

Charlie Say
OSUID: 934377368
CS 372 - Intro Networks
Project 3

Instructions on running program:

- Download the python files into a directory
- Open terminal
- Navigate to directory where python files are located
- Open a terminal
- Run this file first: chatserver.py (python3)
- Open a new terminal
- Run this file second: chatclient.py (python3)

CLIENT SIDE CHAT TERMINAL

```
PS C:\Users\charl\OneDrive\CURRENT TERM\CS 372 Intro Comp Networks\project03>
python chatclient.py
Enter message to send
Type /q to quit
> hello
Server response: hey there
> how are the projects going?
Server response: pretty good, this one was easier than project 2
> sweet! gotta go now
Server response: okay
> /q
The client has chose to end the chat. Letting the server know.
PS C:\Users\charl\OneDrive\CURRENT TERM\CS 372 Intro Comp Networks\project03>
█
```

SERVER SIDE CHAT TERMINAL

```
PS C:\Users\charl\OneDrive\CURRENT TERM\CS 372 Intro Comp Networks\project03>
python chatserver.py
Connected by ('10.197.138.49', 55060)
Waiting for message .....
Type /q to quit
from connected user: hello
> hey there
from connected user: how are the projects going?
> pretty good, this one was easier than project 2
from connected user: sweet! gotta go now
> okay
The client has chose to end the chat.
PS C:\Users\charl\OneDrive\CURRENT TERM\CS 372 Intro Comp Networks\project03>
█
```

EXTRA CREDIT

Instructions on running program:

- Download the python files into a directory
- Open terminal
- Navigate to directory where python files are located
- Open a terminal
- Run this file first: chatserver.py (python3)
- Open a new terminal
- Run this file second: chatclient.py (python3)
- In chatclient.py: type in "play" and press enter

In this program, the client will choose a word for the server (player) to guess. The program will open a new server (hangmanserver.py) and a new client (hangmanclient.py).

HANGMAN SERVER

```
PS C:\Users\charl\OneDrive\CURRENT TERM\CS 372 Intro Comp Networks\project03>
ct03> python chatserver.py
Connected by ('192.168.0.15', 54872)
Waiting for message .....
Type /q to quit
CLIENT says: hi
> hello
Client has wished to play Hangman!
STARTING GAME

cheese
H A N G M A N

+-----+
|       |
|       |
|       |
|       |
+-----+

Missed letters:
_ _ _ _ _
Guess a letter: c

+-----+
|       |
|       |
|       |
|       |
+-----+

Missed letters:
c _ _ _ _
Guess a letter: h
```

```

Missed letters:
c _ _ _ _ _
Guess a letter: h

+-----+
|       |
|       |
|       |
|       |
+-----+

Missed letters:
c h _ _ _ _
Guess a letter: e

+-----+
|       |
|       |
|       |
|       |
+-----+

Missed letters:
c h e e _ e
Guess a letter: s
NICE! The secret word is cheese! You have won!
PS C:\Users\charl\OneDrive\CURRENT TERM\CS 372 Intro Comp Networks\project03>

```

HANGMAN CLIENT

```

PS C:\Users\charl\OneDrive\CURRENT TERM\CS 372 Intro Comp Networks\project03> python chatclient.py
Enter message to send
Type /q to quit
You can start to play Hangman by entering: play
> hi
SERVER says: hello
> play
Pick a word: cheese
The word has been sent to the server to guess.
You have lost and your opponent has won.
PS C:\Users\charl\OneDrive\CURRENT TERM\CS 372 Intro Comp Networks\project03>

```