC TAC TOE GAME USING SOCKET PROGRAMMING**

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To set up the server first you have to set up the server by invoking pthread as shown below. Then you have to create a port which is done with a 4 digit number as sown below the pthread line. \*\*\*Note there can tecnically be less or more then 4 digits but that has had unreliable relsult so it's recomended that you only use a 4 digit port number and that number can be whatever you want.



Here we are connecting to the server using the same port number and internal IP address which can be found by using the command ifconfig.



The second player connects in the same way at which point the game begins.

As the following picute will show you play the game by picking a number from 0 to 8 which will then place an x or an o on the corisponding spot going from right to left then from top to bottom. If the player inputs 9 then it gives the number of clients connected to the server at the moment. Any other input will result in the player being asked to input something else.

