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1 Module Server : The server side from the iSketch game

```
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
    method init_game : unit -> Thread.t
    method start : unit -> unit
    method start_rounds : unit -> unit
    method treat : Unix.file_descr -> Unix.sockaddr -> unit
  end

    This class sets up the server
```