**Compilation + Execution**

There are three files that need to be placed in the same directory: Sudoku.java, Client.java, and Server.java. Once each of the files is compiled, the user must first initialize the server by running java Server <port number> in a command prompt. The clients can now connect by running java Client <host name> <port number> on their command prompts, which connects the user to a server with that port number.

**Commands/How to Play**

Once the user connects their client to the server, they can now play a game of sudoku using the following commands:

*show* – displays the current state of the sudoku board

A square crossword puzzle with numbers

Description automatically generated*update <row> <col> <num>* - updates a spot in the board with a new value; may inform the user if they input incorrect values for any of the parameters. e.g. update 1 4 3 will update the number in row 1, column 4 to be 3.

*exit* – closes the connection and disconnects client from server

*help –* displays the list of commands

\*disclaimer: wrong numbers can be considered “valid” if there is not

enough information on the line