

CS359 Computer Networks Lab
Lab Exercises 7
Indian Institute of Technology, Patna
April 05, 2018

Instructions: You have to show the demo to the TA and submit the codes in a tgz file with name assign7.tgz. The submission date is 12.04.2018.

1. You have to create an online game of Othello (Reversi) that will be played by two players. The details about the game is given in a separate document uploaded in this site. The game will run on a web server having a specific IP address. Users will connect to the webserver using a web browser. On connecting to the web server, there will be two options *a.)* Create a new game and *b.)* Connect to an existing game. When user selects a new game, the user is redirected to the game page and a token number is provided. This token number will be used by another player to play with this user. Thus when a user selects **Connect to an existing game** option, a token number will be asked. The user will have to provide the token number that had been provided to an user (who has selected the **Create new game option**), so as to play with that user. If there are two users already playing that game, then print the message *Game already started* and return to the home page. You also need to set up a maximum time for a move, and the time left for a move must be displayed in the browser of the players. This time must be the time at the server.