Project Report

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Aim: There is a host who conducts the Gameshow. There will be 3 participants for a game show, some random questions were asked by the host. The participant who first presses the buzzer within 10 seconds after the question announcement is allowed to answer the question. +1 mark is awarded for a correct answer and 0.5 marks will be deducted for a wrong answer. If any participant scores 5 points the game ends and the winner is declared.

Language used:

Python 3

Key concepts:

Socket Programming.

Future Extensions:

- 1) can be modified to infinite clients.
- 2) High level graphics GUI can be added.

Assumptions:

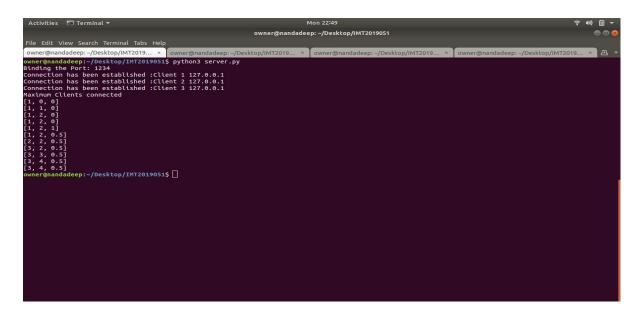
- 1) If a player presses the buzzer, he should answer the question.
- 2)There is no 10 seconds time constraint after the buzzer is pressed.

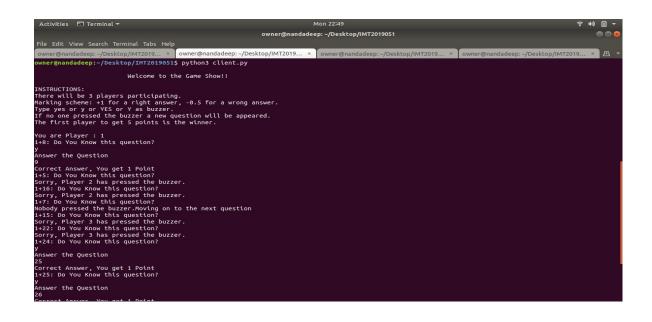
3) IP address and Port Numbers are hard coded to 127.0.0.1 and 1234 for sake of simplicity.

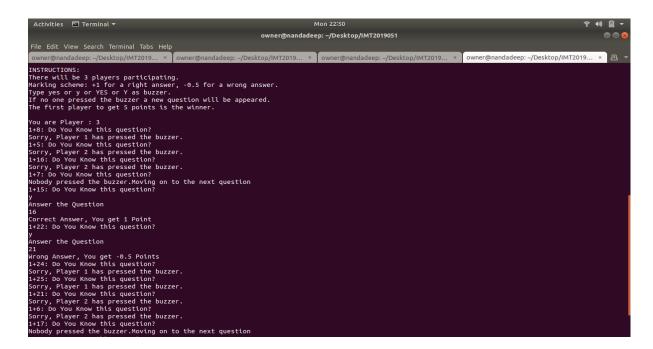
How to run:

- 1) type \$ python3 server.py and \$ python3 client.py to run the server and client.
- 2)type **y** as buzzer.

Working of the program:







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Activities Terminal Tabs Help

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References:

- 1) https://www.geeksforgeeks.org/simple-chat-room-using-python/
- 2) https://github.com/
- 3) https://docs.python.org/3/howto/sockets.html