

CHECKERS game TOURNAMENT on multi threaded socket server

OPERATING SYSTEMS PROJECT PROPOSAL



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**PROJECT PROBLEM:**

How to run checkers tournament with multiple games at the same time while maintaining record of games

**FUNCTIONALITY:**

* 16 Players, 8 games will be played at the same time
* Maintaining a record of the games
* Winners of Round 1 move on to Round 2 and then to the final round
* Each player will have a unique ID and profile

**LEARNING OUTCOMES:**

* How to deploy a client server based on socket system
* Learn how to apply multithreading
* Learn how to connect a database with JAVA code
* Learn how to install an application on a server
* How to maintain a database with a JAVA application

**TOOLS AND TECHNOLOGIES:**

* Using JAVA application to create checkers game
* Implementing Socket server concepts to establish a connection between two instances of the game to allow two players to compete with each other
* Implementing SQL server to create and maintain a database of all players and games which links to the JAVA application of the checkers game
* Implementing multithreading concepts to run multiple games at a time

**REFERENCES:**

* Learning Java: <https://www.youtube.com/watch?v=eIrMbAQSU34>
* Socket Programming in JAVA: <https://www.youtube.com/watch?v=BqBKEXLqdvI>
* Multithreading Java sockets: <https://www.youtube.com/watch?v=s_YsS3jhgWc>
* Connecting JAVA to SQL server: <https://www.youtube.com/watch?v=x8GiogC4SdE>
* Stay tuned for further research