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1 Module Server : Documentation for the server side from the iSketch game

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```
val max_players : int Pervasives.ref
    Maximum number of players able to play during one game
```

```
class server : int -> int ->
  object
    val port_num : int
        Listening port number of the server

    val nb_pending : int
        TCP/IP socket

    val s_descr : Unix.file_descr
        Creates a Thread for the game

    method init_game : unit -> Thread.t
        Waits for potential players connections

    method start : unit -> unit
    method start_rounds : unit -> unit
  end
```

This class sets up the server

```
class player : Unix.file_descr -> Unix.sockaddr ->
  object
    val s_descr : Unix.file_descr
    val s_addr : Unix.sockaddr
        Pseudo of the player

    val mutable pseudo : string
        Unique ID used to define the running order for the game
```

```

val mutable number : int

    Creates a thread with all the functions needed by the player

method start : unit -> unit

    Called when the player stops to play / quit the game

method stop : unit -> unit

    Method which adds one player to the game (if its pseudo is not used by another player)

method connection_player : unit -> unit

    Simple setter function to set number and pseudo variables

method set_number_and_pseudo : int Pervasives.ref -> string -> unit


method send_roles_and_word : unit -> unit
method wait_word_proposition : unit -> unit
method send_word_proposition : unit -> unit
method wait_drawing_proposition : unit -> unit
method send_drawing_proposition : unit -> unit
end

This class sets up one player

```