Communication Contract

1. To Request Data:

* Save to variable and make call to function
  + card\_name = magic\_rng\_card()
* If the server is active you will be able to get a random card name.
* The card is saved to the variable.

1. To Receive data:
   * Launch magic\_server.py
   * Initiate a request for a random card from magic\_client.py by following instructions above.
   * Server sends the randomly generated card back to the client.
2. ULM Diagram

Diagram, schematic

Description automatically generated