I use TCP protocol for this project. On the server side, it focuses on getting a random number and seeing if the user guesses from the client side equals, is less than, or greater than the number from the server. It modifies the guess from the client side to turn it into a proper integer. Once it's an integer it checks for the value of that integer, if the guess equals the random number it checks to see if the user wants to play again, if they do then the server generates a new number and starts a new game. On the client side, it focuses on entering a number and deciding if it wants to tell the server to start a new game or end the game. The user types in the IP address they want to connect to, once they connect the client allows the user to type a number, afterward, it sends the number to the server and then depending on the server's answer will either let the user guess again or decide if they want to do a new game. If the user decides to do a new game they send a yes back to the server otherwise they send back a no and the game ends for both the client and the server.

How to Play:
- Continue to enter a number until you guess the correct number that the server provides.
- Once you guessed correctly decide if you want to play again by either typing yes or no.

Client:
Enter the server IP address:
localhost
Server Connected
Enter a Number Between 1-1000:
500
Server says: 500 Is Too Low! Try Again. '
Enter a Number Between 1-1000:
900
Server says: '900 Is Too High! Try Again. '
Enter a Number Between 1-1000:
726
Server says: 'Correct!, You Win! '
Play again? Yes or No:
yes
New game has started.
Enter a Number Between 1-1000:
887
Server says: 'Correct!, You Win! '
Play again? Yes or No:
no
Thank You for Playing

Sever:
The server is ready to receive
Client Connected: ('127.0.0.1', 54588)
726
waiting for number.

received: 500
waiting for number.
received: 900
waiting for number.
received: 726
your new number is: 887
waiting for number.
received: 887
Thank You for Playing