NetTacToe (Networked Tic Tac Toe Showdown)

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- Implementing Socket Communication
- Ensuring Reliable Data Transfer
- Implementing client Server connection
- Creating User-Friendly Interfaces

Methodology

System Design and Implementation

- Socket Communication
- GUI Development

Networking Algorithms Integration

- DNS Resolution
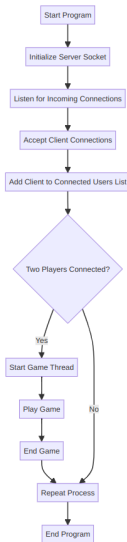- TCP Network layer protocols
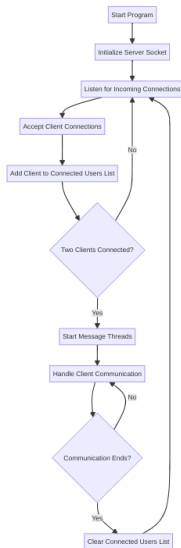
Server

Figure: Flow of The Server

Message Server
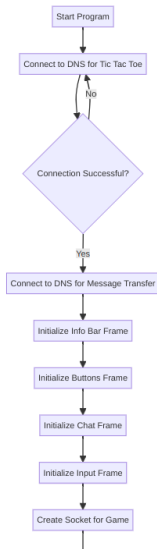

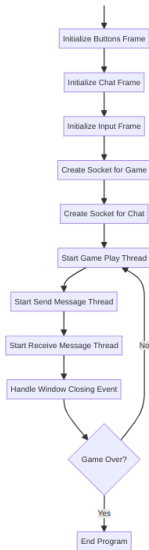Figure: Flow of The Message Server

Figure: Flow of The Client
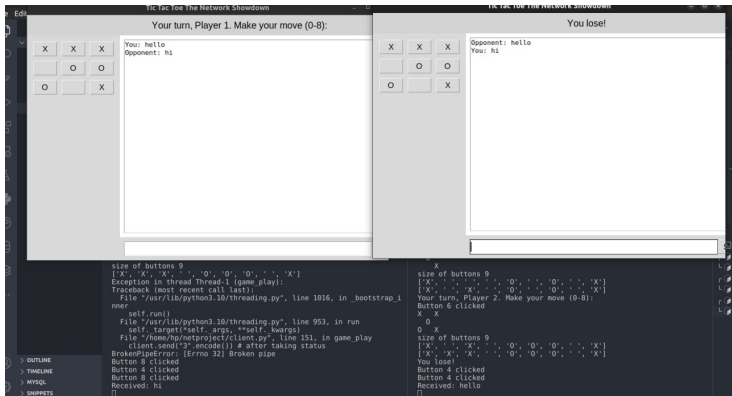
Client

Figure: Flow of The Client

Figure: Demo of the NetTacToe game with real-time chat

Outcomes

- Functional Networking System
- Interactive GUI Design
- Reliable Data Transfer and Error Handling
- Comprehensive Documentation

Conclusion

- Successfully achieved objectives
- Insights gained into real-world networking challenges
- Future work includes expanding protocol support and optimizing algorithms

Thank You!

Any Questions?