

TT10L

GROUP 9

Name/ID	Primary Role	Key Components Developed/Implemented
<b>CHONG MENG HANG 242UC244JT</b>	<b>Server Core &amp; IPC Architecture</b>	<ul style="list-style-type: none"><li>• setup_shared_memory() (mmap implementation)</li><li>• Process-Shared Mutex (pthread_mutexattr) setup</li><li>• The Main Server Loop (accept + fork logic)</li><li>• Parent/Child process isolation strategy</li></ul>
<b>YAP CHI YI 242UC244KX</b>	<b>Game Logic &amp; Client Implementation</b>	<ul style="list-style-type: none"><li>• client.c (Receiver thread &amp; Input parsing)</li><li>• check_win() algorithm (4-in-a-row logic)</li><li>• handle_client() (The main gameplay loop)</li><li>• serialize_board() (Board display string generation)</li></ul>
<b>TAN YONG XIN 242UC244PF</b>	<b>Thread Management (Logger &amp; Scheduler)</b>	<ul style="list-style-type: none"><li>• logger_thread (Producer-Consumer logic)</li><li>• scheduler_thread (Turn monitoring loop)</li><li>• log_event() helper function</li><li>• Condition Variables (pthread_cond) for non-blocking logs</li></ul>
<b>THAM MEI TING</b>	<b>Persistence &amp; System Stability</b>	<ul style="list-style-type: none"><li>• load_scores() &amp; save_scores() (File I/O logic)</li></ul>

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242UC244S6		<ul style="list-style-type: none"><li>• handle_sigchld (Zombie Reaper using waitpid)</li><li>• handle_shutdown (Signal handling for clean exit)</li><li>• TCP Socket setup (socket, bind, listen)</li></ul>