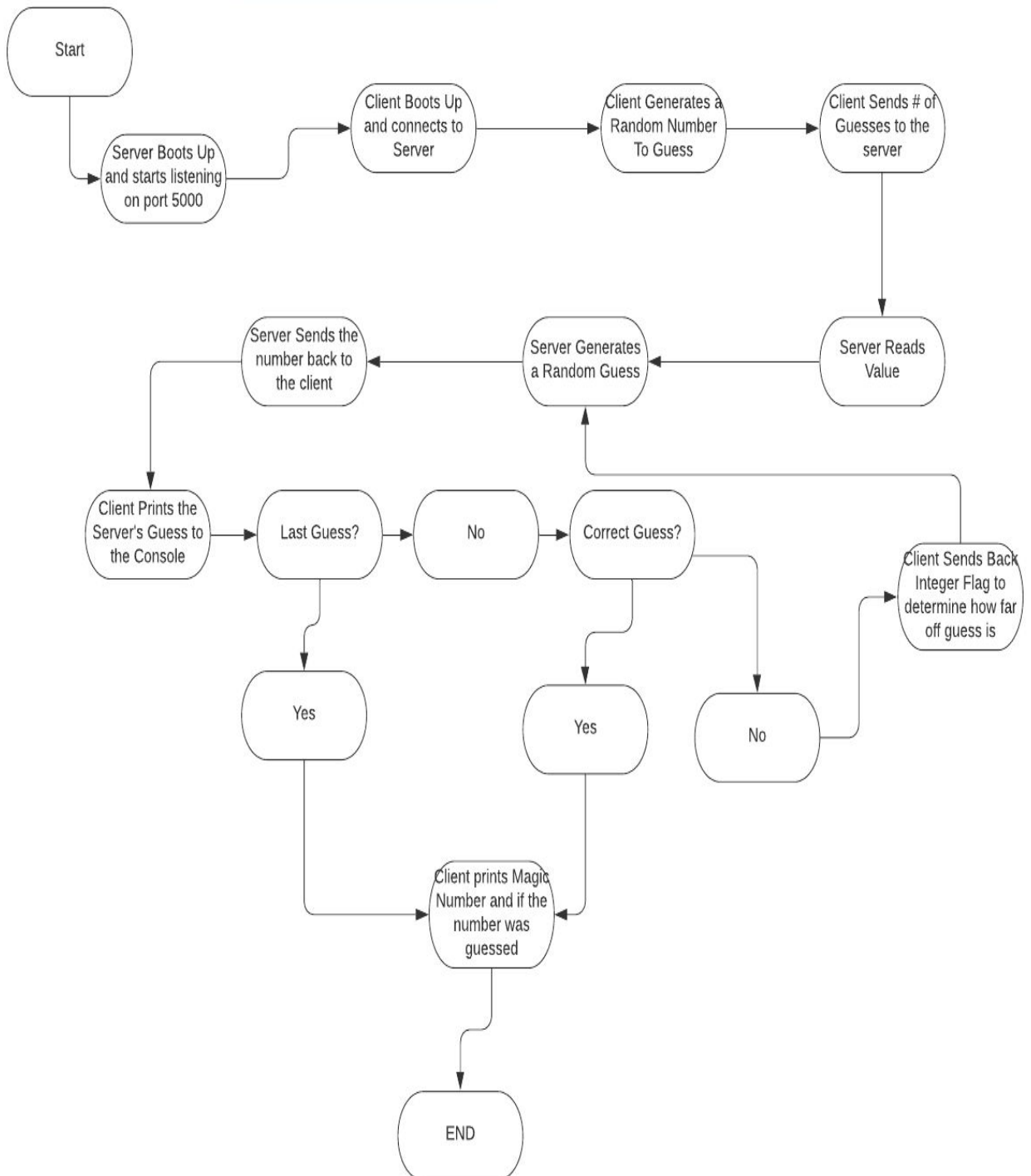


Client-Server_Java_Flowchart_Homework_1



PseudoCode

This program will implement a simple client-server connection in which the Client takes in a guess value, the number of guesses, the host, and the port in which the Server is listening on. The application creates a Client Server guessing game communication protocol. The server guesses the number for N amount of times. N being the number of guesses allotted per this connection.