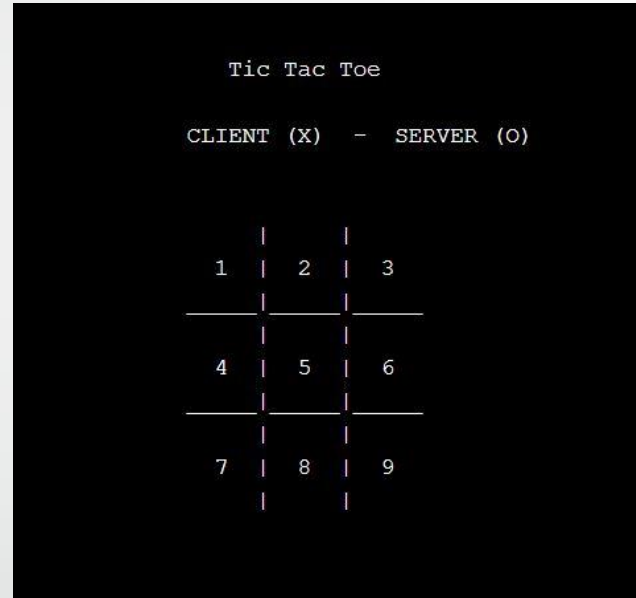# Tic-Tac-Toe using Socket Programming

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- Socket programming is a way of connecting two nodes on a network to communicate with each other.

- One socket (node) listens on a particular port at an IP, while other socket reaches out to the other to form a connection.

- Server forms the listener socket while client reaches out to the server.

- The game begins when server and client are connected.

- The client makes the first move and the corresponding move is sent over the TCP network.

- Then the board gets updated accordingly at both ends, server side and client side.

- Server and client make their moves alternatively until one of them wins or the game ends in a draw.

The following are intended to be used in our project.

Protocol: TCP

Methods: socket(), bind(), listen(), accept(), connect(), send(), recv(), checkwin() [To periodically to check the winner], board() [to set the game environment].

Structure: sockaddr_in for setting the ip family, address, portno.