

# CS3206: Assignment 2

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## TicTacToe on a LAN

1. Files
  - Server file - server.cpp
  - Client file - client.cpp
2. Compile
  - To compile server file - `g++ server.cpp -o server -pthread`
  - To compile client file - `g++ client.cpp -o client`
3. Execute
  - Set the 'IP' in client file to the ip of computer that is running server file
  - Run server file - `./server`
  - Run client file - `./client`
4. Done
  - The clients can play TicTacToe with each other
  - Log files for each game will be stored on server computer as <game\_id>.log

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## YAPP - Yet Another Ping Program

1. Files
  - Main file - yapp.cpp
2. Compile
  - To compile - `g++ yapp.cpp -o yapp`
3. Execute
  - We will have to execute the file with sudo privilege
  - Run - `sudo ./yapp <ip>`
4. Done
  - You will get the RTT time as output