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Computer Networks

Project Report

Title: Game Show

**Working of the Program**

When the program is started the server starts listening for any player requests to connect to the server. Then after it connects to all the 3 players the game begins. The player will have 10 seconds to press the buzzer. After pressing the buzzer the player will have 3 seconds to answer the question. If he presses the buzzer and does not answer the question he will lose 0.5 points. The program will record the time at which the player pressed the buzzer to see who pressed the buzzer first . At the end of all 20 questions it will display the score of the player.

**Description of the Code**

Language of the program: Python

Modules used: Sockets , time , linecache , sys , os , signal , threading

First when the server file is executed it starts to listen for any clients that are requesting for connection. Then it connects to the client who requested the connection and waits for more players. After 3 players are connected it sends the question file to every client by creating multiple threads for each client. On the client side of the program it receives the question file and it reads the question and waits for 10 seconds to press the buzzer. If the buzzer is pressed, it waits for 3 more seconds for the player to press the answer. After the player inputs his answer the program will take note of every answer he gives. After the questions are done asking the program compares the players response file with the answers file. If the player attempts and gets the question right, the player gets 1 point, else if he attempts and gives the wrong answer he will get –0.5 points. At the end of the program it displays the score of the player.

**Instructions to run the program**

After the folder is downloaded, we need to unzip it from tar.gz. The command to unzip it in linux is

“tar xzvf file.tar.gz -c /path/to/somedirectory”

After unzipping the folder go to open the client.py and host.py change the IP address to the desktop which we are using. We can check the IP by using “ifconfig” in linux terminal. Then open 4 terminals . One to run the server (host.py) and three are for the clients(clients.py) . It is best to run the clients in different directories since the files the program creates will clash with other clients if it is in the same directory .

This is the report on my project . Thank you.