Contents

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
      val mutable pseudo : string
      val mutable number : int
      method start : unit -> unit
      method stop : unit -> unit
      method connection_player : unit -> unit
```

```
    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