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/*

Responsibilities: Client implementation and Client-server architecture

    Reformatted handling of expressions and functions. Made code a little more clear and legible.

    Worked hard on trying to figure out certain bugs in terms of computer-client turns

    Drew worked along side adam to figure out how players would be added along side the computer player

*/


```c
void minusPlayerScore(struct Player new_player, int num)
{
    new_player.score += num;
}


void addPlayerScore(struct Player new_player)
{
    size_t length = nnew;
    if (length == 3 || length == 4)
    {
        new_player.score += 1;
    }
    if (length == 5)
    {
        new_player.score += 2;
    }
    if (length == 6)
    {
        new_player.score += 3;
    }
```

```c
    if (length == 7)

    {

        new_player.score += 4;

    }

    if (length >= 8)

    {

        new_player.score += 11;

    }

}


void minusPlayerScore(struct Player new_player, int num)

{

    new_player.score += num;

}


void addPlayerScore(struct Player new_player)

{

    size_t length = nnew;

    if (length == 3 || length == 4)

    {

        new_player.score += 1;

    }

    if (length == 5)

    {

        new_player.score += 2;

    }

    if (length == 6)

    {

        new_player.score += 3;
```

```c
    }
    if (length == 7)
    {
        new_player.score += 4;
    }
    if (length >= 8)
    {
        new_player.score += 11;
    }
}


void addComputerScore(struct Computer new_computer)
{
    size_t length = nnew;
    if (length == 3 || length == 4)
    {
        new_computer.score += 1;
    }
    if (length == 5)
    {
        new_computer.score += 2;
    }
    if (length == 6)
    {
        new_computer.score += 3;
    }
    if (length == 7)
    {
        new_computer.score += 4;
    }
```

```
    }
    if (length >= 8)
    {
        new_computer.score += 11;
    }
}
```